



## UTSA INTRAMURAL SPORTS      2-PERSON GOLF SCRAMBLE

### **PLAYERS:**

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- **Captain's Meeting will be held April 4<sup>th</sup> 2012 at 5 pm in the Texas Room located upstairs in the Recreation Center.**
- 2 players per team. No team may have a third member.
- The event will be open. There will be no specific men's and women's divisions
- Green fees (plus ½ cart fee) will be paid to the golf course the day of event. Fees TBA. They are approximately \$40 per player.

### **ELIGIBILITY:**

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- All UTSA students are eligible to play intramural sports. Faculty/Staff with a current Campus Recreation membership are also eligible to play intramural sports. Current members of the UTSA Golf Team are not eligible.
- Alumni and outside visitors are not eligible to participate.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

### **FORMAT:**

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- 2-Person Golf Scramble will follow the National Collegiate Golf Championship Rules.
  - **Scramble Rules**
    - 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.
- **Tie Breaking Policy**
  - Ties will be settled by use of a sudden death play off. The Tournament Director for each event will announce the play off 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.

### **EQUIPMENT:**

- Intramural Sports will not provide any equipment for this event.

### **GAME TIME:**

- Player's must check-in with the supervisor before game time.
- Players must turn in scorecards to supervisor on site at the end of the round.

### **SPORTSMANSHIP:**

- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.
- Participating in Intramural Sports is **NOT** a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game.
- The fourth unsportsmanlike foul by the same team results in forfeiture of the game.
- Any player that is ejected for any reason must come in to speak to the Assistant Director of Intramural Sports before their next game. That player is **not** eligible to play until doing so. **Minimum 1 game suspension!**

### **DISCIPLINE**

- The team captain of a team that receives a “D” or “F” rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
  - **Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick, or have been officially reinstated.
    - Must contact Andrew Chadick, Assistant Direct of Intramurals, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.
    - Ejected player is ineligible until meeting has taken place.
    - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
    - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
    - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.

- If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.
  - The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
- If a player is found to have played on two teams:
  - **Consequences for Playing on Two (2) Teams:**
    - Player will be permitted to play on the first team he/she signed in and played for.
    - Both teams will be notified of the player violation.
    - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
    - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:
  - **Illegal Player Consequences**
    - Team in violation will receive a loss, and opposing team will receive an automatic win.
    - Team in violation will also receive an automatic C sportsmanship rating.
    - Second offense will result in the team being eliminated from the league.
    - Both teams will be notified of illegal player violation.
    - Illegal player is not permitted to play any Intramural sports or activities.
    - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
- **Faculty/Staff:**
  - Must have a Campus Recreation membership in order to participate in Intramural Sports.
  - Faculty/Staff must also present their UTSA ID at each game.
  - Teams found in violation will be deducted one (1) sportsmanship letter grade for each violation.