



## Considering Tournament League?

We understand that your goal is to have your child play in our Tournament League!

Our Tournament League is designed to help players prepare for JGANC or AJGA golf tournaments and for players to become independent on the golf course. We ultimately want to make sure that your child is ready for our 9-hole Tournament League; so we have the following qualifications.

### Steps for Qualification:

1. Shoot the following 9-hole score or less for the correct age division at any 18-hole golf course (ONLY a 9-hole score):
  - **Boys and Girls 7-8:** 55 or less at Valley Golf Center (par 3 course) OR while playing 9 holes from the 200 yard marker.
  - **Boys 9-11:** 58 or less (Red Tees)
  - **Boys 12-14:** 53 or less (White Tees)
  - **Boys 15-18:** 50 or less (Blue Tees)
  - **Girls 9-11:** 58 or less (Red Tees)
  - **Girls 12-14:** 53 or less (Red Tees)
  - **Girls 15-18:** 50 or less (Red Tees)
2. Email your scorecard to us ([admin@thefirstteefresno.org](mailto:admin@thefirstteefresno.org))
3. Register for a Youth On Course membership (<https://youthoncourse.org/join/>)

### Other ways to qualify:

- Participant has been involved in a First Tee Life Skill class or Developmental League class and has a coach's referral.
- Participant has a school coach's referral to come play for us.

After making sure you qualify, register for Tournament League (<https://firstteefresno.org/register/>)

## **Tee It Up Tournament League Rules and Information**

Please read all of the information below if you are new to this league  
6 weeks straight, rotating courses every Thursday

- **Age Divisions:**

- Boys: 8 & under, 9-11
- Boys: Middle School and High School
- Girls: 8 & under, 9-11
- Girls: Middle School and High School

### **Day of Tournament Arrival**

1. Upon arrival range balls and spectator carts can be purchased in the pro-shop:  
Depending on the course: range balls may be provided
2. Warmups may begin no earlier than 1 hour prior to tee times: SUPERVISION IS NOT PROVIDED FOR WARM UPS
3. Be at the number 1 tee box 10 minutes BEFORE your tee time, ready to tee off: Exchange score cards (keep your score on the top strip of your opponent's score card above where it states their name) Declare your golf ball.
4. Keep up with the group ahead of you: 15 minutes per hole (2.5 hour round ideally)
5. After each hole confirm scores: Do not wait till the 9th hole to confirm each hole's score
6. A coach must be present during the duration of confirming scores and signatures at the end of the round
7. Turn in scorecard to a coach: Top perforated part is yours to keep (save strip in case of a scoring error or the published website).

### **Tournament League Point System**

- Within each age group, everyone will receive points for attending tournaments and placing 1st, 2nd, or 3rd place during the specific tournament. You will receive zero points if you do not attend.
- 1st place receives 5 points, 2nd place receives 3 points, 3rd place receives 2 points, and everyone who is in attendance will get 1 point for showing up at the tournament. Points that participants receive can be tracked on our tournament results page.
- The last week of our 6-week tournament league will be worth double points for participating! 1st place receives 10 points, 2nd place receives 6 points, 3rd place

receives 4 points, and everyone who is in attendance at those tournaments will get 2 points for showing up at those specific tournaments.

- On the final day, the participant with the greatest number of points after finishing their final round will be awarded. If for some reason there is a tie for first place in points, the participant that has the best score at the final tournament will be awarded first place within their age division!

## **Participation Rules**

- Players must arrive at on the first hole 5 minutes before tee time
- Players that are late will be disqualified for the current tournament
  - If there is confirmation of your absence for an upcoming tournament your tee time may not be guaranteed!
- 8 and Under groups may have a silent caddy
- Spectators must remain 25 yards from the participants in the rough or on the cart path.
- Spectators cannot give playing advice.
- Phones are NOT allowed to be out/used by participants during the round in tournament league

## **Scoring Rules**

- Double Par pickup
- Stroke Play
- After the 1st hole it is READY GOLF: 15 minutes per hole (2.5-hour rounds)
- May not have more than 14 clubs in your golf bag
- When hitting a provisional ANNOUNCE WHAT BALL IS BEING PLAYED: 3 minutes permitted when looking for a lost ball.
- Water Hazards – 1 stroke (players do not need to re-tee from the tee box if they go in a water hazard)
  - Yellow stakes or painted lines = drop relief (drop in line)
  - Red stakes = lateral relief (2 club lengths drop)
  - A ball in the water can be played as it lies from the water hazard without penalty
  - Drop within one club length
- Lost Ball – 1 stroke penalty: If the ball is not found within three minutes the player will go back and play from the last played shot
- Out of Bounds – 1 stroke penalty

- Ex. off the tee with OB hitting 3
- Ex. after teeing off second shot goes OB, re-hit from the original shot was played (stroke and distance)
- Grounding a Club or Removing a Grounded Impediment – 2 stroke penalty
- Unplayable – 1 stroke penalty: Two club lengths, line of flight, stroke and distance.  
Played from the nearest point of relief with 1 club length
- Ground Under Repair – free relief (ball, stance, swing): Take nearest point of relief and 1 club length.