The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

General Information

- All teams must pre-register on IMLeagues
- CatCard is required to check in at the golf course
- We are offering Men’s and CoRec Student Divisions and a Faculty/Staff Division. Divisions will be combined if there are not enough teams registered
- Course fees are $15 for SMCC members and $20 for non-members, which includes cart. You will pay when you check-in for at the Golf Shop.
- Teams will be paired together before the tournament and announced at the Golf Shop.
- Please arrive early to pay and check in
- Pre-printed scorecards will be available at the Golf Shop. Turn in your signed scorecard upon game completion
- **No alcohol leading up to or during the tournament**
- Overall division winners will receive an Intramural Champion Shirt. Additionally, we will be awarding shirts to individuals with the closest to the pin and longest drive

Format

This tournament is using a 2-person team, match play handicapped scoring format. Each team’s net score on a hole determines the winner of that hole. The net score is calculated by taking the total shots of the 2-person team and subtracting, if applicable, the number of shots associated with that team’s handicap. The scoring is based on 4 points per hole. If your team wins the hole, you receive 4 points. If there is a tie on a hole, each team receives 2 points. The team with the lowest total net score over the entire 9 holes earns an additional 4 points. So, in essence, each match has 40 total points available to be allocated to the 2 teams (9 holes x 4 points = 36 points; low net score = 4 points; 36 + 4 = points)
SMCC Golf Rules Governing Play

USGA rules of golf govern play, except as provided below:

**Mulligans.** There are no mulligans at any time in league play.

**Tees.** Middle (Gray) tees will be used. Golfers age 70 or older and ladies have the option to play from the forward (Green) tees.

**Ball Lie.** Excluding sand, fringe and green, a player may reposition his ball with the club head within 6 inches, but may not change the cut of grass (not a USGA rule).

**Putting.** Everyone must hole out unless the putt is conceded by your opponent. A conceded stroke is still counted.

**Unplayable Lie.** If you can’t hit your ball where it lies, take a penalty stroke and move it up to two club lengths, no nearer the hole.

**Obstructions.** A ball lying in or on immovable obstructions, such as signs, casual water, irrigation equipment, etc. may be dropped (no nearer the hole) two club lengths with no penalty. There is no free drop from out of bounds markers.

**Bunker.** A ball lying in a sand trap will not be touched or moved in any way, unless it lies in casual water or ground under repair. The ball may then be dropped in the bunker no closer to the hole. If the bunker is completely under water, then drop behind the bunker no closer to the hole to ensure that the bunker is between the ball and the hole.

**Out of Bounds Rule.** If a ball is hit out of bounds, replay the shot with a 1 stroke penalty. If in doubt, play a provisional shot. This rule applies to all shots, not just tee shots.

**Lost Ball Rule.** Any lost ball is a 1 stroke penalty. Play as a lateral hazard – meaning drop the ball within 2 club lengths of where you last saw the lost ball, no closer to the hole. For example, a ball is last seen entering the trees, but not found. Drop the ball within 2 club lengths of where the ball entered the trees, no closer to the hole than the entry point.

**Summary of Hazard Rules.** Hazards are marked with red stakes. These are your options:

- Replay the shot.
- Play from the hazard.
- Keep the point of entry between you and the hole and go back as far as you want.
- Drop 2 club lengths from where the ball last crossed the hazard, no closer to the hole.
Hole by Hole Local Rules

#1 – Play the creek as a hazard on the left. Conleys Creek Road is out of bounds on the right.

#2 – No special consideration.

#3 – No special consideration.

#4 – No special consideration.

#5 – No special consideration.

#6 – No special consideration.

#7 – No special consideration.

#8 – No special consideration.

#9 – No special consideration.

#10 – Play the creek as a hazard.

#11 – Play the creek as a hazard.

#12 – No special consideration.

#13 – No special consideration.

#14 – Play the irrigation pond as a hazard.

#15 – Play the creek as a hazard.

#16 – Play the ravine as a hazard.

#17 – No special consideration.

#18 – Play the creek as a hazard. Everything to the right of the cart path is out of bounds.