

# Monday 2-Person Scramble League

## \* \* \* Rules of Play \* \* \*

### 1. Standard Scramble Rules

#### 1. 2-Player Scramble

1. Pick the best of the two shots and play from that location.
2. You may move your ball ONE (1) club length in the fairways and rough. (You cannot change playing surfaces)
3. You may move your ball ONE (1) putter head length on the green. (no closer to the hole)
4. YOU MUST HOLE OUT ON EVERY HOLE! There are no "GIMMIES"
  1. The first ball in the hole is your team's score for that given hole.
5. You must use at least three tee shots from each player.
6. Please turn your scorecard in at the end of your round.
7. Make sure to verify the other teams score at the end of each round.

### SCORING:

2. **ONLY WRITE DOWN WHAT YOUR TEAM SCORED ON A HOLE.** The Golf Shop will determine the allocation of handicaps on different holes. So, in other words, the Golf Shop will figure out your net score. You are required to record your gross team score per hole and total gross score.

**WIN A HOLE = 2 points    TIE A HOLE = 1 point    LOSE A HOLE = 0 points**  
– Maximum points in a week is going to be set at 18 points

3. **THE FIRST WEEK IS A "Practice" WEEK.** To better determine each teams handicap, the first week will be practice. This will benefit all teams.
4. There is a full 1st half schedule available. Please make sure you can make it to each Monday night league session. ***If you cannot make it on a given week, please do your best to make up the match with that particular matchup in the week you cannot attend. It will hurt both teams if a group does not play a match. If it is possible, please try to play your make-up match with your opponent, not alone.***
5. **Team handicap determination is still being finalized.** That is why there is a practice week in week #1. We want to make this as fair as possible, so, we will have the full handicap determination system available to you next week.
  1. **The USGA recommended method is attached . This is the basis of what we will go off of to determine the handicaps. An adjustment to this method is likely going to happen to help make the league more 'fair.'**
6. **We are going to do our best to make this as fair as possible.** There are quite a few challenges with a scramble league. If there are any suggestions, let us know.

## **TEES:**

- **Anyone under the age of 62: White Tees**
- **Anyone 62 years old or older: Gold Tees**
- **Women: Red Tees**

## **WEEKLY SKINS GAME:**

- **SCRATCH SKINS (no handicaps taken in to consideration on the skins game)**
- **\$2 per man, or in other words \$4 per team**

## **USGA Recommended Handicapping of a 2-Person Scramble**

**\*\*HANDICAPS ARE UPDATED EACH WEEK\*\***

**NOTE:** there is some 'adjustment' made based on your teams scores throughout the season. Also, if your team is consistently losing points, you will likely see your handicap increase.

The graphic below is mainly used for your initial handicap. We will be able to set your teams handicap more accurately once more weeks of league have been played.

**Player A = lower handicapped player**  
**Player B = higher handicapped player**

**A.** Visit Section 9-4 of "The USGA Handicap System" for handicap allowances recommended by the USGA Handicap Department. Since a scramble is not played under the Rules of Golf, it will not be found in the manual. However, this recommendation seems to work well for most groups, regardless of minimum number of drives required or other special conditions:

### 4-Person Scramble\*:

20%	A
15%	B
10%	C
5%	D

### 2-Person Scramble\*:

35%	A
15%	B

\* Based on a percentage of Course Handicap™

## **League Fees & Costs:**

- **Each week:** \$18 for 9-Holes with 1/2 cart for non-Season Pass Holders
  - **Season Pass Holder cart:** \$9
- **League Fee:** \$100 per team (\$50 per man)
  - **This money will be used for cash payout prizes, food, etc. at the end.**
- **Optional Scratch Skins game each week:** \$4/team or \$2/man

**Contact Nate Smith (Director of Golf) if you have any questions/comments/concerns.**