

High Sierra Team Play Team Match Play Format Guideline

Match Play is one of the greatest formats of Golf Tournament play. Your 18-hole round of golf is like **18 mini matches** with each hole counting as one point. Team match play will be a two-person better ball format. You and your partner are trying to score your individual best possible **Net Score** against your opponents' **better Net score**. **18-Holes must be completed**, equaling a total of 18 points per match between the two teams.

Win = 1 point

Tie = ½ point

Lose = 0 points

Team Match Play Format:

1. Each team will have two scorecards: one you give to the other team and the other you keep. Keeping a scorecard gives you the ability to see how many “pops” each partner has per hole before you start. This helps in determining during playing a hole if one partner is “out of the hole” or whether or not to concede a putt or hole.
2. Conceded Putts are perfectly legal in Match Play, whether they are 6 inches or 60 feet away. Most importantly, a concession may not be declined or WITHDRAWN. If your opponent tells you a putt is good... you **MUST PICK UP YOUR BALL**.
3. Concede a Hole – At any time prior to the end of the hole, your team may concede a hole without delay. Example: You and your partner lay 6 on the fairway and your opponents are on the green in 2. Be sure to consider if you have “pops” on the hole, but remember, you always have the option to concede the hole and move on. This HELPS THE SPEED OF PLAY.
4. USGA Match Play Rules are to be followed. (Recommended use of a USGA book or cell phone App)
5. First tee – Toss a coin or tee on your first hole to determine which team will hit first. After that, the team that wins the hole hits first on the next tee.
6. Honors play has an important role in Match Play. For the sake of time, determine before teeing off among your foursome how you would like to proceed. Ideally, honors through the green. However, if your team falls behind, please play ready golf until you get within 25 yards of the green then allow the player who is the furthest from the hole to hit first or has honors. If a hole has been halved, the Side that had the honor at the previous teeing ground retains the honors.
7. Playing out of turn in Match Play can result in the other team requiring you to rehit the shot in proper order (especially if it was a “good shot”.) However, if Player A and B are a team, and Player A is furthest from the hole, Player A can ask Player B to play first. The furthest ball entitles that team to play first (Rule 31-4 Order of Play). Remember, if you are on the other team (team C/D) you can concede the shot to Player B if say Player B is laying 8, is out of the hole, and the putt could help the partner! Remember, when you concede the shot to one of the partners, it is as though the person holed her shot which adds a stroke to her score. So, check your math before conceding a hole to your opponent. You can ask, “what do you lay there...?”
8. Pace of Play - It is a group's responsibility to keep up with the group in front of them. If your team loses a clear hole and it is delaying the group behind, PLEASE invite the group behind to play through. Where a group has not lost a clear hole, but it is apparent that the group behind can play faster. You can allow that group to play through.
9. Team Event – Please remember, this is a 2-player team event, so, one partner may be out of the hole, and pick up her ball. The other team member can continue on and still get a point with a win or ½ of a point with a tie on that hole.
10. Doubts as to Procedure will be considered by the Committee. If a doubt or dispute arises, a player notifies the opponent. The claim must be announced to the opponent before any player hits from the next teeing ground, or in case of last hole, before any player leaves the putting green. You **do not** hit a second ball. The dispute will be settled, after play.