

2 Person (Four Ball) Match Play Rules

SPECIAL RULES FOR MATCH PLAY - COVID-19 - Follow all social distancing protocols. Thank you!

Bunkers - *If there are no rakes in the bunker due to COVID - 19 rules then the following applies. If a ball comes to rest in a bunker you may lift the ball, smooth the location where your ball came to rest with your foot and replace (place) as near as possible to where the ball came to rest. If there are rakes in the bunker and the bunkers are being maintained then you may not lift and place the ball.*

Flag Sticks - *Players are not permitted to touch a flagstick unless it had clearly been dislodged from the hole by wind or another outside agency.*

Ball Holed - *If your ball comes to rest against the flagstick left in the hole, and any part of your ball is in the hole below the surface of the putting green, your ball is treated as holed. If no part of your ball is in the hole below the surface of the putting green it is not considered to be holed even if the ball has bounced out because of the pool noodle or other device installed for social distancing.*

Rules of Competition

All tournament play is to be by USGA rules except as governed by local rules.

FORMAT - Net Team Match Play. In a four-ball (or better ball of partners) match, there are two teams of two players. Each player plays his own ball, and each team uses the best score of its two players. The player with the lowest handicap plays at scratch. The remaining players adjust their handicaps by subtracting the best player's handicap from theirs. For example, your partner is a 6 and you're a 12; your opponents have handicaps of 7 and 9. Your partner plays scratch, you get 6 strokes and your opponents get 1 stroke and 3 strokes, respectively.

HANDICAPS - Competitors shall use GHIN handicap indexes, current at the time of their match. Calculate handicap strokes based on the tees being played. Partners are allowed a maximum INDEX difference of 8 on the day of the match. If Player A is a 7.0 INDEX and Player B is a 16 then Player B will play use an INDEX of 15 to calculate course handicap for the match.

TEE TIMES - Teams will arrange their own tee times for each match.

TEES FOR COMPETITION - Play is from Blue or White Tees. If both teams agree Black Tees may also be used. If teams cannot agree on the tees to be played (Blue or White) then tees are determined by a coin flip.

Women play from the Green Tees.

ALL SQUARE AFTER 18 HOLES - If the match is tied after 18 holes have been played then play will continue until a hole is won and a winner determined. Matches requiring extra holes will continue starting at Hole #1. Teams may agree to playing other holes if they are open (Example 17 & 18). If teams cannot agree then the play shall continue starting at hole #1.

COMPETITION COURSE - It is not required you play the matches at West Seattle Golf Course although it is preferred you do. Tees used at an away course should be as close to the Rating and Slope of the WSGC Blue or White Tees.

IF YOU ARE UNFAMILIAR WITH MATCH PLAY RULES - Information is available if you need clarification. E Mail - tournaments@westseattlegolfclub.org

REQUIREMENTS FOR COMPLETION OF MATCHES - Round matches MUST be completed by the start date of the next round. Any match not played within the allotted time frame will be scheduled by the tournament committee for the weekend following the deadline. If only one participant makes the tee time he/they will be declared the winner, if neither player/team makes the tee time then both are DISQUALIFIED.

SCORE POSTING RULES FOR WSGC MATCH PLAY EVENTS

All competitors must enter their score in GHIN immediately following the round if it is an eligible format for posting (2 Person Scramble Match Play is not eligible). Post as a HOME round if played at WSGC and an AWAY round if played at another course.

Posting if match ends before 18th hole:

Make sure you adjust this to an ESC score before you post your score. Scores after match close out must be posted at "par plus handicap" or better. Example: if you are an 18 handicap and make an 6 on number 18, after closing out your match on a previous hole, you must post a "5" ($4+1=5$). If you make a 4, you must post that 4 as it is better than your par plus handicap.

MATCH RESULTS - Record the results immediately.

Please make sure the winning match is indicated on the bracket outside the pro shop immediately following the match. E Mail Mark & Doug with your result the same day.

Direct all Questions to Mark DeFaccio or Doug Marshall
tournaments@WestSeattleGolfClub.org