



SPRING 2024 GOLF SCRAMBLE RULES

Updated 1/10/2024

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played at Cherokee Ridge Golf Course.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. The Golf Scramble Sport Pass may be more than the Semester Sports Pass due to covering green fees, cart fees, and other amenities.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false gender identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. The game shall be played between 2 teams of 2 players each.

Rule 4: Equipment

1. Participants must bring their own clubs and balls to participate in this tournament. If you need to rent clubs there will be some available but Cherokee Ridge is limited in the inventory they will rent out.

Rule 5: Ground Rules

1. Participants will play a 2-person scramble format. Each player will hit their tee ball to begin each hole. The team will choose the best shot, and from that spot each player will hit his or her second shot. This format will continue until completion of the hole and a single score is recorded. Teams will play double bogey golf. Maximum score on each hole will be two over par. If you reach that score please pick up and move to the next hole.
2. Upon completion of the round, the total will be the team's overall score. The score card will be submitted to the tournament director.
3. A minimum of 4 tee shots must be used by each player on the team.
4. The holing of any shot constitutes the end of the hole for that team and the score at that point



becomes final. This situation typically becomes an issue when a team having a particular putt has a player miss the putt and decide to putt out before the second player has an opportunity at the original putt, improving their lie in a scramble.

5. Each participating team must mark the spot of each selected shot with either a golf tee or divot repair tool. At that time both members of the team may lift, clean and place their golf ball according to the stipulations listed in this ruleset.

Rule 6: Ball Placement

1. Fairway: The ball may be placed one club length from the spot of the selected ball no nearer the hole. When placed, the ball must remain in the fairway
2. Rough: The ball may be placed one club length from the spot of the selected ball no nearer the hole. The placement of the ball may improve the team's stance, swing and line of sight but must not be placed outside the one club length limit. When placed the ball must remain in the same cut of rough that the selected ball came to rest in.
3. Hazard: The ball may be placed one club length from the spot of the selected ball no nearer the hole. The placement of the ball may improve the team's stance, swing and line of flight but must remain within the one club length limit and remain in the same hazard the selected ball came to rest in. In regards to sand traps, the trap may be raked before placement of the ball.
4. Putting Green: The selected ball may be placed one putter-head length from the spot of the selected ball no nearer the hole.

Rule 7: Scoring

1. Teams will play double bogey golf. Maximum score on each hole will be two over par. If you reach that score please pick up and move to the next hole. At the completion of play, all teams are to sign and attest their respective scorecards and turn them into the Tournament Director. Each scorecard must have the signature of the scorer as well as a signature from the participating team.

Rule 8: Tie Breaker

1. Ties will be settled by use of a "card-off" to determine the overall winner. The scores starting on the #1 through #9 ranked holes will be used to determine the winners.

Rule 9: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. In the regular season, captains may view their sportsmanship score online and questions about scores should be directed to the sport's league coordinator. **To be eligible for the playoffs, a team must have a minimum average sportsmanship rating of 2.5.** During playoffs, a score of at least 2.5 will guarantee advancement for the winning team. A winning team with a sportsmanship rating less than 2.5 must contact and meet with the Coordinator of Intramural Sports no later than the day of the next contest to determine if the team should advance. Teams playing multiple games on the same night must meet with the Intramural Sports Supervisor prior to their next contest if a rating below four is received. The breakdown of sportsmanship ratings are as follows:
 - a. 5 points:



Campus Recreation

UNIVERSITY OF COLORADO **COLORADO SPRINGS**

- i. Team displays excellent sportsmanship while treating opponent with respect. Players always demonstrate excellent sportsmanship. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Captain calmly converses with officials about rules/calls. Team maintains an attitude of complete cooperation with staff. Players always display self-control.
- b. 4 points:
 - i. Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Team is mostly cooperative with game Officials and Opponents. Team Captain is able to control his/her players. Team Captain is the only participant discussing rules with the officials.
- c. 3 Points:
 - i. Participants display disagreement/frustration with decisions of staff/officials. Questioning of judgment/rules interpretation not presented in a respectful manner. There are minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include, but are not limited to, trash talk, cursing in any manner, publicly questioning an official's abilities, mocking the skill level of an opponent. Team defaults a game. Participants other than the captain dispute rules with officials.
- d. 2 Points:
 - i. Team repeatedly questions judgment/officiating abilities. Participants are openly arguing calls with officials on multiple incidents. Unsportsmanlike call-in volleyball; flag football; yellow card in soccer; technical foul in basketball; team/player warning in softball.
- e. 1 Point:
 - i. Team receives multiple unsportsmanlike calls and/or technical fouls (not on the same participant). Team receives any ejection other than ejection prior to or during the contest. Official or supervisor has to suspend play to talk to a team or participant.
- f. 0 Points:
 - i. Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season. Sportsmanship ratings are affected by a team's participants and spectators conduct before, during and after a contest.