INDIVIDUAL GOLF RULES

General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Alcohol, Tobacco, and Illegal Drugs – Handbook pg. 6
- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Appropriate Attire – Handbook pg. 19
- Team/Participant Conduct – Handbook pg. 21

Schedules
Schedules will be communicated via email.

Facility
All rounds will be played at Ray Richards Golf Course.

Questions
Please feel free to contact Intramurals with any questions or concerns.

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<tr>
<th>Name</th>
<th>Title</th>
<th>Telephone</th>
<th>Email</th>
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<tbody>
<tr>
<td>Mike Wozniak</td>
<td>Coordinator of Campus Recreation</td>
<td>701-777-3256</td>
<td><a href="mailto:michael.wozniak@und.edu">michael.wozniak@und.edu</a></td>
</tr>
<tr>
<td>Addie Roling</td>
<td>Program Manager</td>
<td>701-777-2719</td>
<td><a href="mailto:adrianna.roling@und.edu">adrianna.roling@und.edu</a></td>
</tr>
<tr>
<td>Wellness Center</td>
<td></td>
<td>701-777-9355</td>
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**Etiquette**
Etiquette covers both Courtesy and Priority on the Course as well as Care of the Course. While the following points are not Rules as such they are an important part of the game.

- Don't move, talk or stand close to a player making a stroke.
- Don't play until the group in front is out of the way.
- Always play without delay. Leave the putting green as soon as you have holed out.
- Invite faster groups to play through.
- Replace divots. Smooth footprints in bunkers.
- Don't drop clubs on the putting green.
- Replace the flagstick carefully.

**General Rules**
- All tournaments/leagues will be Stroke Play (lowest combined score between all days wins).
- Before commencing your round:
  - Read the Local Rules on the score card.
  - Put an identification mark on your ball. Many golfers play the same brand of ball and if you can't identify your ball, it's lost.
  - Count your clubs. You are allowed a maximum of 14 clubs.
  - During the round, don't ask for "advice" from anyone and don't give advice to anyone.

**Proper Scoring**
- Each player must keep a scorecard.
- To report the score, players must email a photo of the completed scorecard to the Coordinator of Campus Recreation.
- Mulligans
  - One mulligan per golfer per 9 holes will be allowed.
  - Once a mulligan is taken, the current ball will be abandoned, and stroke will be replayed from the same spot.
  - Mulligans must be declared as soon as the ball comes to rest. Once the player moves on from the spot they initiated the stroke, no mulligan will be awarded.
  - A mulligan will be recorded on the scoresheet with the letter “M” in the top corner of the box for that hole.

**Playing a Hole**
1. **Teeing Off**
   a. Tee off between and not in front of the tee-markers.
      i. You may tee off up to two club-lengths behind the front line of the tee-markers.
      ii. If you tee off outside this area, you incur a two-stroke penalty and must then play from within the proper area.

2. **Playing the Ball**
   a. Play the ball as it lies.
      i. Don't improve your lie, the area of your intended swing or your line of play by moving, bending or breaking anything fixed or growing except in fairly taking your stance or making your swing.
         1. Any loose items may be moved without penalty.
      ii. Don't press anything down or build a stance.
      iii. If your ball lies in a bunker or a water hazard:
         1. Don't touch the ground with your club in the bunker, or the ground or water in the water hazard, before your downswing.
   b. The ball must be fairly struck, not pushed or spooned.
   c. If you play a “wrong ball”, you incur a two-stroke penalty and you must then play the correct ball.
   d. Ball must be lifted if requested and it is determined it may interfere with another player’s stroke.

3. **On the Green**
   a. Flag should be removed once a ball is on the green.
   b. You may repair ball marks and old hole plugs on the line of your putt but not any other damage, including spike marks.
   c. You may mark, lift and clean your ball on the putting green. Always replace it on the exact spot.
d. Don't test the putting surface by scraping it or rolling a ball over it.
e. Make sure flagstick is moved off of the green so that it does not interfere with play.

Violations

•**Ball at rest moved**
  o If moved by the golfer playing that ball, except as permitted by the rules, add a penalty stroke and replace your ball.
  o If moved by someone else, replace it without a penalty stroke.
•**Ball in motion deflected or stopped (including putting)**
  o If struck by the golfer playing the ball, add a two-stroke penalty and the ball is played as it lies.
  o If struck by anyone else, play the ball as it lies.
    ▪ Exception: If on the putting green, replay the stroke.

Drop
You may request a drop only if:

• The ball falls into a water hazard (one stroke penalty)
  o Drop either two club lengths from where the ball entered the hazard, or replay the stroke.
• The ball falls into a hole dig by an animal (no penalty)
  o Drop a clubs length from the animal hole, or replay the stroke.
• The ball goes out of bounds, determined by the Local Rules on scorecard (one stroke penalty)
  o Replay the stroke
  o You may play a “provisional ball”
    ▪ Replay the stroke with another ball, then look for the lost ball. If the lost ball is located and in-bounds, you must play that if still in bounds. If that ball is lost, play the provisional ball.
• If the ball is in a bunker, and one stroke does not get it out of the bunker (one stroke penalty)
  o Drop within two club lengths from where the ball entered the bunker.

Proper drop procedure

• Hold the ball at shoulder height, a full arm’s length away from you, and release the ball.