Ashland University
Department of Recreational Services
Intramural Golf Rules – 2 Person Scramble
Updated on: 07/26/13

Playing Area and Conditions

- The scramble will take place at Brookside Golf Course.
- Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by any intramural employee will be taken to the “lost and found” at customer service in the Recreation Center.

Equipment

- Players must bring or rent their own clubs, golf balls, and tees.
- Golf is free, but players must pay for a cart if they choose.

The Game

- Average total score format will be used in the competition. Individuals will tee off in foursomes.
- Teams will be comprised of 2 players
- Each team member will tee off
- The team decides which tee shot is in the best location.
- The other team member places his/her ball at this location and continues play from that point.
- The team picks the best ball lie on each series of strokes and hits from that spot.
- The team will be accountable for keeping their own score.
- When putting, teams must mark putt attempts.
- All individual players and teams must turn in their scorecards to the Intramural Supervisor at the clubhouse.
- All players must follow golf course and intramural rules and regulations during intramural play.
- NO alcohol or tobacco will be allowed before or during the intramural tournament. If you are found to be consuming alcohol or using tobacco by the intramural personnel during the tournament, you will be asked to leave the course and your team score will not count towards the championship.
- There may be a longest drive, longest putt, and closest to the pin contest on designated holes on the course sponsored by the intramural department.