



## Two Man Match Play (Four Ball) Championship Guidelines

1. This is basically a four-ball match play (100% handicap) as designated by the USGA. Players receive full WSGA handicap for the course they are playing. To be eligible participants must have a handicap index by June 1<sup>st</sup>. Use the latest handicaps posted on the WPMGC bulletin board or WSGA handicap lookup. Play from the **blue tees** on Whitnall Golf Course. Or play a mutually agreed upon course. Matches may be scheduled during the week, mornings, afternoons or weekends.

### **Deadlines: Scheduling Matches**

The Two-man Match play Tournament Director will establish deadlines for all matches. Matches must be played and posted in the timeframe allotted as indicated on the Whitnall Men's Club website Club Championship page. As soon as team members know who their opponents for the next match will be, they should attempt to contact their opponent by telephone and/or e-mail to schedule a date and time for their upcoming match. It is the responsibility of both competing teams (players) to set up a date and time for playing a match before the established deadline.

If a match is not completed before the established deadline, the Tournament Director may, in his sole discretion, (1) grant the players an extension as long as they have set up a time and date within a couple of days after the deadline date, (2) award the match to one team when he determines that their opponents have not made any reasonable attempt to schedule the match or has not responded to several attempts to schedule the match, or (3) disqualify both teams. **If a team has been unable to connect with their opponent after repeated attempts by both telephone and e-mail, that team must contact the Tournament Director at least one week before the established deadline to report on the situation.** To avoid a forfeit matches may be played and decided with only one player against the opposing team.

Winners must post the results of the match on the clubhouse bracket sheet immediately after the match is decided and notify (email) our Club Secretary or the Two-man Match Play Chairman the results of their match for website publication.

2. How to apply multi-ball handicap allowances Four Ball Match (100%):  
 Players A & B (team 1) play their net best ball against players C & D (team 2).  
 The player with the lowest handicap in the match plays at scratch and the other players receive the full difference between their handicaps and his handicap. Strokes are taken where they fall on the scorecard.

	Team 1		Team 2	
	player A	player B	player C	player D
Full Handicap	5	11	8	9
Strokes received (100%)	0	6	3	4

3. Players A & B (team 1) count their net best ball for each hole against Players B & C (team 2). The team with the lowest net better ball wins the hole.  
 The team winning the most holes wins the match. A match ending all square should be played off hole by hole until one team wins a hole. Notify the Pro Shop that you are playing a play-off hole before beginning the play-off hole. The team winning the play-off hole wins the match. The play-off should start on the hole the match began or as directed by the Pro Shop. Handicap strokes are allowed as in the prescribed round. Once the match is decided, post the results on the WPMGC bulletin board bracket and notify the Club Secretary or the Two-man Match Play Chairman who won/lost.