

The Intramural Golf Tournament is scheduled for Sunday, April 25th at 1:30pm and will be played at the Ackerman Hills Golf Course at the Birck Boilermaker Golf Complex.

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.

Driving Range/Putting Green

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

Prize Breakdown

Prizes announced and awarded at end of tourney.

Scramble Rules

Participants will play a 4 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.

Team shots: A minimum of 3 tee shots must be used by each player on the team.

Holing out: 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.

Tie Breaking Policy

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.