

Match Play Basics for Highlands Men's Club

Match play is a game played by holes. The player with the fewest net strokes on an individual hole wins a point for that hole; the player with the most points wins the match. Ties on a hole count for one-half point for each player. Ties for a match count as one-half point for each team.

Each team will play every other team within its flight. Flight champions will be determined by the total points accumulated after the number of weeks of match play are completed.

Q. How many players play each week?

A. Only FOUR players can arrive on the tee box each week ready for play. **If you field less than 4 players during match play, the missing player will forfeit his match for the round. No-Shows - If a team does not field at least one (1) player for a complete match, three (3) points will be awarded to the opposing team and 2 points will be deducted from the overall match play results as a penalty to the no-show team.**

Q. Can the rest of our team watch?

A. Other team members can be on the course as spectators; however they cannot swing a club at any time and may not play or interfere with other players. This includes giving advice at any time during the match. Only the partner player in the pairing can give advice ie: reading greens.

Q. Does it have to be the same 4 players each week?

A. No, you can play any 4 of your 7 permanent team members each week.

Q. Are substitutes allowed during match play weeks?

A. NO SUBSTITUTES ARE ALLOWED DURING MATCH PLAY WEEKS

Q. How are team pairings determined?

A. The round-robin seeding is determined by your team's performance during regular league play.

Q. How is each individual match determined at the tee box?

A. Begin by first pairing opposing players with the lowest handicap then move onto the next lowest handicap and so on. If it is determined that players are not properly matched, all players involved will forfeit their respective matches.

Q. How are handicaps (strokes) used?

A. Assume in the match, Player A has a 5 stroke handicap and Player B has 9 strokes. Player A would play as "scratch" (zero handicap) and Player B receives the difference of four strokes. In other words, the 5 handicap plays as a zero and the 9 handicap gets a stroke on the 4 hardest holes.

Q. How do we record our results?

A. Each packet will contain 3 scorecards. Two will have the team roster with current 9 hole handicaps for the side being played. These are used to determine the match pairings and for scoring purposes during the round. Do not turn those in. The 3rd is the OFFICIAL scorecard which must be turned in immediately following the completion of the 4 matches. On it you will fill in the two team names, competitors for each of the 4 matches and indicate who won each match by circling the name (circle both names in the case of a tie).

Q. How are team points determined?

A. Each match between two players is worth 1 point to the winner and one-half point in the case of a tie. The total points earned will be awarded to each team.

Q. How is a match scored?

A. Match Play scoring consists of individual holes won, halved or lost. On each hole, the most that can be gained is one point. Golfers play as normal, counting the strokes taken on a given hole. The golfer with the lowest net score on a given hole receives one point. If the golfers tie, then the hole is halved. For example, on the first hole, Player A scores a net 3 and Player B scores a net 4; Player A is now 1-up with 8 to play. On the second hole, Player A takes net 7 strokes and Player B takes net 5; Player B wins the hole and the match is now "all square" with 7 to play. On the third hole, both players score net 3 and the hole is "halved" and each player gets one-half point and the match remains "all square" with 6 holes to play.

Q. Can I concede the hole or match?

A. Players can concede a hole or match at any time. If a player determines for any reason that they are "out of the hole" they may concede that hole and move on. For example, your opponent is in for a net 5 and you are putting for a net 6, you should concede the hole. A player may concede his opponents stroke at any time, provided the ball is at rest. For example, while "gimmees" are illegal in stroke play, they are allowed in match play. If your opponent "gives" you the putt, pick up your ball, count the stroke and move on. **A concession cannot be declined by the recipient and cannot be withdrawn by the conceding player.**

Q. When is the match completed?

A. Once a player is "up" more holes than there are holes remaining to play the match is over. For example, if after 6 holes Player A is 4-up with three holes left to play, Player A is said to have won the match "4 and 3". It can also be the case that after 9 holes, each player has 4 and one-half points, resulting in a tie for one-half team point each.

Q. What does "dormie" mean?

A. A player that is leading by x holes with x holes remaining is said to be "dormie", meaning that they need one more halved or won hole to win the match (or that the other player must win all the remaining holes to halve the match). For example, if Player A is 2-up with 2 to play, he is dormie; the worst outcome at that point is a tie if his opponent wins the remaining 2 holes.