
2022 President's Cup Match Play Information and Rules

A. QUALIFYING FOR MATCH PLAY

1. President's Cup match play qualifiers are determined by the results of the February tournament. The current President's Cup champion is #1 in his flight, and the remaining top 16 in each flight qualify for the first round.
2. Flights will be seeded based on net scores in the qualifier, with ties using the USGA tie breaking 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. No hard feelings!

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. If you need your opponent's phone number, call or text Mark Rief 909-239-0199; or Danny Ortiz 951-588-9997; or Doug Benc, the Match Play Coordinator, at 772-408-2421, as soon as possible, identifying yourself and your opponent, and we will provide the contact info from SCGA. Failure of a player to have a current accurate phone number or email in the SCGA membership system is grounds for default. 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 Doug 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 are recorded and posted as a regular round at par-plus (net par). If a player "plays in", the actual scores are taken, up to net double bogey.
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. If one or both players cannot play Saturday, but both play Tuesday, the match shall take place Tuesday. If the Match Play Coordinator determines that gamesmanship is being used in scheduling, he may forfeit one or both players.
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 the lower number seed. After the quarterfinals, if seed numbers are a tie, draw lots.
6. **TEES** – It is suggested that A flight matches are from the blue tees, and B, C, D flight matches are from the white tees, unless both players agree otherwise. If players are in the skins game, the tees assigned for the skins game will be used, even if not the same. 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. **CADDIES** - If used, a caddie may not participate as a player in any golf during the match.
9. **RULES** - Players are responsible to know the rules for match play, which differ from stroke play.
10. **RESULTS** – When a match is complete, report the results to the golf shop or coordinator immediately.
11. **PAYOUTS** – Script is paid to the top 16 finishers at \$20 per win.