



GOLF TRYOUTS



WHO – 7th and 8th grade boys and girls

WHEN - Thursday March 2nd and Friday March 3rd

WHERE - **The Main Gym**

Time - 4:15–5:15 After school.

You must have a ride or be able to ride the late bus.

REQUIREMENTS –

- You must be passing all of your class
- You must have a physical.
- 5 or fewer referrals.

QUESTIONS – If you have any questions please contact
Coach Carlton (Room 1121)

To sign up Scan the QR Code:



CISD JUNIOR HIGH GOLF RULES

1. General Rules:

- a) Double par limit on Par 3 and Par 4's, Par 5's – the highest score you put on your scorecard is a 9. (junior high plays 9 holes). To keep the pace of game, if you are hitting a 6 on a par 4, and you are still not on the green then pick it up and record double par (8).
- b) Boys play from the white tees & girls from the red tees.
- c) You may improve your lie one scorecard length without taking a stroke. This applies to fairway only, not on the green or in sand! Under wet conditions we will use "lift, clean and place."
- d) When you hit into the water, record a 1 stroke penalty and place the ball on the other side of the water. We do this to keep the pace of game.

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| "Lift, clean and place" – This means you can mark your ball (place a marker into the ground right behind the ball), then lift the ball, clean the ball and then place it back within 6 inches of the original position, no closer to the hole. This applies "through the green" which means anywhere except in a hazard or sand. |
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2. Scoring Instructions:

- a) Be sure to begin keeping score on the hole you are assigned to start on.
- b) Trade score cards with another person in your group. You are to keep track of their hits and write their score on the card. You may keep your own score under their score (on the bottom of the card).
- c) Be sure to verify their score at the end of each hole (as you are walking off the green). Any disagreements must be addressed immediately. Should a decision not be agreed upon, mark the hole and take it up with the coach.
- d) After 9 holes, the total must be added up. Each golfer will sign the bottom of the card, then the card will return to its original owner in order to be turned into a coach.
- e) Each junior high can bring 5 golfers. The highest score is thrown out, with the 4 lowest scores added together for a team score. In the case of a tie, the 5th score will serve as the tie breaker.

3. Out-of-Bounds and Lost Balls:

- a) Out-of-bounds and lost balls are required to take a stroke.
- b) Golfer may hit a provisional ball if they believe their ball is lost or o.b. If you find your original ball, play it and pick up the provisional. Hitting the wrong ball is a penalty. Hitting a provisional ball will save time when you discover that the original ball is o.b. If you end up playing the provisional, you are lying 3.
- c) Same rule pertains to a shot hit from the fairway out of bounds. Hit a provisional from the original position and then determine which ball is playable. Any time you play the provisional ball, it counts as an extra stroke.

4. Sand Bunkers:

- a) When entering the sand bunker, always enter from the low side, so as not to break down the integrity of the design. Take a rake with you and put it near your ball location. Thus, it will be available for grooming immediately after you hit your ball.
- b) Reminder – do not ground your club in the sand. It is a one-stroke penalty!

5. Pace of Game:

- a) Keep up with the group in front of you. Pace of play, limit all practice swings to 2.
- b) Play “ready golf” rules (refer to handout).
- c) On the green, the closest person to the hole should mark their ball and tend the flag for other golfers.
- d) When a ball reaches a green, each player should mark it, without waiting to be asked to do so. Be aware of other players’ lines. Do not walk on them. The proper place for the marker is directly behind the ball. If another player prefers you to move your marker out of their line, then ask them which direction.
- e) If a player hits a long putt that stops short of the hole, that player has the choice to finish putting out.
- f) All putts must be holed out, no “gimmes”.

6. Carts:

- a) Push/Pull carts can be used by both girls and boys.

7. Yardage Books and Range Finders:

- a) UIL prohibits the use of any electronic range finders during competition. Since it is impossible for 5 coaches to check nearly 100 golfers, we have decided no range finders of any kind.
- b) Yardage books are allowed and can be purchased in the pro-shop.
- c) General yardage rules: red marker (100 yards out); white marker (150); blue marker (200).

8. General Course Management and Etiquette:

- a) Repair all ball marks and divots, and rake bunkers after hitting out.
- b) Do not rest your bag of clubs on the tee box or greens.
- c) Each golfer should abide by the course’s rules (i.e. collared shirt, soft-spike shoes, etc.)

2023 Golf Tournament Rules of Play

- 1) U.S.G.A will govern all play with the exception to the following U.I.L and posted local rules.
- 2) We will play Teams and Individuals this year for each division.
 - ** A team will consist of a maximum of 5 golfers. We will take the 4 lowest scores and add them together to get the team total.
 - ** Golfers will also be competing as individuals as well.
 - ** Awards will be handed out for teams and 1st – 3rd place individuals for each grade level and gender.
- 3) tee boxes and colors will be determined at the golf course.
- 4) There will be Double Par limit on each hole. Example – a par 3 the highest score you can make is a 6, a par 4 – the highest score is an 8, a par 5 – the highest score is a 9. (ex. If you are playing a par 4 and you are hitting your 6th shot and you are not on the green yet – pick up your ball, mark down an 8 on your score card – this will help keep the pace of play up)
- 5) If you hit into a Water hazard – take a one stroke penalty and then place your ball on the other side of the water hazard and continue playing.
- 6) All hazards will be played as lateral hazards.
- 7) When entering the sand bunker, always enter from the low side, so as not to break down the integrity of the design. Take a rake with you and put it near your ball location. Thus, it will be available for grooming immediately after you hit your ball.
 - Reminder –do not ground your club in the sand. It is a one-stroke penalty!
- 8) If during the course of play there is a question about a rule, then play two balls and get a ruling from the rules committee.
- 9) When finished with your round, check the hole by hole score and make sure there are two signatures on your card. Then have your coach check your card. Turn in all cards at the same time to your coach.
- 10) Exchange your score card to the right at the first tee. Keep your opponents score on top of your score card and keep your score on the bottom of the score card
- 11) Mark your ball and declare your ball at the first tee and after each time you use a new ball.
- 12) Out of bounds is marked by white stakes and poles.
- 13) Unsportsmanlike conduct (ex: throwing clubs, loud and vulgar language, cheating, damaging the golf course, getting help from parents or friends) will be grounds for disqualification.
- 14) Repair all ball marks and replace divots when possible, and be sure to rake all sand traps after use.
- 15) **LATERAL HAZARDS:** Defined by red lines and/or stakes. In the absence of lines and stakes, the margin of the hazard shall be defined by the hazard itself.
- 16) **OUT OF BOUNDS** Defined by white or white-topped posts. A ball is deemed out of bounds when the entire ball lies out of bounds. Out of bounds posts are defined as an integral part of the golf course; therefore, are not moveable obstructions.

SPECTATOR RULES

- Spectators must stay on the cart path at all times. Exception: When watching play on/around the green spectators may go up on the mounds that surround the green to watch. Spectators need to stay 30 yards from the players.
- Spectators may not walk down the fairway with the players.
- Spectators need to stay 30 yards from the players at all times.
- Spectators are allowed to help search for lost golf balls.
- Spectators are not allowed in the scoring area at any time.
- Spectators may not give any advice during play. Only the designated coach may give the player advice during a stipulated round. Any other communication could be deemed advice. The player could be penalized 2 strokes for every breach or disqualified.
- Spectators may shuttle players out to their starting hole and/or return them after last hole. Spectators may shuttle players from the green to the next tee box, spectators are not allowed to cart players during play from the tee box to the green. Exception: In the event of inclement weather or dangerous situation, spectators may transport players to safety