Ryder Cup Rules

The game consists of three six hole segments.

Handicaps will be applied on holes 1-6 only at 100%

Holes 1 - 6 is "Best Ball"

Rules:

- 1. Each Player plays his own ball throughout these holes.
- 2. On each hole the lowest score (or "best ball") for the team is recorded.

Holes 7 -12 is "Alternate Shot"

Rules:

- 1. Each player hits a tee shot from these holes.
- 2. The team then selects one tee shot from which to play the next shot. The player whose tee shot is not selected plays this shot.
- 3. The other player hits the next shot.
- 4. Players continue to play alternate shots until the ball is in the hole.
- 5. Each player must contribute at least two drives.

Holes 13 - 18 is "Two Man Scramble"

Rules:

- 1. Each player hits a tee shot on these holes.
- 2. The team decides which shot is the most desirable.
- 3. Both players will play their next shot from that spot.
- 4. The best second shot is then chosen. The team will then play their next shot from that location
- 5. This procedure continues until the ball is in the hole.
- 6. Each player must contribute at least two drives.

If team A and Team B tie for the lowest net. Then the hole is halved.

If playing as a twosome, Play is best ball throughout.

Unfortunately, this game can only be played by teams of two. If your group is a threesome, one player will have to play a regular game of golf while the other two can participate in the Ryder Cup competition.

Have Fun!

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