

Match Play Guidelines

The format for our event will be **Four-ball**. Two Snowbird partners compete as a *side* against the *opponent's side* of two Sunbird partners. Each golfer plays her own golf ball throughout the round.

Scoring. At the end of each hole, the lower net score (gross score minus any handicap strokes on the scorecard) between the two team players counts as their team score. They compare that score with the lower net score for their opponents and the team with the lower net score for that hole earns 1 point. In case of a tie score, each team earns ½ point for that hole.

- Example: Players A and B play against Players C and D. On the first hole, Player A gets a net 3 score and Player B gets a net 4 score; their team score is 3. Player C gets a net 4 score and Player D gets a net 5 score; their team score is 4. Team A/B wins the hole and earns 1 point. If team C/D had also had a best net score of 3, each team would receive ½ point.

The team with the most points at the end of the round (18 total available) wins the match. That team will be awarded 1 point toward the total score for the all of the Snowbird or Sunbird teams. In the event of a tie score at the end of the round, each team will be awarded ½ point.

Concessions. You or your teammate (make sure you both agree!) can decide to concede a putt to your opponent in match play. The ball is considered holed and the opponent may pick up her ball (the conceded putt counts in the score!). A player is allowed to putt out a conceded putt only if does not help her partner (i.e., showing her partner the line of putt).

You may also concede a hole. If your team is playing very poorly on any hole and has little chance to win, please concede the hole! Your opponents earn 1 point and everyone proceeds to the next tee. Once any concession is made, it cannot be declined or withdrawn. Concessions speed up play! Also, if one partner is playing poorly on any hole (i.e., you are lying 4 on the fairway while partner is on green in 2), pick up your ball! You are out of the hole; your partner's score will be the team score.

Rulings. If you are unsure of a Rule or a procedure, do not play a second ball. In match play, always try to resolve the issue with your opponents. Example: Agree on giving relief for a ball that lands in an area considered as ground under repair. No relief given for trees or roots! If you can't agree, a claim must be made before teeing off at the next hole. Notify your opponent that you're making a claim, agree to the facts of the situation, and make it clear that you'll be asking for a Committee ruling.

Order of Play. The ball farthest from the hole is played first. However, team partners can decide between them who will play first; this can really help when putting! If you play when it is your opponent's turn, your opponent has the option to cancel your stroke and require

you to replay it when it is your turn. Teams can also agree to play out of turn on any hole if it saves time (ready golf).

Around the putting green, if a player is off the green and yet is closer to the hole than a player on the green, the player ON the green goes first.

Honours. On the first hole, the honour to tee up first goes to the team listed first on the scorecard. For the following holes, the honour goes to the team that won the previous hole. If the last hole was a tie, the team with the honour at the previous teeing area keeps it.

Handicaps. The player with the lowest course handicap among each foursome is reduced to a zero (0) handicap. Per LPGA Amateur match play guidelines, the course handicap for each player is set at 90% of her course handicap. Example: A 20-stroke course handicap will be adjusted to 18 strokes.

- Example: Players A, B, C and D have Course Handicaps of 5, 10, 15, and 20, respectively. Player A receives no strokes (zero handicap), B receives 5 strokes, C receives 10 strokes, and D receives 15 strokes.