## **Scramble Tournament Rules**

- 1. All four team members tee off on each hole and then decide which tee shot they like best and mark the spot. From selected shots, each player can place the ball within one club length, no closer to the hole. Follow this format every time from tee off to the green. If the selected ball is in the rough, each player must play from the rough.
- 2. Men are to tee off from the White tees. Women, Girls and boys (under 17) may tee off from the Red tees.
- 3. The team must select one drive of each player on the team during the round. It does not matter what the par is for this drive. Remember, when a player's drive is used, his or her second shot cannot be used on that hole.
- 4. If a team has only three players, one player will play two shots, to take the place of the missing player. The three players must take turns hitting for the missing player, so over 18 holes, each of the three players must play for two players on a total of six holes.
- 5. Mark the selected ball on the putting green. Each player is to attempt the putt from the same spot. The first ball to go in is counted for the team score. If no player makes the putt, mark the best remaining putt and all team members are to putt from there.
- 6. If the ball selected is in a sand bunker or rough, everyone must hit from the sand bunker or rough within one club length. You can rake the bunker after each shot. If the ball selected was in the water, drop out under USGA Rules procedures and add a penalty stroke for each player hitting from the drop. A ball hit out of bounds is usually not selected, but if it is, the players all must re-hit from where the ball was hit before it went out of bounds, and each player must add a "stroke and distance penalty" (2 strokes).
- 7. Double bogey (2 over par) is the maximum team score on any hole. Teams that reach a score of double bogey on a hole are to pick-up and move on to the next tee.
- 8. At the end of 18 holes please turn in your scorecard to the officials. Failure to turn in may result in a forfeiture. Team with lowest score will be the winner.
- Contest holes: Hole # \_\_\_\_\_ is a longest drive and Hole # \_\_\_\_\_ is closest to the Pin. Ball must be on the fairway or Green to be counted. Please put your name on the marker card and move it to your ball location ONLY if it's closer to pin than the current marker location.
- 10. Rule number ten is to please be courteous to fellow golfers have a good time ©