Intramural Sports

2-MAN GOLF SCRAMBLE RULES

Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our major sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspections outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

The Rules:

- Two man scramble format with one team per organization (2 players total) for men and one team (2 players total) for women.
- Shotgun Start. All teams must arrive thirty minutes before tee time to check in.
- Teams will play 9 holes
- Tee off on the white tees for men / red tees for women.
- Know rules of course which are on the back of the scorecard. Each team must have a scorecard.
- In a scramble, both teammates tee off on each hole. The best of the tee shots is selected and both players play their second shots from that spot. The best of the second shots is determined, then play their third shots from that spot, and so on until the ball is holed.
- Putts that are a distance less than the distance from putter head to grip are considered a "gimme".
- Double par is the maximum score on a hole.
- Five minutes will be allowed for finding a ball.
- Please turn scorecards in to the supervisor on duty at the clubhouse. Scorecards MUST be signed off on by the opposing team for accuracy.
- No golf carts can be used. No Caddies allowed. All players must carry or hand cart their own clubs.
- You may improve your lie one club length (no closer to the hole) as long as you are not improving your position.
- Write clearly. If it cannot be read, it will not count.
- Contact clubhouse attendant for any questions or problems.
- USGA Rules apply.
- NO TOBACCO OR ALCOHOL is allowed at any Intramural event.

**Sportsmanship:**

- The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

**Forfeit Policy:**

- Participants who do not show up to the venue and check in prior to the start of the event have forfeited their opportunity to participate