

Match Play Information and Rules - President's Cup

A. QUALIFYING FOR MATCH PLAY

1. President's Cup match play qualifiers will be determined by the results of the February tournament. The top 16 in each flight will qualify for the first round of match play, with the exception of the current President's Cup champion, who will be seeded number #1 in his flight.
2. Flights will be seeded with the lowest net score in as #1, the second lowest net score as #2, etc. Ties for seeded positions will be determined using card-off with the USGA method.
3. Check the web site at www.elpradomensclub.com on Sunday night, or call the Golf Shop on Monday to find out if you made the cut and to set up your first match.
4. If you qualify for match play, but cannot or do not want to participate, notify the Match Play Coordinator or your opponent, and your first match will be forfeited.

B. RULES FOR MATCH PLAY

1. **HANDICAP** – The course handicap for each player is calculated using the current index. The player with the lower handicap plays to scratch. The player with the higher handicap receives the full difference in strokes. The strokes are taken as they fall on the scorecard, starting with the number one handicap hole.
2. **SCHEDULING** - The player on the top of the bracket is responsible for arranging the match, however, both players are equally responsible for making contact. Failure of a player to provide a current or accurate phone number is grounds for default. When checking in, be sure your phone number is accurate. If you need your opponent's phone number, call the golf shop 909-597-1753. If you have trouble reaching your opponent or scheduling a match, call Doug Benc, the Match Play Coordinator, at 772-408-2421 as soon as possible. All matches will be played at El Prado Golf Courses, unless the Coordinator grants permission in advance for special circumstances.
 - a. If you want to play your match during Saturday skins, call or text John Kramer at 909-260-1717 no later than 3 p.m. the Wednesday prior to the weekend.
 - b. If you do not want to play skins, contact the golf shop to arrange for a time.
3. **POSTING** - Once a match is won, if a player does not "play in", all remaining holes must be recorded and posted as a regular round at par-plus (net par). If a player "plays in", the actual scores are taken. (This is one of the revised decisions (5-2a/7) in the 2012-2015 USGA Handicap System).
4. **FORFEITS** - All matches should be completed no later than Sunday the following week, with the provision that Sunday is the mutually agreed day by both parties; otherwise the latest day for completion is Saturday. The Coordinator may allow a match to be played the following Tuesday if the schedule is not delayed. If Saturday is the last day (Sunday not agreed to by both players) and the players cannot agree on a time then they both forfeit. Any player not able to play by Saturday but the other player is able to play on Saturday, that player not able to play forfeits the match. The only exception to this forfeiture process will be after the second round, based on extenuating circumstances acceptable to the Match Play Coordinator.
5. **CONDITIONS** - If the match is played in a skins game, the tees and conditions of play will be consistent with the skins game. For other matches, the ball is played down unless mutually agreed otherwise. Honors at the start of the match go to with the lower number seed. After the quarterfinals, if seed numbers are a tie, draw lots.
6. **TEES** – It is suggested that A, B, flight matches are from the blue tees, and C, D flight matches are from the white tees, unless both players agree otherwise. If a match is during the skins game, the tees assigned for the skins game will be used. The Championship match will be from the blue tees.
7. **EXTRA HOLES** - If a match is tied after a regulation round, the match will be decided by a sudden death playoff and will begin at the first hole of the course played. Strokes continue to fall as provided in 1) above. If this occurs, check in with the golf shop before proceeding back to #1 tee.
8. **RULES** - Players are responsible to know the rules for match play, which differ from stroke play.
9. **PAYOUTS** – Script is paid to the top 16 finishers, beginning with the winners of the second round.
10. **RESULTS** – When a match is complete, report the results to the golf shop immediately.