

### Basic Policies

**Activity Format:** In order to participate in this event, all participants must register at the RSC during the registration date given for this sport. Please look on the website or visit the RSC for more details.

**Cancellation:** Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

**Forfeit:** GAME TIME IS FORFEIT TIME! A team must report to the game site and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

**Conduct:** All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

**Inclement Weather:** The Intramural Sports staff will be responsible for cancelling the event due to inclement weather. Participants should call the Weather Hotline (494.3131) for updated game information.

**Scorecard:** Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving

players must have their name added to the scorecard upon arrival by an official before they may participate.

**Eligibility:** A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

**More Policy Information:** For additional information please review the Intramural Sports Handbook online at: [www.purdue.edu/recsports/programs/imsports](http://www.purdue.edu/recsports/programs/imsports)

### Equipment

**Shoes:** No metal spikes or other footwear detrimental to turf quality. Shoes must be worn at all times.

**Jerseys:** Players must wear a shirt with sleeves. No cut-offs, spandex or short shorts. No gym suits, gym pants or gym shorts.

**Balls:** The Intramural Sports staff will provide each golfer with a pack of three (3) complimentary golf balls.

### Game Regulations

**Players:** Each team will be made up of two (2) golfers with no subs after teeing off the first hole of play. Subs may be made up until check in. Please coordinate these changes with the Intramural Sports staff.

**Game Length:** 18 holes

**Overtime:** Ties will be settled by use of a sudden death play off. The Tournament Director for the event will announce the playoff holes used to determine a winner. In the event a sudden death playoff is not able to be played, a "card-off" will determine the overall winner. The scores starting on the #1 through #18 handicapped ranked holes will be used to determine the winners.

**Officials:** Teams are responsible for holding the opposing twosome accountable for playing to the rules of the game.

**Playing Area:** This event will take place at Ackerman Hills: [www.purduegolf.com](http://www.purduegolf.com)

## **Sport Specific Rules**

### **Check-In Procedure:**

- Check in with an Intramural Employee outside the Clubhouse **no later than 1:00pm**
  - Players may begin checking in at 12:00pm
  - The golf course assistants will direct you to your cart which will identify your starting hole.

### **Starting Time:**

- Shotgun start at 1:30pm
- Each player will have a cart for the duration of the tournament. The course assistants will direct each team to their designated start hole to begin play.

**Driving Range/Putting Green:** The driving range/putting green will be available to all players from 12:00pm-1:00pm at no additional charge. **Players must report to their carts by 1:15pm!**

### **Prize Breakdown:**

For Every participant:

- Golf balls
- Water/Powerade
- Lunch (Ham/Turkey sandwich, chips and a drink)
- Others may be added

Prizes for contests and flights

- Closest to the Pin
- Longest Drive (M/W)
- Longest Putt
- Intramural Champions T-Shirt for winners of each program group

**Scramble Rule:** Participants will play a 2 person scramble format. Each player will hit his or her 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. Upon completion of the round, the 18 hole total will be the team's overall score.

- A minimum of 5 tee shots must be used by each player on the team.
- 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 decided to putt out before the second player has an opportunity at the original putt.

**Improving your lie in a scramble:** 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 below.

**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

**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.

**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.

**Putting Green:** The selected ball may be placed one putter-head length from the spot of the selected ball no nearer the hole.

**Scoring:** 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.