

MATCH PLAY RULES

- Order of play is determined by one player tossing a tee, whoever it points too determines, at his option if he or his opponent will go first. Whoever goes first will continue to tee first until he loses a hole.
- After the tee shot, whoever is farthest from the hole MUST play first no matter the position of the opponent's ball. -IE- if one player is on the green and the other is off but the player on the green is farthest away from the hole then the player on the green must go first. If you play out of turn, then your opponent has two options. 1) He can make you replay the shot from the same location, no penalty stroke or 2) he can let the shot that was played out of turn stand as is.
- Handicaps are determined as follows: if your handicap is a 5 and your opponent is a 10, the low handicap player goes to zero and the high handicap player goes to 5, so the higher handicap player will get strokes on the 5 hardest holes. If after you subtract the two handicaps you have a remainder of between .1 - .4 you round down, if it is between .5 - .9 you will round up to a full number. In other words, if a 7.3 plays a 9.9, $9.9-7.3 = 2.6$, rounds to 3 strokes. The 7.3 goes off as scratch and the 9.9 gets a stroke on the three toughest holes
- Your handicap will be whatever it is at the time of the match, so they will vary from week to week.
- Each hole is like a mini match. There are no carryovers from the previous holes. -IE- if the first two holes are tied then player A wins the third hole player A is 1 up, not 3 up.
- A player may concede a hole at anytime, anywhere on the hole. Once conceded the hole is over and the player who conceded the hole loses that hole. You may give your opponent a putt, once given that player is deemed to have holed out and he adds one stroke to his score. -IE- if player A is laying 4 and is only a couple of inches from the hole and his opponent states "that's good or pick it up" then player A's score for the hole is 5. You can never pick up your own ball no matter how many strokes you have taken unless your opponent states the above or you concede the hole. If you think you heard your opponent say "it's good" but you have any doubts, ask your opponent for clarification.
- If a player is up more holes than are left to play then the match is over, -IE- player B is up 3 with 2 holes to go. The loser must exit the course immediately and wait at the bar! (Well, I guess he can finish the round if he really wants to, but why? You loser)
- Dormie, this is when a player is up a certain number with only that many holes left (i.e., player A is up 3 with 3 holes to go, this means player B must win all 3 holes to tie.
- We will play every other week opposite the team event. Each match must play head-to-head. It is preferred if possible that in the group stage your group plays together. **It is mandatory that you play together the final week of the group stage** in the case of a playoff is needed. If you cannot play on the Wednesday of the match, then you need to make a time with your opponent and play head-to-head. We are expecting everyone to try and make time to play your opponent, on a different day, the next Wednesday during league, or with the early group that goes off. If the match cannot be rescheduled, then the person who missed the match on the original day will lose the match if his opponent was available to play on the scheduled day.
- In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. The Committee may consider a claim only if the player making the claim notifies his opponent (i) that he is making a claim, (ii) of the facts of the situation and (iii) that he wants a ruling. The claim must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match before all players in the match leave the putting green.
A later claim may not be considered by the Committee unless it is based on facts previously unknown to the player making the claim and he had been given wrong information (Rules 6-2a and 9) by an opponent.
Once the result of the match has been officially announced, a later claim may not be considered by the Committee unless it is satisfied that the opponent knew he was giving wrong information.
- Scoring will be 1 pt. for winning a match & ½ pt. for a tied match or a bye (no putt off or chip off in the group stage)
- The penalty for a breach of a Rule in match play is loss of hole except when otherwise provided.
- The winner of each group will advance to sweet 16 as well as the next 7 players with the most points. If needed, we will have putt off to decide any ties
- Upon reaching the sweet 16 (knockout rounds) it becomes single elimination & matches will be decided by a putt/chip off if needed. All the way to the championship match, that will be 18 holes.