

TSWGA
Individual Match Play in Groups of Four
RULES

Teeing Off/Putting

Match 1 will have honors on the tees and greens on the odd holes and Match 2 will have honors on the even holes. No penalty for breach of this rule unless it gives an advantage to the other match.

Advice

Remember not to offer or ask for any advice from any player. Breach of this rule will result in loss of hole.

Prompt Pace of Play

The 2 matches will police each other on speed of play. Players should play promptly throughout the round (such as by preparing in advance for each stroke and moving promptly between strokes and in going to the next tee.)

A player should make a stroke in no more than 40 seconds (and usually in less time) after the player is able to play without interference or distraction.

Slow play may be called in for a monitor.

If match 1 finishes the hole before match 2, they are required to wait greenside.

If a match is completed, they must return immediately to the clubhouse.

Distractions

Be aware of :

Carts moving

Chatting/Whispering

Movement or noise

Ball Search

The player with the lost ball may designate who is allowed to search for the ball. If the other match finds the ball without permission, the player with the lost ball will proceed as if the ball was not found IF the player with the lost ball agrees.

Penalties:

For breach of the above rules,

The Player who violated the rule will have automatic loss of hole.

Players will be disqualified for playing with a handicap that is too high, multiple pace of play violations, or when both players in a match agree to waive a rule.