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. **Tiger Tee Bunkers** - If a player's ball comes to rest in a bunker, they are allowed **one shot to get out**. If unsuccessful, the player must lift and place the ball on the fairway, within three club-lengths laterally from the bunker, no nearer to the hole. This drop-out does not incur any additional penalty shots however players are encouraged to attempt the one bunker shot, Whether the player gets out in that shot or not, the shot counts towards their score. Choosing not to attempt the shot does not remove the requirement to count it.

important bunker play reminder for all players: You must not ground your club in the bunker or take practice swings that strike the sand before playing your 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.

Fuel to Go & Play
TEEMATES
TOUR

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. **Modified Stroke Bunkers** - If a player's ball comes to rest in a bunker, they are allowed **up to two counting shots to get out**. If unsuccessful, the player must lift and place the ball on the fairway next to the bunker, no nearer to the hole. This drop-out does not incur any additional penalty shots, Modified Stroke players are required to attempt the two-shot limit. If the player gets out on the first shot, one shot counts; if a second shot is required, two shots count. The drop-out does not incur any additional shots.

Important bunker play reminder: You must not ground your club in the bunker or take practice swings that strike the sand before playing your 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.

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

It is recommended that you enter the Modified Stroke division only if you are ready for 9 full length holes. The division is open to players who do not yet have a handicap or 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.

Please talk to your home club's golf operations and junior coordinator staff about how to obtain a handicap.

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.

Fuel to Go & Play
TEEMATES TOUR

Stableford Division Rules

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

Only 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.

Once your G.A handicap has reached 20.9 or below for boys and 21.9 for girls it is time to graduate and move up from the TeeMates Tour to playing club-run 18-hole junior opens, home-club competitions and TeeMates events that cater for your handicap bracket.

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

How to score for Stableford players

The number of strokes a player is to receive on each hole is calculated based on the difficulty of the hole or **stroke index** on the card. e.g., If a player has a 22 handicap, then they would receive 1 stroke each hole and an additional stroke for stroke indexes 1-4, the four hardest holes (total 22 strokes).

Before starting your round, it is best to look at the stroke indexes to determine how many over par **'your par'** is for each hole. You can write in the stroke index box how many extra shots you are over par. Your handicap is used with the **stroke index** of each hole to determine 'your par' for the hole.

Points are awarded as per the below based on your stroke score to 'your par'.
(Double Bogey or worse - 0 points) (Bogey - 1 point) (Par - 2 points) (Birdie - 3 points) (Eagle - 4 points) (Albatross - 5 points)

Example: An 18-handicapper receives 1 shot over par on every hole. Therefore, a par 4 will be 'your par' 5. If that player has 5 shots on the hole, 2 points are awarded, 4 shots = 3 points.

Once a player can no longer score any points for a hole then they should pick their ball up, move onto the next hole and you record a wipe, which is a dash placed on the scorecard in place of an actual score.

Record your strokes played and points on your card on the way round the golf course. After the round is complete, move to the scoring table and ensure that the points are correct between the player and marker on both cards. Finally, **sign** the card and bring it to the results table where the score will be checked and finalised.

Stableford 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.

Fuel to Go & Play
TEEMATES
TOUR

Graduating from the TeeMates Tour.

Once your Golf Australia (GA) Handicap reaches **20.9 or below for boys and 21.9 or below for girls,** consider progressing from the TeeMates Tour to club-run 18-hole Junior Opens, home-club competitions and TeeMates events suited to your handicap bracket.

Understanding Stroke Play

Most club-run Junior Opens use **stroke play,** where every stroke, including penalty strokes, counts towards your total score. Players must hole out on every hole and cannot simply pick up their ball, unless the Committee has adopted the Maximum Score format under Rule 21.2 and the maximum score for that hole has been reached. Always check the event conditions and follow the Match Committee's instructions.

The player with the lowest **gross score** (actual strokes taken) wins the gross prize. **Nett prizes** are based on the player's score after their handicap is deducted. These events generally follow the full Rules of Golf, so familiarise yourself with The R&A Rules of Golf before competing.

Finding Junior Open Events

Check each club's entry requirements before registering.

- **GolfWA Fixtures:** https://www.golfwa.org.au/fixtures/
- **MiTournament:** https://www.mitournament.com/tournament/signup

Competing in Junior Opens across WA provides valuable tournament experience and helps develop your confidence and skills.

Fuel to Go & Play Junior Stroke Averages

GolfWA tracks junior performance through adjusted stroke averages across eligible events over a rolling 12-month period. Players must be WA residents, amateur golfers and under 18 as at 1 January in the award year. A minimum of 15 eligible rounds is generally required, with winners determined by the lowest adjusted stroke average in each age division.

View the rankings:

- **Junior Stroke Averages:** https://www.golfwa.org.au/crunchsip-junior-stroke-averages/

Fuel to Go & Play
TEEMATES
TOUR