

## FLWGA 2022 Match Play Tournament

### Match Play

- Two teams play golf on a hole by hole basis to determine the “winner” of the match.
- The “winner” is the team that wins more holes than the other team.
- The total score for the round for each team is irrelevant – only the number of holes won or lost.
- When one team has won more holes than there are left to play, they are declared the winner of the match and the match is complete.

### Order of Play

- First Tee of Match – flip a coin or a flat ball marker to determine first team to play.
- Team with lowest NET score on a hole has the honor off the tee on the next hole.
- In case of a tie, the team with honor on previous hole will retain honor.
- Players play in order – furthest from hole plays first. Continue thru putting green.
- **Putt in appropriate order and players may NOT “putt out”!**
- “Ready Golf” is not used in Match Play – there is no penalty for playing out of order, but **your opponent can ask for the stroke to be canceled and replayed!** If the opponent allows you to play out of order, then you may. Your opponent can not then ask you to replay the shot.
- NOTE: In team match play – if a team member is furthest from the hole and therefore it is their turn – either team member may play the next shot. For example, if player A and B are on a team. Player A is furthest from the hole among all four players, player B may go ahead and play their shot without it being considered “out of order”.

### Concessions

In Match Play you can concede a shot, a hole, or a match.

- Conceded shots – usually a “Gimme” putt. **Still counts as 1 stroke.** Once conceded, you can not make the stroke, ie, you can not finish the putt.
- Conceded shots are final. They cannot be refused or withdrawn. (Rule 3.2)
- Conceded shots must be clearly communicated. (Rule 3.2)
- Conceded putts can be of any length – does not have to be within the FLWGA “gimme” length
- **DO NOT ASSUME A SHOT WILL BE CONCEDED.** If you pick up your ball or mark *before* the shot is conceded, you receive a 1 stroke penalty for causing your ball to move (Rule 9.4b). You must replace your ball and add one penalty stroke to your score. If the spot is not known, you must estimate the spot and replace your ball.

## All matches will follow USGA and FLWGA local rules.

### Penalties

- Generally speaking, if a penalty holds a 2-stroke penalty in stroke play, it equals a “loss of hole” in Match Play.
  - Examples:
    - Plays from wrong place – Ex. Ball is moved and doesn’t get moved back. (Rule 9.4)
    - Plays the wrong ball – (Rule 6.3)
    - Gives advice or asks for advice – Ex. “What club are you going to use?” (Rule 10.2) Note: you and your team member can ask each other – can’t ask the other team.
  - Exception:
    - In Match Play, there is no penalty to either player if a ball hits another ball at rest when both balls are on the putting green. The ball at rest that was moved is replaced on the original spot (Rule 9.6). The ball that hit the ball at rest is played from where it came to rest. (Rule 11.1).
- Generally speaking, if a penalty holds a 1- stroke penalty in stroke play, it equals a 1- stroke penalty in Match Play.
  - Example:
    - Taking relief from a penalty area. (Rule 17.1)
- Player has more than 14 clubs – the match score is revised by deducting one hole for each hole with the breach – maximum two holes (Rule 4.1).
- Disputes or disagreements on a ruling – A team is entitled to lodge a “claim” by advising opponent and the “committee” will resolve as soon as practical. The teams may agree how to decide. The agreed decision stands **IF** you did not deliberately agree to ignore a rule (Rule 20.1).

### Changes for New Rules of Golf – 2019

- There is no longer a penalty for stopping an opponent’s ball in motion when that ball needs to be holed to tie the hole and there is no reasonable chance that the ball will be holed – this used to be a loss of hole penalty. (This happened to Jordan Spieth in a four ball match during the 2017 President’s Cup).
- There is no longer a penalty for accidentally moving an opponent’s ball or ball marker on the putting green – this used to be a 1-stroke penalty.
- There is no longer a penalty for mistakenly lifting an opponent’s ball on the putting green – this used to be a 1-stroke penalty.

## Scoring

- Match starts out “all square” (A/S = tied) because neither team has won a hole.
- Teams count holes (not strokes) won, lost or tied over the entire match.
- The team with the lowest NET score on each hole wins the hole.
- The team who wins the most holes wins the match.
- Match is over when one team leads by more holes than holes left to be played.
- No matter how many strokes a team wins by on a hole, it is +1 for that hole.
- Each team is entitled to know the number of strokes their opponent has taken.

## Example

**Hole 1** – Team A won the hole so they are “+1” and Team B is “-1”. Team A is “1 up” while Team B is “1 down”.

**Hole 2** – Team A and Team B tie so there is no change in the match. The score is carried over.

**Hole 3** – Team A loses the hole so the match is “all square” (A/S) again.

**Hole 4** – Team A and Team B tie but Team B has an extra “dot” based on their handicap so they win the hole by the “net” score and goes to “+1” while Team A goes to “-1”.

**Hole 5** – Team A loses the hole so they are now “-2” or 2 down and Team B is “+2” or 2 up.

The scoring continues in this manner and the match is “all square” (A/S) after holes 7 and 13. Team B wins holes 14, 15 and 16 and is “+3” at hole 16. Since there are only 2 holes left to play, Team A could not beat Team B even if they win both holes. Team B has won the match. This is called 3 and 2 because Team B is “up 3” with 2 holes left to play.

**At the end of the match, show the “WINNER” and the score (+3 in this example).**

Hole	1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total	Net
Green Yrds	296	325	474	352	108	301	244	92	431	2623	258	319	110	220	149	464	297	295	422	2534	5157	
Par	4	4	5	4	3	4	4	3	5	36	4	4	3	4	3	5	4	4	5	36	72	
Green Hcp	11	15	7	1	13	3	9	17	5		4	8	14	16	18	2	10	12	6			
Player A	11	4	4	5	4	3	6	4	3	6		5	5	3	4	3	6	5	.	.		
Player B	16	5	6	5	4	3	5	4	3	6												
		+1	+1	A/S	-1	-2	-1	A/S	-1	-1		-1	A/S	A/S	A/S	-1	-2	-3				
Player C	21	6	5	5	4	3	6	5	3	6		6	7	3	5	3	6	4	.	..		
Player D	32	6	5	4	4	4	7	5	3	7												
		-1	-1	A/S	+1	+2	+1	A/S	+1	+1		+1	A/S	A/S	A/S	+1	+2	+3				
Team Gross Score																						
Scorer	Player B										Course: Frisco Lakes											
Attest	Player C										Hole: 01											
Date	7/5/21																					

## General Tournament Information

- Two person teams.
- Both tournaments will be a “round robin” format. Every team will play every other team. Winner of the match gets 1 point. Team with the most points wins the tournament.
- Each team will have between 4 to 9 weeks to schedule and complete 1 to 2 matches against an opposing team (see set schedule). You can schedule your match for *anytime*. If you schedule on any play day, sign up for the play day on the Member Portal and then notify the appropriate play day coordinator and they will put your foursome at the back of the group for that week. If you schedule on any other day, you make the tee time with the clubhouse and you will pay regular resident rates.
- NOTE: For 9 hole matches – you will receive the 9 hole rate **only if** you play your match during one of the 2 designated play days – Monday afternoon or Wednesday mornings. If you play on any other day, you will pay the resident 18 hole rate.
- Please try to play your matches during the scheduled rounds. If you are unable to find a good date for all players for any match during the scheduled round, notify Becky to try to reschedule and print / reprint scorecards if necessary.
- If at the end of 9 or 18 holes the match is tied, play should continue until a winner is determined. 18 hole matches should continue to the first hole played and continue the match until one team wins a hole. 9 hole matches continue to the next hole on the golf course (10 if started on 1, 1 if started on 10). NOTE for 18 hole: This will be dependent on the availability of the course, you may have to wait for an opening. If you are unable to finish a match due to the availability of the course, then you may complete the match on another day or flip a coin for the winner.
- Once a match is complete and both teams have agreed on the final score, email Becky and Jenny with the final results. Keep one scorecard and turn in to Becky or Jenny the next time you see them. Feel free to take a picture and email them.

### *9 Hole Tournament*

- All teams play each other 2 times for a total of 6 matches.
- Played as a “shamble”. Both team members tee off. Select one drive. Both team members continue play from this point with their own ball. For the second shot, both team members may place their ball within 1 club length of the ball selected – staying in “like” conditions. All other shots are to be played where the ball lies. Lowest net score of the team will be used for scoring.
- On the scorecard, both the front 9 and back 9 will be “dotted” – however, you will only play 9 holes of golf. This will give you the flexibility if the golf course is starting on the 10<sup>th</sup> tee.

### *18 Hole Tournament*

- All teams play each other 1 time for a total of 9 matches.
- Format for all matches:
  - Holes 1 – 9: Played as a “shamble”. Both team members tee off. Select one drive. Both team members continue play from this point with their own ball. For the second shot, both team members may place their ball within 1 club length of the ball selected – staying in “like” conditions. All other shots are to be played where the ball lies. Lowest net score of the team will be used for scoring.
  - Holes 10 – 18: Played as “modified alternate shot” (aka greensomes). Both team members tee off. Select one drive. Team members then alternate shots until the ball is holed. All balls are to be played where the ball lies. There is only one score to be used for the match.