



2020 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.
- Golfers should dress in golf appropriate attire.
- Adults or Parents may be caddies and spectators, and help with rules interpretations.
- Golfers entering grades 7-12 will play 18 holes – shotgun start at 8:00am
- Golfers entering grades 4-6 will play hole #'s 1,2,6,7,8,9 and will tee off at 10:00am
- Maximum of 7 shots per player per hole for Grades 7-12, max of 8 for Grades 4-6
- 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 for Middle school and High School players 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 for Middle School and High School. All ties for winner and runner up will be settled by sudden death playoff holes.
- No award winners for grades 4-6 (but will be prizes for closest to pin and longest drive).

Course Rules

- Golfers entering grades 7-12 will play from White Tees for boys and girls from Red Tees
- Golfers entering grades 4-6 will play from Red Tees
- 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)
- Over, through the fence on the fairway of hole #3 – place in marked drop area, add 1 penalty stroke
- Over, through the fence behind the green of hole #3 – place in marked drop area, add 1 penalty stroke
- Any ball against a fence will get relief no closer to the hole
- 3 minutes maximum to look for a ball
- All participants will be expected to play quickly, repair divots, fix ball marks.

New this year!

- Closest to the pin – Hole #7
- Longest Drive – Hole #8