SECTION 1. EVENT FORMAT

I. Event Overview
   A. The event will be played on one (1) day and will consist of a single 18 hole round.
   B. Teams will compete indirectly against one another in a scramble format in an attempt to achieve the lowest score.

II. Location
   A. The event will take place at the Kampen Course.
   B. Visit www.purduegolf.com for directions.
   C. Registration tables will be located near the pro shop.

III. Supervision
   A. Teams are responsible for holding the opposing twosome accountable for playing to the rules of the scramble.
   B. An Intramural Supervisor will aid with sign-in procedure only.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
          a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
          b. All participants must be registered and on the appropriate team roster in IM Leagues in order to check-in with the Intramural Supervisor.
          c. “Ready to play” includes having the proper game equipment and being at the course ready to begin at the scheduled time.

IV. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. CHECK-IN PROCEDURES AND EVENT INFORMATION

I. Check-In Length
   A. Check-in will be open from 12:00pm to 1:00pm.
   B. Golf course assistants will direct participants to their assigned carts which identify starting hole locations.

II. Shotgun Start
   A. Shotgun start will begin at 1:30pm.
   B. Players must report to their carts by 1:15pm.
   C. Players will use their assigned cart for the duration of the event.

III. Driving Range/Putting Green
   A. The driving range and putting green will be available to all players during the check-in period at no additional charge.

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IV. Food and Drink
   A. Water and/or other drinks will be made available.
   B. Lunch will be provided consisting of a sandwich and chips.
   C. Other options may be available.

V. Event Contests
   A. Closest to the Pin
   B. Longest Drive
   C. Longest Putt

SECTION 3. EQUIPMENT

I. Illegal and Required Equipment
   A. Shoes
      i. No metal spikes or other footwear detrimental to turf quality are permitted.
      ii. Shoes must be worn at all times.
   B. Attire
      i. Players must wear a shirt with sleeves.
      ii. No cut-offs, spandex or short shorts are permitted.
      iii. No gym suits, gym pants or gym shorts are permitted.

II. Golf Clubs
   A. Participants are responsible for providing their own golf clubs.
   B. Every golfer must have their own set of clubs.
   C. Clubs may be rented from the clubhouse. Visit http://www.purduegolf.com/rates.html for more info.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of four (4) golfers.
   B. (Co-Rec Modification) Teams must consist of two (2) males and two (2) females.

II. Substitutions
   A. Substitutions may be made up until check-in.
      i. Please coordinate substitutions with the intramural sports staff.
   B. No substitutions may be made after teeing off the first hole of play.

SECTION 5. SCORING

I. Scorecard
   A. Teams will be given an official event scorecard on their assigned carts.
   B. All scorecards must be turned in to the Tournament Director upon completion of the event.
      i. Scorecards must include a signature from the participating team.

II. Scoring
   A. Scoring on a single hole:
      i. After each player hits their initial tee shot, one (1) ball will be played by the team. This will be the team’s first stroke on that hole.
      ii. This format will continue until players have holed their final shot. The team will then tally their strokes and this tally will represent the single hole score.
   B. Upon completion of the round, the 18 hole score total will be the team’s overall score.
III. Tiebreaker
   A. In the event of a tie within a division, a “card-off” will determine the overall winner.
   B. The scores starting on the #1 through #18 handicapped ranked holes will be used to determine the
      winners.

SECTION 6. SCRAMBLE RULES

I. Scramble Format
   A. Each player will hit an initial tee shot.
      i. The team will then decide the best shot and each player will hit their next shot from that
         location.
      ii. This format will repeat for each shot thereafter until completion of the hole.
   B. The holing of any shot will constitute the end of the hole for that team and that score will be final.
      i. This situation typically occurs when a player misses a putt and decides to putt out before the
         second player takes their putt.
         a. In this case, the second player will not have an opportunity to attempt the original
            putt.

II. Improving a Ball’s Lie
   A. Each team must mark the spot of each selected spot with a marker.
   B. Once marked, players may lift and clean their ball.
   C. Both players may then place their ball no more than one club length from the original spot.
      i. This placement CANNOT be nearer to the hole nor may it improve the original lie.
      ii. Placement of the ball may improve the team’s stance, swing, and line of sight as long as it is
         within the one club length limit.
   D. On the putting green, the ball must be placed as near as possible to the original spot no nearer to the
      hole.

SECTION 7. USGA RULES 26, 27, AND 28

I. USGA Rule 26: Water Hazards
   A. If a ball is hit into or lost near a water hazard, the player receives a one (1) stroke penalty and has the
      following options:
      i. Play a ball as near as possible to the spot from which the original ball was last played.
      ii. Drop a ball behind the water hazard keeping the point at which the ball originally crossed
          over the margin of the water hazard.
          a. There is no limit as to how far behind the ball may be dropped.
      iii. If the ball crossed the margin of the water hazard laterally, a ball may be dropped within two
          club lengths of the spot it crossed over as long as it is no nearer to the hole.

II. USGA Rule 27: Lost Balls or Out of Bounds
   A. If a ball is out of bounds, the player receives a one (1) stroke penalty and must play the next ball as
      near as possible to the spot from which the original ball was last played.
   B. To save time, a player may hit a provisional ball if a ball may be considered lost.
      i. The player hitting the provisional ball must first announce a provisional is being played to
         their opponents.
      ii. Should a player not find the original ball, the player plays the provisional ball and receives a
         one (1) stroke penalty.

III. USGA Rule 28: Ball Unplayable
   A. If the ball lies in an unplayable position due to course conditions, the player must:
      i. Play a ball as near as possible to the spot from which the original ball was last played.
ii. Drop the ball behind the location in which it is deemed unplayable.
B. If a player takes an unplayable lie, a one-stroke penalty will be assessed.

SECTION 8. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section 1. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Team captains must announce this protest to the Tournament Director after the round is completed and both captains will be required to fill out information on the protest form.