

Intramural Campus Golf Rules

The following set of rules addresses gameplay for Campus Golf. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

Pre-Game: All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

No ID, No Play!

Forfeits: To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

Equipment: The intramural program will provide clubs and tennis balls for all participants. All clubs provided will be 7-irons.

Participants may bring their own clubs, but only 7-irons are permitted for use.

Players may not use their own tennis ball.

Game Format: Teams of two will play a 9-hole round against an opposing team.

Best ball scoring will be used. That is, each player will play their own ball and mark their own score for the entire round. Then, at the end of the round, each twosome will use their best score on each hole to get their final score. See the scorecard below:

Player	1	2	3	4	5	6	7	8	9	TOT
Kyle	3	4	6	5	4	8	4	3	5	42
Lisa	4	4	5	4	7	6	5	4	4	43
Score	3	4	5	4	4	6	4	3	4	37

In the example above, Kyle and Lisa scored 42 and 43, respectively.

They will use the best score on each hole, which will be Kyle's score on holes 1, 5, 7, and 8. They will use Lisa's score on holes 3, 4, 6, and 9. And then on hole 2, they scored the same, so they use that score.

Their combined score of 37 will be what is used to determine a winner.

Maximum Score: No player can score more than 10 on any one hole. Once a player reaches 10 strokes, they should pick up their ball and move on to the next hole.

Tee Markers: There will be a designated tee marker for each hole. Players must tee-off from within 10 feet of the tee marker.

Each hole will be marked with a flag. In order to complete the hole, a player must hit the flag with the ball or the ball must come to rest within two club lengths from the hole.

Divots: Players must replace all divots they make during play.

Hazards: At any time, a player may pick up their ball and move it laterally (not closer to the hole). If they do this, they must take a penalty stroke on their score for that hole.

Additionally, players can decide to play out of the hazard, so they do not have to take the penalty stroke.

Lost Balls: If a player cannot find their ball, they must drop it within two club lengths of where it entered the hazard (trees, water, etc.) and take a penalty stroke.