

FLWGA 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!**
- 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 They cannot be refused or withdrawn.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.**

General Rules

- All matches will follow USGA and FLWGA local rules.
- Additional Tournament Rules:
 - Any holes with a “temporary” par of less than the published par will be considered a “tie”. The teams may opt to play the hole for fun OR may skip the hole and move to the next hole.
 - You may move your ball out of the “dead grass” areas *in the fairway only* to the nearest grass *no closer to the hole*. If unsure if ball is in the fairway, get consensus from the entire foursome.
 - All newly sodded areas should be played as “ground under repair”.

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 “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 player has won a hole.
- Match players count holes (not strokes) won, lost or tied over the entire match.
- Players with the lowest NET score on each hole wins the hole.
- Players who win the most holes wins the match.
- Match is over when one player leads by more holes than holes left to be played.
- No matter how many strokes a player wins by on a hole, it is +1 for that hole.
- Each player is entitled to know the number of strokes 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	484	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.
- Each team will have about 3 to 4 weeks to schedule and complete your match against the opposing team. You can schedule your match for *anytime*. If you schedule on a Wednesday playday, sign up for the playday on the Member Portal and then notify the appropriate playday 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. See schedule below.
- NOTE: For 9 hole matches – you will receive the 9 hole rate **only if** you play your match during one of the 2 designated playdays – Monday afternoon or Wednesday mornings. If you play on any other day, you will pay the resident 18 hole rate.
- If at the end of 9 or 18 holes the match is tied, continue to the first hole played and continue the match until one team wins a hole. NOTE: 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, return the signed scorecards to Jenny Blackwood or Becky Rice. Scorecards must be signed by one team member from **each** team.
- At the end of the first round of matches, you will be notified of who your next opponent is and where to pickup your next scorecard.

9 Hole Tournament

- 4 teams, each team will play 2 matches. There will be a championship bracket and consolation bracket.
- 9 holes of match play.
- Played as a “shamble”. Both team members tee off. Select one drive. Both team members continue play from this point with their own ball. 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 playday is starting on the 10th tee.
- Team Payouts as follows:
 - Champion - \$40
 - 2nd Place - \$20
 - Consolation Winner - \$20

18 Hole Tournament

- 11 teams, 2 separate tournaments!
- A random drawing of 6 teams determined who would be in the “determination matches”. The winners of these matches will move to the “8 Team Bracket” along with the 5 teams not playing in the “determination matches”. The losing teams will move to the “Round Robin Tournament”.
- 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. 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 on drive. Team members then alternate shots until the ball is holed. There is only one score to be used for the match.

8 Team Bracket

- First round will be 4 matches. The winners will continue in the championship bracket and the losers will move to the consolation bracket. Once in the consolation bracket, must win to continue.
- Team Payouts as follows:
 - Champion - \$80
 - 2nd Place - \$40
 - Consolation Winner - \$40

Round Robin Bracket

- Three teams.
- Each team will play the other two teams. For every match won, you get 1 point. Most points wins.
- Who plays who in first round will be determined by random draw.
- Winner take all - \$60
- If there is a tie in points – the pot will be split among the teams appropriately.

Schedule

The schedule is fluid in that if all matches are complete the next round may start earlier. There will be a few days in between matches in order to prepare the scorecards for the next match. If you are unable to schedule a match between the two teams during the allotted time, please reach out to Jenny Blackwood or Becky Rice for resolution.

9 Hole Tournament

Round	Start Date	End Date
Round 1 – Championship Bracket	July 8 th	September 7 th
Round 2 – Championship and Consolation Brackets	September 10 th	November 2 nd

18 Hole Tournament

Round	Start Date	End Date
Determination Round Matches	July 8 th	August 7 th

8 Team Bracket

Round	Start Date	End Date
Round 1 – Championship Bracket	August 10 th	September 7 th
Round 2 – Championship and Consolation Brackets	September 10 th	October 3 rd
Round 3 – Championship and Consolation Brackets	October 5 th	November 2 nd

Round Robin Bracket

Round	Start Date	End Date
Round 1	August 10 th	September 7 th
Round 2	September 10 th	October 3 rd
Round 3	October 5 th	November 2 nd