



Play Golf America University On-Campus Golf Intramural Guidelines

The following is a working document to provide guidelines in establishing an on-campus golf intramural program. Schools have the flexibility to modify this program to best fit their needs and capabilities. Schools are also encouraged to share feedback with The PGA, as well as posting suggestions on the PGAU Facebook page.

Purpose

- Provide college students a low-cost, easy-to-access golf program where they can play and develop golf skills.
- Offer On-Campus Golf Intramurals as a next-step program for students completing PGAU Get Golf Ready classes.
- By doing so, enhance the integration of golf into students' normal routines and increase the likelihood students will transition to real golf participation on a regular basis after graduation.

Concept

- Set up temporary golf course situations on campus, and utilize "near golf" equipment to simulate playing the game.
- Offer a variety of formats for college campuses to choose from.
- Use the official rules of golf as the basis to govern play, with some modifications.

Equipment

- Golf Course
 - Flag sticks (up to 9)
 - Cones (up to 18)
 - Hula hoops (up to 9)
- Players
 - Golf clubs (1 club per player – recommend 5 / 6 irons)
 - Low-flight golf balls (1 per player)

Note: Similar equipment may be substituted

Course Set-Up

1. Secure a location on campus
 - a. Should be primarily grass.
 - b. Minimum area should be approximately the size of a football field.
 - c. Should be in a location with fairly low foot / people traffic.
 - d. Area can be near buildings, roads, parking lots and cars (contingent on low-flight golf balls).
 - e. Prefer areas with trees and other obstacles.

2. Basic set up for one hole.
 - a. Place “flag stick” in ground (should be able to push stick into the ground allowing it to be free standing).
 - b. Place hula hoop on the ground, with the “flag stick” in the center. (The hula hoop shall serve as the “hole”).
 - c. Use two cones as the “tee markers” (starting point). Place the cones approximately 50 yards from the “hole” (flag stick / hula hoop). Cones should be placed approximately 10 feet apart and positioned to be facing the “hole”.
3. Set up for multiple holes
 - a. Repeat the same set up procedure up to eight more times to create a 9-hole course.
 - b. Consider holes of different lengths, creating different pars.
 - c. Be creative to bring trees, sidewalks, buildings, etc. into play creating dog-legs and challenges for the players.
 - d. Consider having one standard course for your campus, or have multiple layouts.

Rules of Play

The objective is for students to follow the basic rules of golf, both to guide play of this near golf experience, as well as to continue educating students on the rules of the game.

1. Basic Rules
 - a. Follow same basic rules as the USGA Rules of Golf, with the goal being to put the ball in the “hole” in as few “strokes” as possible.
 - b. Each player to begin from the “teeing ground”. Make successive strokes until the ball is holed.
 - c. Ball must come to rest inside of the hula hoop to be deemed holed. The hula hoop may be moved around for each player, provided the “flag stick” does not move, and stays inside the hula hoop.
 - d. The number of “strokes” taken is the score for the hole.
2. Penalties and Special Situations
 - a. All paved areas are deemed “water hazards”.
 - i. Balls coming to rest on paved areas may NOT be played from there. Add a one-stroke penalty and drop the ball on the closest non-paved area, no closer to the “hole”.
 - ii. Players can stand on pavement when making a stroke, provided the ball is not on the pavement. No penalty.
 - b. All brooks, ponds and water areas are deemed “water hazards”.
 - i. Balls coming to rest in “water hazards” may be played from there. As an additional option, players may add a one-stroke penalty and drop the ball on the closest non-paved, non-water area, no closer to the “hole”.
 - ii. Players can stand on pavement when making a stroke, provided the ball is not on the pavement. No penalty.
 - c. Lost Balls: Players losing a ball must go back to where their original “stroke” was taken and add a penalty “stroke” (stroke and distance).
 - d. Out of Bounds and / or Areas of Restricted Play
 - i. Intramural Organizers can deem any area restricted for play. This could include areas off campus property and areas where you do not want students hitting golf balls (i.e. athletic fields, gardens, etc.). Such areas must be announced prior to play.
 - ii. Balls coming to rest in any of these areas are deemed Out of Bounds. Players must go back to where their original “stroke” was taken and add a penalty “stroke” (stroke and distance).
 - e. Obstacles for Stance and Swing
 - i. If a natural object is in the way of a player’s stance or swing (trees, bushes, etc.) the ball must be played as it lies
 - ii. If a man-made object that cannot be moved is in the way of a player’s stance or swing (bench, pole, power box, etc.), the player can get relief from this situation without penalty. Drop the ball in the closest area providing full relief for stance and swing.

Formats

It is recommended that Intramural Coordinators base on-campus competitions off the wide variety of formats hosted by golf facilities for tournaments, leagues, outings, etc. Here are some suggested formats:

1. 9-Hole Formats:
 - a. Individual Stroke Play – Lowest score for nine holes wins
 - b. Team Stroke Play – Two-person teams, take the lowest score on each hole
 - c. Team Alternate Shot – Two-person teams playing just one ball. The player tees off, the other player hits the second shot, and continue rotating until the ball is “holed”.
 - d. Match Play – Use any of the formats above; however, play to see who has the lowest score on each hole. Player / Team with the most holes won is deemed winner of the match.
2. 1-Hole Formats – Adventure Golf
 - a. Place the flag stick and hula hoop (“hole”) in a central location. Move the tee area for each hole, creating a new hole each time you play. The winner of each hole determines the next teeing area.
 - b. Move both the teeing area and flag stick and hula hoop (“hole”) for each hole played. The winner of each hole designs the entire next hole. (This format has been done on college campuses, and has resulted in students hitting shots over parking lots and buildings – can be a lot of fun.)

Safety & Etiquette

The objective is for students to utilize etiquette and safety considerations normally associated with playing golf. This approach is used to put lessons learned into practice.

Safety could be the most important issue to consider, and potentially neglected when conducting On-Campus Intramural Golf. Players must be aware of the fellow players and others in the area. They should never take any action that could endanger anyone. Items to consider:

- Advise players to make sure their intended area of swing is always clear before swinging (metal club on head hurts).
- Advise players to make sure no one is in the immediate area of their intended ball flight.
- Advise players to stay out of potential ball flight areas of other players.
- Advise players to be cautious of the general public – walkers, bikers, other athletes.
- Others

Taking care of the grounds is also an important priority.

- Be sure to repair divots and any other damage to the grass caused by normal swings (consider requiring all play from golf tees to help limit damage)
- Do not hit from restricted areas
- Do not throw clubs

Show consideration of your actions by not disrupting anyone through excessive movement, talking and unnecessary noise.

Reporting

The PGA of America will reach out to all schools for feedback on the success of this program and look for suggestions in directing the future of all aspects. In addition, students are encouraged to use social media to share results and communicate with other schools, including:

- Play Golf America University Facebook page
- You Tube
- Twitter
- Others

Target Audience

The primary target audience is students completing Play Golf America University Get Golf Ready classes as well as anyone new to the game. At the same time, this could be open to all students.