
2026 President's Cup Match Play Rules

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 and FORFEITS** –
 - a. The first round must be completed in two weeks. The following rounds are one week each, except that tournament weeks are skipped, or if the course is closed. All matches should be completed no later than Sunday of the following week, with the provision that Sunday is the mutually agreed day by both parties; otherwise the latest day for completion is Saturday.
 - b. 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 Gary Abbott 909-643-6224 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 forfeit.
 - c. All matches will be played at El Prado Golf Courses, unless the Coordinator grants permission in advance.
 - d. If you want to play your match during Saturday skins, call or text Doug no later than 3 p.m. Wednesday. If you want to play your match during Tuesday skins, sign up online and send a message to the manager, or call or text Gary by Sunday. If you do not want to play skins, contact the golf shop to arrange for a time.
 - e. The Coordinator may allow a match to be played the following Tuesday if the schedule is not delayed.
 - f. 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.
 - g. If both players have attempted to compromise on a date and time, and a mutually accepted time still can't be agreed upon, a coin flip determines the winner. If one player does not compromise, that player forfeits if an alternate date and time can't be agreed upon. If both players refuse to compromise, both forfeit.
 - h. If a match is due to be played and both players are present at an EPMC skins game (either Tuesday or Saturday), unless otherwise scheduled the match shall be played. If the delay in playing causes any delay in the bracket, then both players forfeit their match. If the Match Play Coordinator determines that gamesmanship is being used in scheduling, he may forfeit one or both players.
3. **POSTING** - Once a match is won, if a player does not "play in", all remaining holes are recorded at par-plus (net par). If a player "plays in", the actual scores are taken, up to net double bogey. If not in the skins game, post your score.
4. **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.
5. **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.
6. **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. Check in with the golf shop before proceeding back to #1 tee. Strokes continue to be taken in the same way as the round.
7. **CADDIES** - If used, a caddie may not participate as a player in any golf during the match.
8. **RULES** - Players are responsible for knowing the rules for match play, which differ from stroke play. Players are responsible for knowing the EPMC Local Rules.
9. **RESULTS** – When a match is complete, report the results to the golf shop or coordinator immediately.
10. **PAYOUTS** – Script is paid to the top 16 finishers at \$40 per win.

The board reserves the right to modify these rules as required.