

Spring 2009 Men's & Women's 2 – Person Golf Scramble Rules BGSU Intramurals

1. Players, Substitutes, Roster Size and ID's

- A. The scramble will be a nine hole event held on Wednesday, April 29th starting at 4:00pm.
- B. Rosters are limited to 2 players. Two players play each match.
- C. No team shall be permitted to start or to continue a match with less than two players.
- D. No substitutes are allowed once play has begun.
- E. Roster Changes: Beginning Monday, April 14th, through Monday, April 20th, at 4 p.m., prior to the start of the tournament captains can make one set of roster changes either in the IM Office (in person) or at the contest site(Forrest Creason Golf Course), limited to 1 player change. Captains who play must be listed on the player roster.
- F.. To participate in **intramurals**, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU ID (with picture and P00#).
- H. All 2008 - 09 varsity golf team members are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but one total player is allowed per roster

2. Playing Area and Conditions

- A. Matches will be played at the BGSU Golf Course.
- B. Weather information - contact the golf course directly at 419-372-2674, after 3:30 p.m. on the day of the scramble call to see if the course is open. Please inform your team the IM Office will not give out any weather information.
- C. If it begins to lightning at any time during play, all teams must report to the manager at the clubhouse immediately.
- D. Winter rules will be played in both your own fairway and rough. A maximum of 6" per roll will be allowed. Ball must be rolled with the club, not picked up and moved.

3. Equipment and Uniform

- A. Teams must supply their own equipment (clubs can be rented at the clubhouse).
- B. Apparel acceptable by the course management will also be acceptable by Intramurals. Teammates do not need to wear the same colors.

4. Participant Conduct and Fair Play

- A. All players will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future intramural sports.
- B. All participants will be expected to conform to the accepted rules and etiquette of golf.

5. Time Regulations and Length of Match

- A. A nine hole match will be played.

6. Forfeits and Starting Matches

- A. Your tee time is the forfeit time. All players should be checked in with the clubhouse and the IM supervisor (including course members), and ready to play at the scheduled time. There is no grace period. Non-BGSU golf course members must pay the clubhouse attendant for the round of golf.
- B. If a team forfeits once for any reason, they lose their forfeit fee, but are still eligible for playoffs. Forfeiting a second time drops that team from all further play for the rest of the season.
- C. Men will begin play from the white (or longer) tees, while women play from the red (or longer) tees.
- D. Each team must keep score for their opponent on the BGSU scorecards. Those cards should be verified, signed, and turned in to the IM supervisor at the end of the round.
- E. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.

7. Playing Rules and Scoring

A. Tee Markers: All Men MUST play from the White Tees. All Women MUST play from the Red Tees.

B. Scramble Format: Each player of a team will attempt a tee shot. The best shot off the tee will be used for the second shot by both players on that team. The same format will take place after every shot until the hole is finished and the team will receive one score.

C. Tee Shots: Each team is made up of 2 players. Each team must use both player's tee shots at least 4 times per nine holes.

D. Marking the Spot: Each shot that is chosen to shoot the next shot from must be marked at all times. Each player may place their ball within a club length from the original spot no closer to the hole. Also, if the original shot is in the rough, both must play from the rough, and so on for the sand or anywhere else. On the green, each team must mark their spot with a ball marker or a tee.

E. Putting: All putts must be made, there are no "gimmies".

F. Lateral Water Hazards: All water hazards will be played as lateral.

G. Out-of-Bounds: OB is defined by inside edge of white stakes at ground level by all perimeter fencing, Poe ditch and by all vehicular roadways.

H. Abnormal Ground: Defined by white encircled lines.

I. Pace of Play: Players are advised to maintain pace with the group in front of them. A group is deemed out of position when starting play of a hole, which is clear of all players and the elapsed time for the round averages 15 minutes per hole.

J. Ties: All ties will be determined by a blind hole draw and working backwards.

K. Closest-to-the-Pin & Longest Drive: These two competitions will occur on one of the 9 hole of the tournament.

8. Officials and Manager Duties

- A. Managers will check ID's, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have authority to eject individuals from play, as well as from the facility.

9. Miscellaneous

- A. T-shirts will be awarded to those participants on each winning team in each division who played. The t-shirts should be picked up individually in the office beginning two days after the event and within 15 academic weeks.