

## CYC GOLF COURSE MANAGER INFORMATION

As Starter you are responsible for getting each match at your facility started on time.

Arrive at the course at least 45 minutes before matches start. When you arrive at the course introduce yourself to the person at the front desk. You can find out any information that you may need to communicate to the coaches regarding course conditions. Each facility has a bin with CYC scorecards and Scoring Summary Sheet for each match.

**Pheasant Run Saturdays** – all matches (unless notified otherwise) are shotgun start with 2 players from each team on each hole.

**Crescent Farm, Hawk Ridge & Pheasant Run Sundays** – all matches are tee times starting at either hole 1 or 10. Groups of 4 (2 players from each team) should tee off every 8-10 minutes. If a group finishes teeing off earlier than expected & the next set of teams are there, have them tee off early.

### APPROXIMATELY 30 MINUTES BEFORE MATCHES ARE SCHEDULED TO BEGIN - START CHECKING IN COACHES

- Give the scorecards to the coaches.
- Find out how many players will be playing with the team that day.
- For Pheasant Run /Shotgun starts - tell the coaches which holes to start on.
- At Pheasant Run parents can use a cart to shuttle players out to start on 6 and 7.
- All substitutes should check in with course manager to determine if there is room for them to play. Once placed on a team give the player a scorecard – write “SUBSTITUTE” on the top of the card.

### APPROXIMATELY 15 MINUTES BEFORE MATCHES ARE SCHEDULED TO BEGIN - CALL ALL PLAYERS AND COACHES TOGETHER FOR GROUND RULES AND INSTRUCTIONS.

Find out if every player

- 1) has a scorecard, 2) filled in their information, and 3) knows which hole to start on.

### Parents and observers

- One adult must be with each group.
- There is a 2 hour time limit for play. You cannot start a new hole after 2 hours.
- The observers will assist in keeping up pace of play for the group. 10-12 minutes per hole
- Parents can walk with the groups, but must follow proper golf etiquette – low voices, no cell phones, keep off of the greens and tee boxes.
- Be aware of the other groups on the course. Keep up with the group in front of you
- Let the kids play the round on their own - NO COACHING!!!

### Scoring

- Players will exchange scorecards with opponents before starting play. No parent should be scoring.
- The maximum score for a hole is 4 over par (7 or 8 or 9). Pick up at max score
- Record the scores for each hole on the next tee. If the player got 5, write 5 on the card for the players' scorecard and put your score at the bottom.
- At the end of the round the players should confirm their scores with the other players. Make sure it is correct – hole by hole NOT total. Then sign the scorecards. Each scorecard should be signed by the scorer and player.
- Players keep the bottom and turn in the top of the scorecard to their coach.
- Coaches fill out Score Summary Sheet. Turn in scorecards and Score Summary Sheet together to Course Manager.

### Course Rules

- Out of Bounds on perimeter of course is played like a lateral hazard – Drop at point where ball went out of bounds with 1 stroke penalty.
- Water Hazards on all holes have marked drop zones to speed up play,
- Tee boxes – 5<sup>th</sup> and 6<sup>th</sup> grade use forward tees, 7<sup>th</sup> and 8<sup>th</sup> grade use middle tees.
- Use the tee for your GRADE NOT the team level you play for.

### Opening Prayer

### AFTER THE MATCH IS COMPLETE

- Collect the scorecards and Score Summary Sheet from coaches. Make sure it is legible.
- Put all the completed scorecards and Score Summary Sheet together in envelope.
- Leave the bin at the front desk for next week.