

Scramble Rules of Play

2/18/20

Foursomes:

- The number 1 player on each team will be capped at six (6) drives. The remaining drives may be contributed by any combination of drives from the number 2, 3, and 4 players. **It is important to note that the number 1 player does not need to use all six drives, he is just capped at (6).**

Threesomes:

- The same rule for foursomes regarding the number of drives by the number 1 player also applies to threesomes.
- However, in order to provide the three-man teams with four shots each time the ball is put in Play, the **number 2 and 3 team members will alternate taking the fourth shot and putt. (example: when playing your first hole, the captain will designate which player, number 2 or 3 will take the fourth shot. That player will continue to take the fourth shot for the remainder of the hole. On the next hole the remaining player (2 or 3) will take the fourth shot for the duration of that hole.)** This rotation will then be followed for the remainder of the scramble.

Standard rules:

- All team members tee off on each hole and then decide which tee shot they like best. The shot location is then marked with a tee or ball marker.
- The other team members pick-up their balls and place them within one club length (no closer to the hole) of the marked spot. Each team member hits his next shot from the chosen spot.
- This procedure is followed on every shot for the remainder of the hole, **EXCEPT PUTTS.** When your team arrives on the green, the ball may not be moved unless there is **“ground under repair”** on the green. **No "give me" is permitted.**
- If the ball you choose to play is in a hazard (sand, water, etc.), the rough, or out of bounds, you cannot drop the ball outside the hazard or rough even if relief is within one club length.
- **Captains should record only one score (low ball). All birdies are to be circled on the card.**
- After completing the round, the captain should submit the team card (member names included) with the total team score noted to **Jack Mulhall or Bill Sirocky.**
- **A competed score card must be submitted in order for a team to be eligible for prize money. If a card is lost or not submitted by the team captain, the team will not be eligible for prize money.**

Tie Breaker

In the event of a tie for total score, the cards will be compared starting with the lowest handicap hole and progressing forward until the tie is broken.