

Man-Scram 2-man match play OFFICIAL RULES

1. Partners decide which format to play the upcoming hole and declare their intentions before teeing off.
 - a. Their own balls to the hole (Man), OR
 - b. Scramble (Scram)The team ahead in the match must declare their intention first. If teams are tied, the team with honors for the hole declares first.
2. Each member of the 2-man team tees off and (if playing Scram) the partners decide which ball to play.
3. When playing Scram, use the usual PI Scramble ball placement rules (one clubhead, same general lie, no closer to the hole).
4. Scoring:
 - a. Man – enter your individual score for the hole onto the scorecard. Lowest of the teammate's net score is the team score.
 - b. Scram – enter the team's total number of scramble shots onto the scramble line of both teammates' cards.

Note on net score: On your personalized scorecard, if the hole is shaded in green, you are getting a stroke for the hole, meaning your net score is GROSS score - 1. Occasionally you will get a stroke in Scram format but more commonly you will get strokes playing Man. **Choose format wisely!**

Note on tied net scores: If two teams have the same NET score for a given hole and one has played Man while the other played Scram, the Man team wins the hole. See the scoring example below.

Note on scorekeeping: **ALWAYS** enter your GROSS score on the top line of your own scorecard for every hole or your Scram team's total in the Scramble line on your own card. Every player keeps their own score for every hole. Do not adjust your score for any anticipated effects of handicaps!

5. **2 drives per player are required per 6 hole mini-match.**
 - a. When playing Scram, the drive used is recorded on the scorecard.
 - b. When playing Man,
 - i. If the hole is won, the drive of the low scorer is recorded. If partners record the same score, either drive can be recorded.
 - ii. If the hole is lost, either drive can be recorded.
 - c. If a match is completed without both players scoring two drive credits, the match is **forfeited**.

NOTE – after 4 holes in a mini-match, it is a VERY GOOD idea to count up the drive credits to make sure you finish the match with at least 2 drive credits per player. If not, plan accordingly for holes 5 and 6. It may be necessary to play scramble on 5 and/or 6 and be forced to use a drive from the player without 2 drive credits. It is also okay for the player without 2 drive credits to play Man and score the drive, but this takes the partner out of the hole.

Scoring Example: A&B are partners and are playing C&D

A&B look at their cards and realize A is getting a stroke in Man, B is not getting a stroke in Man and they won't get a stroke in Scram. C&D look at their cards and realize C gets a stroke in Man, D gets a stroke in Man and they also get a stroke in Scram format.

A and B decide to play Man. Both A and B take 5 shots to complete the hole. Since A is getting a stroke, A's net score is 4. So the team score for the hole is 4. A gets a drive credit, and both players mark their GROSS score of 5 on each of their cards. If B had taken 4 shots to complete the hole (tying A's net score), both A&B would have received drive credits.

C and D decide to play Scram. C hits a great drive (which is used). The team scrambles to a gross score of 4, but they are getting a stroke so it becomes a 3. C gets a drive credit, and both players mark their GROSS team score of 4 on the Scramble line of each of their cards.

C and D win the hole and go 1 up. If C and D had scrambled a gross score of 5, they would have had a net 4 (which would tie A&B), but they would lose the hole as Scram teams lose ties.

Drive Example: Partner A is killing it, so after 4 holes, A has 4 drive credits and B has 0 drive credits. The team can scramble holes 5 and 6 but only have B's drive in play. Alternatively, B can play holes 5 and 6 as Man but in that case, A's score does not count.

Basic Rules & Guidelines

1. In general, play by the Rules of Golf to the best of your ability, counting all strokes and penalties.
2. Use the White tees.
3. Monitor your group for pace of play. Do not search for lost balls more than 2-3 minutes. Keep the on-green consulting time within rational limits.
4. **Out of Bounds and Lost Balls on first shots (i.e. drives) will play to the Rules of Golf.** Declare and hit a provisional, spend a max of 2-3 minutes searching for your first ball, then play the provisional if the initial shot cannot be found. If you find the original, play it as it lies at no penalty. If you deem it OB or unplayable, see Rule #5. If you play the provisional, you are hitting your third shot. If you also hit your provisional into the woods, you'd be hitting 5 off the tee and are likely out of contention for the hole anyway, so please don't delay play with extended searches.
5. Aside from your first shots as described in #4, Out of Bounds and Lost Balls will be played similar to lateral hazards. Under penalty of 1 stroke, you may drop a ball at least 2 club-lengths **away from the fairway** nearest the point of exit from the course, in the rough and not nearer the hole than the point where the original ball crossed into the hazard. Unlike playing a lateral hazard, if you find your shot Out of Bounds, you may not play it where it lies under this rule.
6. Finish your holes completely, **including all putts** (until you exceed double-par, per #7 below). You're done when your ball rattles around in the bottom of the cup or when your opponents have formally conceded the hole in Match Play rounds, not when you think you're "close enough" or whatever.
7. Highest score for any given hole is **double-par**. Pick up and move on.
8. Record your total score for every hole (even after you close out a match). Turn in your card to me at the end of every round.
9. Track and report your **gross score** for every hole – we'll compute the effect of handicaps later.
10. Prizes will be distributed on net scores (Best individual match record overall, plus a few other goodies like long drive and KP). Ties in Net Score will be broken using Total Holes Won.
11. Rule disputes will be worked out at the end of any given round. If you can talk both JeffG and me into something, you'll have earned your objective.