



INTRODUCING 17U PLAY DAYS!

What are Play Days?

17U Play Days are a way to bring more 17U PGA Jr. Leaguers together for larger events than traditional head-to-head matches.

This new format will help to differentiate the 17U program from the 13U program as well as create a new sense of community among the 17U players.

Each facility that registers for 17U will be asked to host a minimum of one Play Day during the season.

Host Captains will set the date, time, and maximum number of players allowed to participate for each Play Day.

What will Play Days look like?

Honestly, they will look a lot like a normal PGA Jr. League match.

The biggest difference will be that instead of two teams going head-to-head, there will be multiple facilities competing at once.

Facilities can send as many players as they want to each event.

Sign ups for each event will be on a first-come, first-served basis until the max player limit is reached.

What is the format?

- 2-person scramble (substitutes will be allowed if you have an odd number of players).
- The two lowest scramble scores for each facility will count as the "team score".
- The facility with the lowest team score will win the Play Day
- Every team that sends a minimum of 4 players will receive points based on their finish in that event and these points will accumulate throughout the season. *(A facility may send less than 4 players to an event, but they will not receive points in the standings.)*
- Point totals will help determine which facilities will participate in the 2020 17U Championship.

What do you need from the Captains?

I need you to offer 17U at your facility in 2020.

If you have 4 kids, you have a team! And remember, its 17 and UNDER, if you have any 13U players that might be interested, they can play on your 17U team as well!

Please give this some consideration, even if your not 100% positive you will be able to do this I ask that you still register for 17U at www.pgajrleague.com/captains. You may be surprised how many kids are interested in this format!