



RULES FOR MATCH PLAY

- Practice on the course, before a match is permitted.
- The difference in handicaps (**THIS IS YOUR DAILY HANDICAP**) must be worked out. For example – one person is on a handicap of 30, the other person is on a handicap of 20. The difference is 10. The person on 20 must GIVE 1 shot on the 10 hardest holes – see Match index on the back of the RED scorecard. The person on 30 GETS 10 shots on the 10 hardest holes. It's a good idea to mark these holes on your card.
- Who Tees off first? Toss a coin – the lowest handicapper calls. Whoever wins can choose to Tee off first or second.
- Tee off the **RED** plates. The whole width of the Tee can be used.
- The person who wins the hole tees off first on the next hole. This is called 'having the honour'.
- The person who is furthest from the hole hits first – even on the green.
- Once you get to the green, declare the count of shots – for example - "I'm 4, you're 3"
- If your opponents' ball is very close to the hole, you can opt to give them a 'Gimme'. This saves time. Don't forget to count that putt!!
- **BUT YOU DON'T HAVE TO 'GIVE' A PUTT – DEPENDS ON WHERE THEIR BALL IS, AND WHAT THEIR PUTTING IS LIKE! YOU CAN ALSO CONCEDE A HOLE IF YOU KNOW THAT THERE IS NO WAY THAT YOU CAN SQUARE OR WIN IT.**

SCORING

- + when you win a hole
- - when you lose a hole
- ■ when you tie (halve) a hole. Look up Match Play Rule – 3.2
- The winner is declared when one player has more pluses (+) than there are holes left. Eg – You have 3 pluses and you have just finished the 16th Hole. So, your score is 3 up with 2 to play.
- If you are tied after the 18th, your match is halved.

MOST IMPORTANT OF ALL, ENJOY YOUR GAME AND HAVE FUN.

TO BE USED IN CONJUNCTION WITH THE RULES OF GOLF 2019

SITUATION	PROCEDURE OR RELIEF	PENALTY	RULE
Resolving issues	Player must not unreasonably delay in seeking a ruling	NA	20.1b
Temporary Water	Nearest point of relief + 1 club length	NO	16.1
GUR	Nearest point of relief + 1 club length	NO	16.1
Paths, Drains, Benches, Bins, Staked Trees	Nearest point of relief + 1 club length	NO	16.1
Embedded Ball	Nearest point of relief + 1 club length	NO	16.1
No Play Zones	Nearest point of relief + 1 club length	NO	16.1
Immovable Obstruction	Free Relief - nearest point of relief + 1 club length from reference point	NO	16.1a
Hitting Outside Tee Markers	Play ball as it lies, or opponent may cancel the stroke	NO	6.1b
Hitting Player, Caddy or Equipment	Play ball as it lies	NO	11.1
Out of Bounds	Stroke & Distance play a ball from where the previous stroke was made	1	18.2b
Ball moved by Player	Lift the ball and replace on original spot	1	9.2a
Ball moved by Natural Forces	Play the ball from its new position	NO	
Playing Wrong Ball	Loss of hole		6.3c
Playing Ball from wrong place	Loss of Hole		14.7
Improving Conditions of stroke	Loss of Hole		8.1
Penalty Areas - Red	(1) The player may take stroke-and-distance relief (see point (1) in Diagram #1 17.1d). (2) The player may take back-on-the-line relief (see point (2) in Diagram #1 17.1d). (3) The player may take lateral relief (red penalty area only). The reference point for taking lateral relief is point X	1	17.1d