



Scramble Rules

With four players per team, golfers at the CCB Technology Golf Classic will compete in an 18-hole course with modified rules, emphasizing fun. Rules for playing in our scramble are informal and there are no individual scores.

- 1 A scramble means that all team members tee off on each hole and then decide which tee shot they like the best and mark the spot with a tee or ball marker.
- 2 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 their next shot from the chosen spot of the prior shot. This procedure is followed on every shot for the remainder of the hole, including putts. The ball should be marked on the putting green also.
- 3 Putts need to be made within 3 inches of the marked spot (no closer to the hole). The first ball to go in the hole is counted for the team score. When putting, once any ball is holed out, no further strokes count. The team is cautioned not to make "tap" in putts until all team members have had the opportunity to attempt the team's original putt.
- 4 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 of the hazard or rough even if relief is within one club length away.
- 5 Two Putt Maximum: Each team is allotted only two putt attempts. If the ball is not holed after two putts, the ball will be picked up and a stroke added to the hole score. This is to ensure pace of play. The two putt max rule only applies to the green.

