



NU Intramural Sports

Sholf

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. The game will be played on a Sholf mat.
2. The first player to 21 points, wins the game.
3. A coin toss will be used at the beginning of the game. The winner has the choice between putting first or choosing their ball color.
4. Each round, players will alternate putting from behind the two line until all eight (8) balls have been putted. Balls that do not cross the foul line will be immediately removed before the next ball is putted.
 - Once all eight (8) balls have been putted, each player is allowed to mulligan, that is re-putt their ball that is furthest away from the scoring end.
5. Once all balls are putted, the round score is tallied.
 - Only the team with the closet ball(s) to the scoring end receive points.
 - A ball must completely cross the line to receive the higher point value.
 - The winner of the round, putts first in the next round.
6. Knocking your opponents ball off the green is encouraged and sometimes necessary.

OBJECT

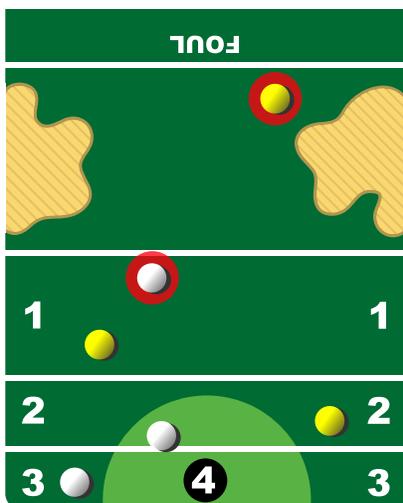
The object of Sholf is to putt your golf balls farther into the scoring end than your opponent. Point values increase, as you get closer to the edge of the green. The first player or team of players to 15 wins.

RULES

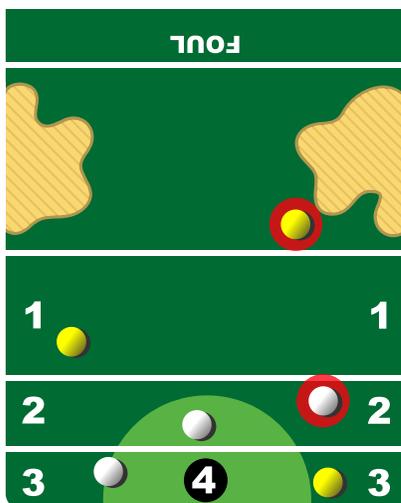
- 1 Players determine who goes first.** The player or team of players that goes first chooses the ball color.
- 2 Players alternate putts from the 3-zone toward the opposite end of the putting green.** Players may try to place their balls in the scoring zones, bump opposing balls off the green, and/or protect their own balls from bump-offs. Balls that do not cross the Foul line are immediately removed before the next ball is played.



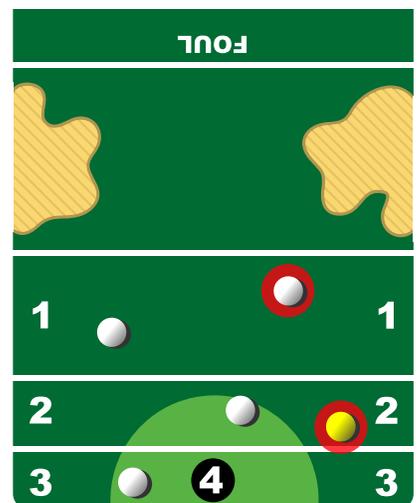
- 3 After all eight balls are played, each player re-putts their farthest ball from the scoring end. This is called the Mulligan Ball.** The opponent of the player with the ball closest to the end of the putting green putts their Mulligan Ball first. A player can only make contact with their Mulligan Ball with the putter. Knocking your opponent's balls off of the green and combo shots are encouraged and sometimes necessary! In the below examples the Mulligan Balls are circled in red:



Yellow putts their Mulligan Ball 1st because white's ball is closest to the end.

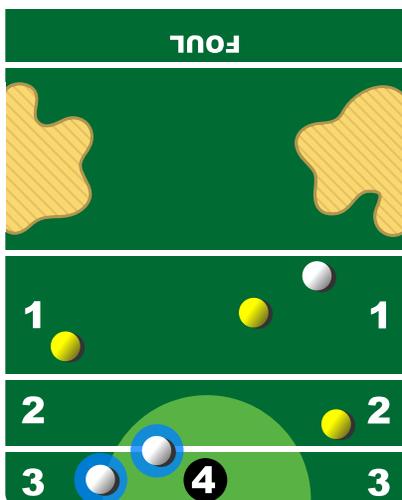


White putts their Mulligan Ball 1st because yellow's ball is closest to the end.

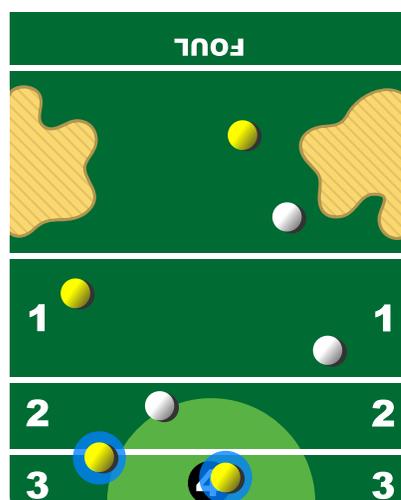


Yellow putts their Mulligan Ball 1st because white's ball is closest to the end.

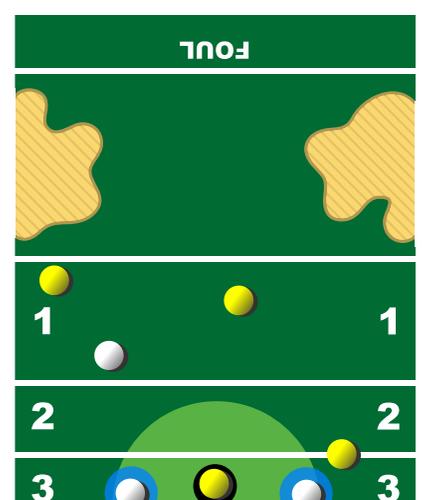
- 4 The score for the round is tallied.** Sholf is scored like table shuffleboard. Only the team with the ball(s) closest to the end receives points. The 4-hole is part of the 3-zone and is simply a one point bonus in the 3-zone. (If you have a ball in the 4-hole, but your opponent has a ball closer to the end of the putting green, your opponent is the Scoring Player.) Balls must be completely across a line to get the higher point value. Balls must be completely in the 4-hole to receive 4 points. In the below examples the scoring balls are circled in blue:



White scores 5 this round.



Yellow only scores 5 this round because their ball is not completely in the 4-hole.



White scores 6 this round despite a yellow ball in the 4-hole because white is closest to the end of the Sholf putting green.

- 5 This concludes one round of Sholf.** The player or teams of players now putt toward the opposite end of the green to begin another round. The previous round's point winner putts first.