

**SONGBIRD HILLS GOLF CLUB**  
**W259 N8700 Hwy. 164, Hartland, WI 53029**  
**262-246-7050**

**SHGC JUNIOR GOLF LEAGUE**

Course Representative: Vince Joaquin

Structure: Individual stroke play. 8 weeks. Quota system of scoring.

6-15-17 League starts. Meeting before play - 10:30am **PARENTS SHOULD ATTEND**  
(golf to follow starting at 11:00)

The league cost is **\$120.00**, which includes green fees, prize fee, lunch on the last day of league, **as well as entry into ONE of our summer Junior Tournaments in 2017!**

**League Dates: June 15, 22, 29; July 6, 13, 20, 27; August 3 (Note: 'Shotgun' start on final day)**

1. **CHECK IN**

Check in at the clubhouse at least 15 minutes prior to your tee-time each week. A scorecard will be given to you by the starter at the 1st tee.

2. **ABSENCES & TARDINESS**

Notify the course, in advance, for any day that you will be unable to play or if you will be late.

3. **MAKE-UPS**

Missed rounds can be made up at any time prior to or up to 1 week following a known absence. Please contact the course to arrange a make-up round for any missed league rounds. You may schedule a make-up for any time on weekdays, or after 2:00pm on weekends/holidays. After your make-up round, turn your scorecard in at the clubhouse counter and ask that it be placed in the "League Make-Up Box." Scorecards must include full name, league name, and the date missed.

4. **STARTING**

The league will play the front 9. Check in with the starter at the 1st tee at least 15 minutes before your scheduled tee-time to get your scorecard and be paired up with your playing partners.

5. **SCORING**

Using a 'quota' style scoring system, points are awarded based on your score for each hole. Those points get added together for a 9-hole total 'quota score'. Each week you will try to beat your current quota score by more than your opponent beats theirs. New quota scores will be established for all members the first day of league. Below is the points system that is used:

0 points - Higher than triple bogey	4 points - Par
1 point - Triple bogey (3 over par)	5 points - Birdie (1 under par)
2 points - Double bogey (2 over par)	6 points - Eagle (2 under par)
3 points - Bogey (1 over par)	

Points are added together for the nine holes to give you a quota score for that week.

Quota scores do not stay the same throughout the whole season. Your new quota score is compared to your present quota score each week. Your quota for the following week will increase by 1 for every 2 points you score above your current quota score. It will decrease by 1 for every 3 points you score below your current quota score. Below is an example...

If your quota score is 12 and you earn 16 points this week, your new quota will be 14 (12+1+1).  
If your quota score is 12 and you earn 9 points this week, your new quota will be 11 (12-1).

**IMPORTANT NOTE:** Your scorecard must include total score, quota points, and # of putts.

6. RAIN-OUTS  
Parents may call the course **AFTER 10:00am** on a league day to confirm whether or not the league will be playing that day due to poor weather conditions. Light showers or "possible" inclement weather will not interrupt the league. Do not assume that because it is raining by you that the league is canceled that day. **If the league is canceled for a date, juniors will make up the round on their own time, and submit their scorecard to the golf shop for league scoring purposes.**
7. RULES  
Local and USGA rules apply, with the exception of those modifications already set up for this league (see rules section below). Golfers will carry or pull their own bag and clubs. Pull carts may be rented from the Golf Shop at \$2.25 for the 9 holes.
8. COURSE ETIQUETTE  
League participants must be properly equipped and attired. Consideration toward all golfers makes it necessary to require proper etiquette and care of the course. Full shirts (no tank-tops) and shoes without metal spikes must be worn at all times. Please observe course signs, repair divots and ball marks, rake sand traps, and observe golf rules when on the course.
9. CARRY-INS  
We allow Junior League participants to pack a small lunch or bottled juice/water that they may carry in their golf bag if desired.
10. SPECTATORS  
Parents are welcome to walk along with their child to help keep play moving and observe their child's group. However, it is against the rules to offer golf advice to the players at any time.
11. PACE OF PLAY  
We ask that you keep up with the group ahead of you, and that each foursome attempt to complete the nine holes within two hours.
12. SPECIAL EVENTS  
Special events will be conducted each week of the season and the winners' names of each week's event will be posted. Prizes will be awarded to event winners at a **picnic after golf on the last day of league**, as well as for other accomplishments throughout the season.

## **SHGC JUNIOR GOLF LEAGUE RULES AND GUIDELINES**

1. Count all strokes, including misses. Maximum 10 strokes per hole. If you are not on the green in 8 strokes, pick up your ball and drop it within a flagstick's length from the hole on the green to putt out.
2. Red tees will be used for league play.
3. Keep track of putts for each hole. All putts must be holed - no "gimmies." **Record scores, putts, and quota points on your scorecard.**
4. LOCAL COURSE RULE: If your ball is in a flower bed, or in plants surrounding 150 yard markers, lift your ball and drop within 2 club lengths of the flowers/bushes, no nearer the hole, without penalty.

## SOME RULES OF GOLF YOU SHOULD KNOW...

**A. Lost Ball-** PENALTY: Stroke & Distance - Play provisional ball (from where you hit the original) if there is ANY doubt as to whether your ball is lost.

1. A ball is "lost" if it cannot be found within 5 minutes after the search begins.
2. \* To speed up play: when you lose a ball, drop a new ball close to the spot where you thought your ball came to rest, and add a penalty stroke.

**B. Out of Bounds-** Marked by white stakes. PENALTY: Stroke & Distance

1. Play provisional ball (from where you hit the original) if there is ANY doubt as to whether your ball is out of bounds. If original ball is out of bounds, play the provisional ball, with the penalty as above.
2. \* Use "speed up" rule as stated in Section A.2 - "Lost Ball"

**C. Holes** (out of bounds and hazards):

#1-Left (OB)	#7-Water hazard
#2-Left lateral hazard	#8-Right & Back of green (OB)
#3-Right & Back hazard	#9-Water lateral hazards
#4-Right & Front hazard	

\*"Speed up" rule- on #4 & #7: One ball in hazard, then drop new ball on other side of the water/marsh; drop it within 2 club lengths of the hazard and add a penalty stroke. (You will be hitting your 3rd shot).

**NEW \***"Speed up" rule on #5: **If ball doesn't clear the trees on hill from tee, you may drop ball at top of hill and take a one stroke penalty.**

**D(1). Hazards** (whether filled with water or not) - Marked by yellow stakes

- a. With a penalty of 1 stroke, you may play a ball as near as possible to the spot from which the original ball was last played (RE-HIT)
- b. With a penalty of 1 stroke, you may go back on a straight line as far as you want, keeping the point where the ball last crossed the margin of the hazard between you and the hole.
- c. Play the ball as it lies within the hazard. **\*No penalty stroke for playing ball as it lies in the hazard.** Remember though, you can't touch the surface of the hazard (water, sand or otherwise) with the club, except during the swinging of the club in the attempt to strike the ball. Doing so will result in a penalty of 2 strokes.

**D(2). Lateral Hazards** (whether filled with water or not)- Marked by red stakes. You may utilize the same procedures as - **E(1)** - above as well as the 2 options described below:

- a. With a penalty of one stroke, you may drop another ball outside the hazard within 2 club lengths of where it last crossed the margin of the hazard, no nearer the hole.
- b. With a penalty of one stroke, you may drop another ball at a point on the opposite margin of the hazard equidistant from the hole.

**E. Unplayable Lie-** PENALTY: 1 Stroke

If your ball is under a tree or in some other bad situation that is not staked red, yellow, or white and you decide you cannot play it, proceed under one of the following options.

1. Drop the ball within 2 club lengths of the spot where the ball lay, not closer to the hole and add 1 stroke.
2. Keeping the spot where the ball lay between you and the hole, you can go back on a straight line as far as you wish, and add 1 stroke.

**F. Obstructions,Casual Water,or Mud-** PENALTY: None - Free drop

An obstruction is anything artificial, including cart paths, roads, construction, or fences. To play: Find the nearest point where you have a free swing and stance. Drop the ball within 1 club length of that point, but no closer to the hole. **EXCEPTIONS**(These are not obstructions):

- a. Anything defining out of bounds
- b. Any immovable object out of bounds