

## SPRING 2025 GOLF SCRAMBLE RULES

Updated 11/1/2024

*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 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. For tournaments or special events, if there is an issue with sportsmanship the team or individual will receive a warning. If there is another instance of sportsmanship issues the staff on site has the right to remove a player or team from the event. Sportsmanship issues include:
  - a. Participants are openly arguing calls with officials on multiple incidents.
  - b. Fighting.
  - c. Mocking the skill level of an opponent.
  - d. Trash Talk.
  - e. Not having control of spectators for your team.
  - f. Etc.