

OKIE SCRAMBLE RULES

1. "Standard Tee Markers" for all three days are as follows: **(A & B Flights—Yellow), (C & D Flights—Yellow), and (Senior A & B Flights- white)**. Any player in A, B, C, or D Flight who is or will be 60 years old or older at any time this year, plays from the WHITE tee markers on all holes. Any player who is or will be 70 years old or older at any time this year, plays from the RED tee markers on all holes. The opening handicap for teams playing tees other than "Standard Tee Markers" has been adjusted, per Rule 6 of USGA Rules of Handicapping.

Since Scrambles are different compared to regular stroke play events, and USGA does not have specific rules pertaining to Scramble formats, we will follow most USGA rules as written, except for a few local rules, which are listed below:

2. You can improve your lie one club-length, no closer to the hole, except in traps, hazards, and on putting surface. Changing of grass (i.e. rough to fairway, or fringe to green) is not permitted.
3. Building a tee anywhere except the tee box, either with your club, hand, heel, etc. is not permitted. See rule # 4 concerning traps and hazards. Deviations from any rule WILL result in disqualification for that day and the Pari-Mutuel.
3. **HOLE ALL PUTTS.** Failure to hole out WILL result in disqualification for that day and the Pari-Mutuel. Also, the first ball in the hole constitutes the score for the team. So, don't tap in a putt until your partner has attempted the putt.
4. A ball in a sand trap (or hazard) must be played first (as it lies) by the team member who hit it there. His partner may then rake the trap and place his ball within one club length, no closer to the hole, but still in the trap (or hazard).
5. The desert is played as a lateral hazard. Use the grass line as the margin of the hazard. Loose impediments may be removed in the desert. Do not drive carts into the desert.
6. In the unlikely event that a team plays the wrong ball, a one-stroke penalty is incurred (instead of the traditional USGA rule of 2 strokes). They must then find the correct ball and continue on from there.
7. Out-of-bounds is defined by fences bordering the course. Options for Out-of-bounds are; 1) take a one-stroke penalty and re-hit from the previous spot. 2) take a two-stroke penalty and drop in the edge of the fairway no closer to the hole than where the ball crossed the out-of-bounds marker.
6. Wear appropriate golf attire. Collared shirt, golf slacks or golf shorts, and shoes with non-metal spikes. No denim is allowed.
7. Teams **MUST** exchange scorecards and keep each other's score. Scorecards must be signed by **BOTH** team captains and turned in to the scorer. It is each team's responsibility to ensure their scorecard is accurate, signed, and turned in to Paiute's scorer or the pro shop immediately after play. Any team who violates this rule will be disqualified for that day and the Pari-mutuel. No exceptions!

Should a dispute arise during the round concerning any rule, play a provisional ball. The committee will rule on the correct score.

Reminder: Handicaps will be adjusted (up and down) after each round by the committee. Please be assured that each team will be treated fairly. Our objective remains the same. We want every team to have an equal chance to cash.

We take pride in the fact that our tournament is as fair as any tournament anywhere. Therefore, neither sandbagging nor cheating will be tolerated. Any team guilty of either offense will not be paid nor welcomed back.