



South Portland Junior Open

General Tournament Rules

- All golfers will be expected to display proper etiquette and uphold the rules of the game for the duration of the tournament.
- Adults or Parents may be caddies and spectators, and help with rules interpretations.
- 13 – 15-year-old division will play 18 holes – shotgun start at 8am
- 7-8, 9-10, 11-12 divisions will play 9 holes – shotgun start at 1pm
- Maximum of 8 shots per player per hole
- Each player will keep score forThemselves, and one other player in their group (parents and caddies will not record the score on the scorecard, but can help determine the score for a player on the hole)
- All scorecards must be signed by the player and the other person they are keeping score for in their group at the end of the round. Then bring the scorecard to the scorer's table and report the scores.
- Lowest score after the round is the division winner. All ties for winner and runner up will be settled by sudden death playoff holes.

Course Rules

- 7 – 12 year olds play from Red Tees, anyone in this age group, who need to, may use the Blue Tees located in the fairway.
- 13 – 15 year olds play from the White Tees, Females in this age group may play from the Red Tees
- Mark, pick, clean, and place within 1 club length on all shots (fairway and rough)
- Red Stakes on hole #1 and 5 – take 2 club lengths no nearer the hole, drop, add 1 penalty stroke
- The streets on the left of holes #4 & #5 and behind the Green on #9 are Out of Bounds – Must hit from previous spot, add 2 penalty strokes (Hit a provisional ball if you think you may be out of bounds)
- White Stakes on #9 – Out of Bounds – Must hit from spot of previous shot, add 2 penalty strokes (Hit a provisional ball if you think you may be out of bounds)
- Ground Under Repair behind #9 Green – Free drop out of G.U.R. Area no nearer the hole – no penalty strokes
- Over, through, or against the fence (swing is impeded) on the fairway of hole #3 – place in marked drop area, add 1 penalty stroke
- Over, through, or against the fence (swing is impeded) behind the green of hole #3 – place in marked drop area, add 1 penalty stroke
- 3 minutes maximum to look for a ball
- All participants will be expected to play quickly, repair divots, fix ball marks, and rake traps