

Intermediate Junior Membership

Tee Progression, Tee Choice & Temporary Handicaps

Starting Tees

- All Junior Intermediates begin from the Yellow tees.

Eligibility for Tee Choice

- Once a player achieves a 10 handicap at their starting tee, they may elect to play from any tee box (Yellow, Red, White, or Blue), except in competitions where tees are specified.

Temporary Handicaps

- Junior handicaps used in Intermediate competitions are temporary development handicaps.
- These handicaps are managed and updated by the Junior Committee and are not official Golf Australia handicaps.
- Tee boxes are only enforced whilst a player is establishing their temporary handicap or competing in an event where tees are specified.

Handicap Adjustments When Changing Tees

When a player chooses to move to a longer tee:

- Add 2 shots to their temporary handicap for each tee progression step. Examples:
 - Yellow → Red: add 2
 - Red → White: add 2
 - White → Blue: add 2
- These adjustments ensure fairness while players develop skills from longer tees.

Readiness for an 18 Hole Handicap

- All juniors develop at different rates and will be assessed individually based on their own abilities, progression, and playing preferences.
 - Girls: Typically, ready once playing comfortably to handicap from Red tees.
 - Boys: Typically, ready once playing comfortably to handicap from White tees.
- Final assessment is made in consultation with the Junior Committee, the Junior member, their Parent or Guardian and the Clubs Teaching Pro / Club Pro.

General Play Rules

- In Stroke events:
 - The maximum score per hole is 10 shots. If a player has not made the green after 8 strokes, they must pick up their ball and place it on the nearest edge of the green to where their 8th shot finished, then commence putting.
- After placing the ball, continue putting with a maximum score of 10 per hole.
- Once a player has reached zero Stableford points or is already on a minus score in a Par event, they may take only one putt on that hole.
- No preferred lies unless course conditions specify.
- Ready golf is encouraged to maintain pace of play, especially in low light or late day rounds.

Water Hazards

- Players may attempt to clear a water hazard twice.
- If the ball enters a Red penalty area, proceed under the Rules of Golf with these additions:
 - After two unsuccessful attempts, drop on the opposite side of the penalty area.
 - Apply the appropriate one stroke penalty stroke (in addition to shots played).

Bunkers

- Bunkers are played under the Rules of Golf.
- Players may attempt to exit the bunker twice.
- If unsuccessful:
 - Drop the ball outside the bunker, no nearer the hole.
 - Apply a one shot penalty (in addition to shots played).

Additional Rules

- The Rules of Golf apply in all other situations.
- All local course rules must be followed (e.g., temporary relief rules).

Coaching Guidelines

- Coaching is allowed during general play to support development.
- Coaching is not permitted during:
 - Monthly Medal events
 - Club Championship events
 - Trophy events
- These competitions follow normal competition rules.

Club Championship Eligibility

- Players must complete 5 rounds within the 3 months prior to the event if you don't have 5 rounds a letter to the junior committee explaining the reasoning will be assessed

Junior Participation

- Full Junior Members are welcome and encouraged to participate in Intermediate Competitions after the end of the field.

Competition Tee Requirements

- Some events will nominate the tees that juniors are required to play from. This includes events such as Monthly Medal, honour board, and trophy events.