



Welcome to the GolfWA Fuel to Go & Play TeeMates Tour

One of GolfWA's roles is to create opportunities for all golfers. The TeeMates Tour is a series of events designed to allow beginner junior golfers a chance to put the skills they are learning into practice out on the golf course.

The TeeMates Tour is open to kids aged 5 to 12 years of age, as from the date of each event. Once golfers turn 13, they are no longer eligible to play on the tour. However, if you have played 6 or more events of the TeeMates Tour in any given year and turn 13 during your final season, you will remain eligible for our end-of-year awards day at Lake Karrinyup Country Club.

As the tour is designed for kids starting in golf, it consists of four progressive divisions; **5-hole half-length holes; 9-hole half-length holes; 9-hole full-length holes with modified rules; and the graduation level, full rules of golf 9-hole Stableford division.**

The five core tour values

As the tour focuses on developing players' golf and life skills, we follow five core values:

Acceptance

Understanding that it is ok to be different. Everyone should be able to play the game together.

Sportsmanship

Playing fair and following the rules of golf. Compliment fellow players and treat everyone with kindness.

Respect

Being polite and showing support towards all tour participants, chaperones, and supporters while also Listening to officials and their instructions.

Honesty

Being truthful in your words and actions. Making sure to report and record the correct score.

Perseverance

Not giving up and always trying your best.



Code of Conduct

All players, caddies, and spectators must adhere to the following code of conduct in conjunction with the Member Protection Policy <https://golf.com.au/policies-and-by-laws>.

- Comply with commonly accepted standards of golfing etiquette.
- Focus on the children's efforts and performance rather than winning or losing.
- Never ridicule or raise your voice at your child, or other parents and children for making a mistake, miscounting, or not winning a competition.
- Show appreciation for good performance and skillful plays by all players (including opposing players).
- Respect officials' decisions.
- Please respect every young person's right, dignity, and worth regardless of their gender, ability, cultural background, or religion.
- It is an offence to throw, or deliberately in anger break golf equipment (including throwing golf balls) during a competition.
- It is an offence to utter inappropriate audible obscenities.
- It is an offence to fail to comply with the Rules of Golf and Local Rules in force or fail to comply with any other rules, by-laws, directions, instructions, including dress regulations.
- Understand the repercussions if you breach, or are aware of any breaches of, this code of behavior.
- Scoring disputes should never be loudly verbalized, if there is a discrepancy, write both scores on the chaperone board and reasonably raise with staff following the round at the scoring table.



TeeMates Tour Divisions

Each division is structured on skill level and modified rules that have been designed to reflect the stage of golfing ability the player is currently at. The divisions have been developed to allow the growth of skills and knowledge while emphasizing the game's enjoyment and core values.

Entry into each division is based upon a child's ability and not their age. Some categories require players to have an official Golf Australia (GA) handicap. Please talk to your home club's golf operations and junior coordinator staff about how to obtain a handicap.

The information below will help you assess which division is the best fit for your child.

5-Hole Tiger Tees – Played from half-length holes 'Tiger Tee' distance Open to players who do not hold an official GA handicap

Start here if your child is new to playing golf, has their coach's permission and has completed a range of junior clinics that have covered all the basic pillars of the game such as full swing, pitching, chipping, bunkers and putting. **This division is only open to golfers *without* a handicap.**

9-Hole Tiger Tees – Played from half-length holes 'Tiger Tee' distance Open to players who do not hold an official GA handicap

Start here if you feel that your child has the capacity and stamina to play 9 half-length holes having already learned the basic pillars of the game. If your child is in the handicap range of 43.1 to 54.0 for boys and 47.1 to 54.0 for girls, they may play in this division. However, players do not need an official handicap to compete in this division.

9-Hole Modified Stroke – Played at a full-length distance with modified rules Open to players with or without an official handicap (restrictions may apply, see manual for full restrictions)

If you have a GA handicap that it is in the range of 33.0 to 54.0 for boys or 37.0 to 54.0 for girls, it is recommended that you enter this division.

9-Hole Stableford division – Played at full length distance, with full rules of golf Open to players who hold an official GA handicap

You must enter Stableford if your GA handicap is in the range of, 21.0 to 32.9 for boys and 22.0 to 36.9 for girls.



Once your GA handicap has reached 20.9 or below for boys and 21.9 for girls, it is time to graduate and move up from the Tee Mates Tour to playing 18-hole Junior Opens and competitions at your home clubs.

Scoring for these divisions is completed by the group chaperone. You will be required to count your own child's shots (and have them count, too) and verify it at the end of each hole with the chaperone. The chaperone will submit the score sheet to the tournament official at the end of the round.

Practice rounds

For the Fuel to Go & Play TeeMates Tour, players must contact the host club directly to enquire about a practice round.

Host clubs are under no obligation to provide practice rounds for this event series. If a club is able to accommodate a request, it may choose to:

- Decline the request.
- Offer a junior green fee.
- Provide a complimentary tee time, at the club's discretion and subject to availability.

Please remember that our host venues generously make their courses available to support the Tour. Their ongoing support plays an important role in helping grow and strengthen the future of golf in Western Australia. We appreciate your understanding and encourage all players to respect each club's decision regarding practice round requests.



Time Par and Routines for TeeMates Tour

The Fuel to Go & Play TeeMates Tour is about supporting young golfers in developing their game in a patient and calm manner. However, we also strive to assist beginner junior golfers to develop practices that will best serve their game as they progress through to junior opens and beyond. This includes moving around a golf course in a timely and respectful manner.

As such, we encourage all TeeMates Tour players, parents, guardians and chaperones to strive to achieve the below **time par** as best as possible. **The time par is a guide rather than a strict rule.** It is not the requirement of a chaperone to enforce. This should be done by players' parents or guardians only.

In addition to the time par, we ask that all TeeMates Tour players revise their personal in-game and pre-shot routines, either by themselves or with their coaches, to include all the points below, as well as linked pace of play guidelines sent out before each event.

Pace of Play Guidelines

Par	5 Hole TT	9 Hole TT	MS	STB
Par 3s	15 minutes	15 minutes	14 minutes	12 minutes
Par 4s	17 minutes	17 minutes	16 minutes	14 minutes
Par 5s	19 minutes	19 minutes	18 minutes	16 minutes

The below is an example.					
Hole	Par	5 Hole TT	9 Hole TT	MS	STB
1	3	15	15	14	12
2	4	17	17	16	14
3	5	19	19	18	16
4	4	17	17	16	14
5	4	17	17	16	14
6	5		19	18	16
7	3		15	14	12
8	4		17	16	14
9	4		17	16	14
	36	85	153	144	126
		1 hour 25	2 hours 33	2 hours 24	2 hours 6



Tiger Tee Rules

To be played in conjunction with the official rules of golf.

- 1. Tiger Tee Golf** – allows a maximum of 9 shots per hole. If the player has not holed out in 9 shots, they pick up and score 9, *drawing a circle around the 9*. Scores of 1 to 9 shots where the player has holed out should be recorded without the circle.
- 2. Tee to Green** – a player is allowed 6 shots. If the player is not on the green in 6 shots, they pick up and place the ball on the nearest edge of the green.
- 3. Bunkers** – should a player's ball come to rest in a bunker, the player is allowed 1 shot to get out. If the player is not successful, they should lift and place the ball on the fairway, within three club-lengths laterally next to the bunker not nearer to the hole for **no extra shot**.
- 4. Rough** – If a player's ball comes to rest in the rough a player may pick up and drop the ball within two club-lengths laterally (still in the rough), not nearer the hole for **no extra shot**.
- 5. Penalty Area** – if a player's ball enters a penalty area it is a **1-stroke penalty**, and the player can place a ball within two club-lengths of where it entered the penalty area, not nearer the hole. Penalty area is an area defined by either red or yellow markers.
- 6. Out of Bounds or Other fairway** – if a player's ball is out of bounds or on another fairway it is a **1-stroke penalty** and the player can place a ball within two club-lengths (still in the rough) laterally on the hole they are playing, but not nearer the hole.
- 7. Windy (miss hit)** – should a player swing and miss the ball, this is not counted as a shot.

Caddies will always be permitted for all participants in the Tiger Tees divisions. However, please try to let your child make their own decisions a little bit more with each round they play.

Tiger Tee Prizes

As the Tiger Tees divisions are aimed at kids who are beginners, working to develop on course skills in a fun and encouraging way, there are no formal prizes or presentations. The participants are awarded **Tour Tokens** (see below for details), which are earned based on skill development and sportsmanship.



Modified Stroke Division

The Modified Stroke division is aimed at kids ready to play nine holes of golf on a full-length course. This division is also played with modified rules in place. They differ from those of the Tiger Tee division as the participants develop their skills and knowledge.

It is open to players who **do not** hold an official GA handicap, or those who have a GA handicap that it is in the range of 33.0 to 54.0 for boys or 37.0 to 54.0 for girls. Those players who hold a GA handicap below that level must play in the Stableford Division.

Scoring for this division is completed by both the player and group chaperone. Players will be given a scorecard to complete, as they will need to develop this skill. The cards are completed on the tee box following the hole played and the scores verified with the groups chaperone.

Caddies are permitted in Modified Stroke. Caddies can transport the golf bag, pushcart, rake bunkers, search for golf balls and provide food, drink and emotional support.

Modified Stroke Rules *(to be played in conjunction with the official rules of golf)*

1. **Modified Stroke Golf** – allows a maximum of 9 shots per hole. If the player has not holed out in 9 shots, they pick up and score 9, *drawing a circle around the 9*. Scores of 1 to 9 shots where the player has holed out should be recorded without the circle.
2. **Tee to Green** – a player is allowed 7 shots. If the player is not on the green in 7 shots, they pick up and place the ball at the nearest edge of the green and have 2 putts to complete the hole.
3. **Bunkers** – should a player's ball come to rest in a bunker, the player is allowed 2 counting shots to get out. If the player is not successful, they lift and place the ball on the fairway next to the bunker, not nearer to the hole for **no extra shot**.
4. **Penalty Area** – if a player's ball enters a penalty area, it is a **1-stroke penalty** and the player can place a ball within two club-lengths of where it entered the penalty area, not nearer the hole.

Modified Stroke Prizes

As the participants strive to improve their skills and become confident with competing, 1st, 2nd and 3rd places are awarded. A presentation will follow the round and all participants are encouraged to stay.



Stableford Division

This division is for players who hold an official GA handicap in the range of 21.0 to 32.9 for boys and 22.0 to 36.9 for girls. If you are above these handicaps you must enter the Modified Stroke division.

This nine-hole graduate division is designed to build players' confidence to compete in club-run 18-hole junior open events. As the scores are entered through Golf Connect and handicapped, **there are no modified rules for this division.**

Scoring is completed on an official scorecard by the player. Stableford scoring is a points-based system. If you are unsure of how to use your handicap to score this event, please speak to the tournament official or your home club before the event.

Caddies are permitted in this division but are restricted in the assistance they can offer. Caddies may transport the golf bag, pushcart, rake bunkers, search for golf balls and provide food, drink and emotional support. **All golf decisions are to be left to the player.**

Caddies are not permitted on the green. Only the group chaperone is allowed on the green.

Stableford Rules

This division is played off the full-length course using the official rules of golf. Make sure you read the [full rules of Golf by the Royal and Ancient](#) Golf Club of St. Andrews.

Stableford Prizes

To prepare the participants for the competitive nature of 18-hole junior events, a full presentation will follow the round. 1st, 2nd, and 3rd places will be awarded, and all participants are encouraged to stay.

Tour Tokens (see below for details) will be awarded to participants based on skill development as with other Tour divisions.



Tour Token stamps

Tour Token stamps are a currency-based system that will be used to reward participants playing the TeeMates Tour. Tour Tokens are accumulated throughout the year. They can then be exchanged for various prizes listed in our catalogue at the back of the member booklet.

Tour Tokens can be earned in several ways throughout each event including for skills challenges, rules knowledge and achieving a personal best score.

Tour Tokens are individual rewards for individual accomplishment and will not be published for public knowledge.

Chaperones

Chaperones are appointed to accompany and supervise playing groups and are an important requirement of the tour. They are in place to uphold the integrity of the game and ensure all players enjoy a fun and supportive environment. A chaperone could be (but is not limited to) a club volunteer, a GolfWA volunteer or a parent/relative in the group. They will be selected and allocated to groups by GolfWA.

All participants are required to provide a chaperone at some point throughout the season. We understand that there are times when you cannot; therefore, there is a place to note when you are available for events either by email or in MI tournament.

Chaperone Role

Pace of Play: Set the walking pace, The groups place in the field is behind the group ahead, not in front of the group behind. If the group is falling behind, once the first two players have holed out, send them to the next hole to tee off.

Score records are to be completed on the next tee box (not on the green of the hole just played).

If a ball is hit into the bush and you did not see where it had landed, have the player hit a provisional ball.

Order of Play: 'Ready golf' is the aim of the day. When required, voice the player who you believe should be taking the next shot.

Scoring: Keep a tally of every shot each player in the group hits, Verify the score with each player at the end of the hole, Hand the score sheet to the GolfWA tournament official at the end of the round.



Chaperone Rules

Encourage the use of the modified rules for the appropriate division when required, make rulings when you have the knowledge to do so. If you are unsure of the ruling, have the player play 2 balls for the remainder of the hole and take the ruling to an event staff member following the round,

Following the round: Verify the scores. Move off the final green to the scoring table. Have the player verify their scores and complete their scorecard if applicable. Take the group to the skills challenges to play for Tour tokens and record on the score sheet, Record the players answer to the rules question displayed for the day.

Observation/Feedback: Chaperones should identify players who have slow pre-shot routines and are slowing down the group; parents who may be overstepping the caddy guidelines; players/parents who exhibit unsportsmanlike behaviour; and players/parents who exhibit aggressive/abusive behaviour.

A chaperone will be allocated to every group and stated on the draw, and are required to check-in with event staff at least 20 mins prior to your allocated group time.

They are responsible for the group from tee-off, throughout the round, and post-round until the score sheet is submitted. Chaperones are identified in the group by a chaperone vest to be received at check-in.

TeeMates Tour Order of Merit

The Order of Merit is a system to reward participation and consistent performance throughout the year, A player can be eligible in more than one division.

Competitors in each division will receive at least one point for involvement.

A player must play a minimum of six rounds to qualify for a division order of merit

All divisions will be allocated points as follows: 1st place to receive 15 points, 2nd (14pts), 3rd (13 pts) and will continue down to 1 point. Every player from 15th place and below will be awarded 1 point.

If a tie occurs for a place, the place points will be added together and split evenly.

Example: 11pts for 5th place + 10pts for 6th = $21/2=10.5$ each.

Points will be calculated across an average of the number of events played. Example: Player X earns – 12pts, 10pts, 6pts, 14pts, 2 pts, 1 pt, 7pts (total points divided by seven rounds) = 7.43 points.

At the completion of the calendar year's final event, the winner of each division will be the person with the highest points.

The Order of Merit is updated following each event. Standings will be posted on the GolfWA TeeMates webpage along with the results for the event.



Integrity and Behaviour Framework

The TeeMates Tour is committed to fostering honesty, sportsmanship, respect and personal growth. As a developmental program, our approach to behaviour management focuses on education first, while ensuring the integrity of the game is maintained for all participants.

When concerns arise, GolfWA will consider the age, experience and intent of the participant before determining an appropriate response.

Level 1 – Education and Learning

Most issues at the TeeMates Tour level result from inexperience, misunderstanding or a lack of knowledge. These situations are treated as learning opportunities.

Examples

- Incorrect score recorded due to misunderstanding.
- Uncertainty regarding the Rules of Golf or Tour rules.
- Administrative or scoring errors.
- Minor breaches of event procedures.

Response

- Guidance and education from event staff or officials.
- Explanation of the correct rule, procedure or expectation.
- Opportunity for the player to correct the issue.
- No further action unless the behaviour is repeated.

Level 2 – Official Warning

Where a participant continues behaviour after receiving education or demonstrates conduct that negatively affects others, an official warning may be issued.

Examples

- Repeated breaches after education has been provided.
- Poor sportsmanship.
- Failure to follow reasonable directions from officials or chaperones.
- Inappropriate behaviour that impacts the enjoyment of others.

Response

- Verbal warning issued by an official.
- Parent or guardian informed.
- Incident recorded for future reference.
- Expectations for future conduct clearly communicated.

Level 3 – Serious Breach



Serious breaches involve conduct that undermines the values of the TeeMates Tour, the Rules of Golf, or the safety and wellbeing of participants.

Examples

- Deliberate score manipulation or cheating.
- Intentional breach of the Rules of Golf to gain an advantage.
- Unsportsmanlike conduct.
- Abusive, threatening or discriminatory language.
- Disrespectful behaviour towards players, volunteers, chaperones or officials.

Response

- Disqualification from the event if appropriate.
- Incident reviewed by GolfWA.
- Parent or guardian formally notified.
- Additional conditions may be applied before future participation.

Level 4 – Repeated or Severe Misconduct

Repeated serious breaches or significant misconduct may result in stronger disciplinary action to protect participants and the integrity of the Tour.

Examples

- Ongoing integrity concerns.
- Repeated serious behavioural breaches.
- Aggressive, abusive or intimidating behaviour.
- Conduct that brings the TeeMates Tour, GolfWA or the game of golf into disrepute.

Response

- Suspension from future TeeMates Tour events.
- Review by GolfWA management.
- Additional participation conditions or requirements.
- Further action as determined under applicable GolfWA policies.