

Match Play differs from stroke play in many different ways. The following will help you understand how to play your match.

## RULES

1. Each hole is a separate competition. The team with the lowest **net** score on the hole wins the hole. Win = +1 Loss = -1 Tie= 0 points.
2. The score of a match play match is rendered relationally. For example: you have won 5 holes and your opponent has won 4 holes, the score is not shown as 5 to 4 but as 1 up (+1) for you or 1 down (-1) for your opponent.
3. Essentially, match play scoring tells how many holes the team in the lead has won over the opponent. If the match is tied, it is said to be “all square”.
4. A match is won when one team has an insurmountable lead, i.e. 6 up with 5 holes to play or 2 up with one hole remaining. A match is considered “dormie” when the opponent must win all of the remaining holes to tie (3 up with three holes remaining). **If the match is tied at the end of 18 holes, it must continue until one team wins.**
5. If the match is won prior to 18 holes, you **may** continue to play to complete the round ensuring pace of play is maintained. Or each participant may take ESC for the remaining holes for posting purposes. **All scores must be posted.** This will be done by the Handicap Chair for this tournament.
6. USGA Rules of Golf apply. Doubt as to procedure or dispute of a rule is dealt with as follow:
  - a. Notify opponent of claim immediately
  - b. Disclose the facts of the claim
  - c. Express desire for a ruling **before teeing off on the next hole.**
  - d. You may not play a second ball as in stroke play (Rule 2-5; 3-3).
  - e. **After the round, the Rules Committee will make a decision about the claim. All decisions are final.**
7. **Note:** For the most part, penalties follow the normal Rules of Golf. Because there are two players on each side, one player can be penalized without affecting the other’s score. In fact, one player can be disqualified on a particular hole without the side losing the hole. Rule 30 specifically defines penalties and disqualification in four ball matches.

## 8. In match play, a breach of a rule results in loss of hole.

## ETIQUETTE

1. On the first hole, the team with the lowest handicap will have the honors. From then on, the team who won the hole has honors on the next hole. If the hole is tied, the team who won the previous hole will retain the honor.
2. From the tee to the green, the farthest ball from the hole is played first. Be careful around the green as to order of play. Someone off the green but closer to the hole does not go ahead of someone on the green farther from the hole. If a ball is played out of turn, the opponent may require it to be replayed.
3. **Exceptions to #2:** You may go ahead of your opponents if they have given permission. Also, partners may determine order of play between themselves (see strategy).
4. A hole may be conceded anywhere from tee to green as long as the ball is at rest.
5. As a courtesy and for speed of play, please watch the flight of your partner’s and opponent’s ball especially off the tee.

6. You should have available a “flat” marker to mark your ball on the green. Before moving your ball on the green, it must always be marked with a marker. (Rule 20-1).
7. A putt may be conceded anywhere on the green. However, it is most commonly done when close enough to be easily made. If your opponent has conceded your putt, you **must pick up** and take your most likely score. Once conceded, you may NOT putt it to give your partner the line.
8. It is advisable, that once you are on the green you clarify what each player is laying. i.e. laying 3 on a par 4. Then you will know how to proceed with regards to strategy and conceding putts.
9. You may ask or give your partner advice but not your opponent. On the green, you may help your partner by indicating the line of the putt, but you may NOT touch the green to show where you think the line is (Rule 16-1/7).

### STRATEGY

1. Golf is a mind game and never so much as in match play. Plan a strategy with your partner.
2. If you and your partner have a risky shot, one of you might want to play a safe shot to put you into position so the other partner can take the risky shot. Remember, you are a team.
3. Strategy is especially crucial on the putting green. For example, you are laying 3 on a par 4 and your partner is laying 2. You may want to putt for the 4 so your partner can feel more comfortable going for the birdie.
4. As partners, you decide who goes first especially if your putt will help your partner see the line. For example, you are laying 4 on a par 4 and are closer to the hole but your partner is laying 3 but further away. You may go first to show the line so your partner has a better chance of making the par. However, as mentioned above, if your opponent has conceded your putt, YOU MAY NOT putt it to show the line. **A concession of your putt may not be declined or withdrawn** (Rule 2-4).

### SCORECARD

1. You will see that your card is popped differently than in stroke play. In match play, each player’s handicap is popped off the lowest handicap in the foursome. For example: The lowest handicap is 10 and the other 3 are 15, 20 and 25. The lowest will play scratch with no pops, the 15 will have a pop on the 5 hardest holes, the 20 will have a pop on the 10 hardest holes and the 25 will have a pop on the 15 hardest holes.
2. Scoring on the “Team Score” line of the score card is kept as a cumulative score. For example, if Team A wins the first hole, the Team Scores will be Team A +1 and Team B -1; if Team A wins the second hole, the recorded scores will be Team A +2 and Team B -2; if the third hole is tied (or halved), the recorded scores will remain Team A +2 and Team B -2. If Team B wins the fourth hole, the recorded scores are now Team A +1 and Team B -1 and so forth until one team has a cumulative plus (+) score greater than the remaining number of holes (e.g. Team A is +3 with 2 holes remaining). Team A is then the winner of the match.

**HAVE FUN and PLAY WELL**

**The TLQWCG Rules Committee 2018**