FORMAT:
1. The Two Man Team Match Play event is an ongoing single-elimination tournament in which two teams play match play (best ball net, aka Four Ball Match Play), head-to-head during each round. All players must be active members of the Willows Men’s Club.
2. Each player plays their own ball from tee to green. The player with the lowest net score on a given hole wins that hole for his team. The match is won by the team that is leading by a number of holes greater than the number of holes remaining to be played. (e.g., 4 up with 3 holes to play – known as winning 4 & 3).
3. All rounds shall be played at Willows Run Golf Complex.
   a. Players shall play from the White tees on Eagles Talon
   b. Players shall play from the Black tees on Coyote Creek
4. If the match is even after 18 holes, players must continue, starting at hole #1, and play until a winner is decided. You must see the Willows Run Golf Shop staff about getting back on the course to complete the match. Per-hole handicap strokes remain the same for playoff holes.
5. USGA Rules applicable to Four Ball Match Play:

POSTING & PACE OF PLAY
Please keep up pace of play when playing match play. At the recommendation of the Head Pro, we have adopted a change in concessions and posting for pace of play.

➢ If you are out of a hole, please pick up. Your partner can continue to play.
➢ If your side is out of a hole, please concede the hole and both teams pick up your balls without putting out.

Because we are asking people to not putt out, and there can be some inaccuracy around the most likely strokes remaining, we are recommending that Individual Match Play Scores not be posted for handicap purposes, however it is the player’s right to post if they choose to do so.

This also solves the problems around scoring after a match is conceded. You don’t have to post a score using net par for un-played holes. Or if you play out remaining holes after the match is over and your concentration is waning and the final few holes are not played with the same level of intensity and focus, you don’t risk posting an unnaturally high score either.

HANDICAPS:
1. Each player receives 100% of his course handicap per USGA guidelines 9-4a(iii).
2. Strokes are allocated as net strokes from the lowest handicap player in the match.
3. The Pro Shop will prepare a card with dots on the appropriate hole for the match.
Please let the Pro Shop know that this is a Team Best Ball Match event when making your tee time so they can prepare the card in advance.

**BRACKETS:**

1. If less than 64 players sign up for the event, first round Bye’s will be chosen by random draw.
2. The winners of each round shall continue in the tournament. There is a bracket posted on the WMC bulletin board in the Pro Shop. The bracket sheet is also displayed on the club website in the Results section.
3. **After completing your match:**
   a. Place your Completed Scorecard in the box in the Pro Shop.
   >> Make sure it is Dated, and Signed (anywhere) by all four players
   b. Send an e-mail to the club willowsmensclub@hotmail.com with result, score (# holes won and # holes remaining) and date of your match!
   c. Write down the results of your match on the bracket sheet on the WMC Bulletin Board.

**SCHEDULE:**

1. It is the responsibility of the players to arrange their own matches, including the scheduling of tee times. A side may be represented by a single player. If the second player joins during the match, they must join between holes. See [http://www.usga.org/Rule-Books/Rules-of-Golf/Rule-30/#30-3](http://www.usga.org/Rule-Books/Rules-of-Golf/Rule-30/#30-3)
2. Please schedule your next match as soon as both winning teams are known. Do not wait for the mail from the tournament chairman at the conclusion of the round – you can schedule a match as soon as possible. It is your responsibility to touch base with your opponents.
3. If the opponents can’t agree on a date within the allotted time, please contact the WMC Tournament Committee. In some cases, we may be able to grant a brief extension. However, please realize that this affects your next opponent and the delay can cascade into future rounds if the subsequent match cannot be completed within the allotted dates. If a match schedule cannot be mutually agreed upon by the participants and the committee, assuming both teams made a good effort to find a mutually agreeable time, the match will be decided via a coin toss. The main goal is to complete the final match prior to August 30.

<table>
<thead>
<tr>
<th>Round</th>
<th>Players/Teams</th>
<th>Target Start</th>
<th>Target End</th>
</tr>
</thead>
<tbody>
<tr>
<td>Round 1</td>
<td>64/32</td>
<td>Sat-9-May</td>
<td>Mon-25-May</td>
</tr>
<tr>
<td>Round 2</td>
<td>32/16</td>
<td>Sat-23-May</td>
<td>Sun-14-Jun</td>
</tr>
<tr>
<td>Round 3</td>
<td>16/8</td>
<td>Sat-13-Jun</td>
<td>Sun-5-Jul</td>
</tr>
<tr>
<td>Round 4</td>
<td>8/4</td>
<td>Sat-4-Jul</td>
<td>Sun-26-Jul</td>
</tr>
<tr>
<td>Round 5</td>
<td>4//2</td>
<td>Sat 25 Jul</td>
<td>Sun 16 Aug</td>
</tr>
</tbody>
</table>

**Kickoff Round 1:** The event will kick off on Saturday May 9. We encourage everyone to play as a group on that day. If you have a conflict on that date and would still like to play in the event, you should still sign up. We will pair up people requesting an alternate date, and let you work out the individual date and time just like the remaining rounds.
SCORE CARDS:

Fill in your score card completely!

- Record each player's gross score on every hole.
- Circle the winning score for each hole.
- Add up everybody's gross scores.
- Clearly mark on the front of the card the match play score (for example “Smith/O'Neill d. Fonda/Boyle, 2 & 1”).
- Sign, attest, and date your card.
- Please put your scorecard in the WMC Event Box in the Pro Shop for verification by the Handicap Committee. Label the card “WMC Best Ball Match Play”.
- Send email with Winner’s name, results (e.g. 1-up), and date to willowsmensclub@hotmail.com.

CONTACT INFORMATION:

If you have questions regarding your match, please contact the Men’s Club at willowsmensclub@hotmail.com or the Pro Shop.

Match Play Rules – This match will be played under the Match Play rules of the USGA. Key items are called out below.

Winter Rules: Willows Run course determines whether Winter Rules or regular rules apply and posts a sign on the starter shack. Winter Rules are typically in place until at least early May. Under Winter Rules, per WSGA, you are allowed to “Mark, Lift, Clean and Place” your ball anywhere “through the green.” When placing, it should be as near as possible to the original location but not more than 6”.

2-1 General
A match consists of one side playing against another over a stipulated round, unless otherwise decreed by the committee. In match play, the game is played by holes. Except, as otherwise provided in the rules, each hole is won by the side holing out in the fewest number of strokes. In a handicap match, the lower net score wins the hole. The state of the match is expressed by the following terms: so many “holes up” or “all square,” and so many “to play.”

2-2 Halved Hole
A hole is halved if each side holes out in the same number of strokes. When a player has holed out and his opponent has been left with a stroke for the half, if the player subsequently incurs a penalty, the hole is halved.

2-3 Winner of Match
A match is won when one side leads by a number of holes greater than the number remaining to be played.
If there is a tie, the committee may extend the stipulated round by as many holes as are required for a match to be won.

### 2-4 Concession of Match, Hole or Next Stroke
- A player may concede a match at any time prior to the start or conclusion of that match.
- A player may concede a hole at any time prior to the start or conclusion of that hole.
- A player may concede his opponent's next stroke at any time, provided the opponent's ball is at rest. The opponent is considered to have holed out with his next stroke, and the ball may be removed by either side.
- A concession may not be declined or withdrawn.
- Ball overhanging hole—see Rule 16-2.

### Decision 2-4/6 Putting Out After Concession of Stroke
Rule 2-4 does not cover the question of whether a player may putt out after his next stroke has been conceded. A player incurs no penalty for holing out in such circumstances. However, if the act would be of assistance to a partner in a four-ball or best-ball match, the partner is, in equity (Rule 1-4), disqualified for the hole.

### 2-5 Doubt as to Procedure; Disputes and Claims
**IMPORTANT: Know this rule!**
In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the committee is available within a reasonable time, the players must continue the match without delay. The committee may consider a claim only if the player making the claim notifies his opponent (i) that he is making a claim, (ii) of the facts of the situation and (iii) that he wants a ruling. The claim must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green.

A later claim may not be considered by the committee unless it is based on facts previously unknown to the player making the claim, and the player had been given wrong information (Rules 6-2a and 9) by an opponent.

Once the result of the match has been officially announced, a later claim may not be considered by the committee unless it is satisfied that the opponent knew they were giving wrong information.

The privilege of playing a second ball under Rule 3-3 does not exist in match play. If you play a second ball, that becomes the ball in play.

### 2-6 General Penalty
The penalty for a breach of a rule in match play is loss of hole, except when otherwise provided.

### Decision 2-5/1 Player's Obligation Regarding Lodging Claim
In match play, a player may disregard a breach of the rules by their opponent, provided there is no
agreement between the players. There is a difference between overlooking an opponent’s breach and an agreement with the opponent to waive a penalty. Rule 1-3 prohibits the latter.

Decision 2-5/2 Procedure for a Valid Claim
For a claim to be valid, the claimant must notify their opponent (i) that they are making a claim, (ii) of the facts of the situation and (iii) that they want a ruling. They must do so within the time required by Rule 2-5. For example, Rule 16-1e prohibits putting from a stance astride an extension of the line of putt behind the ball. In a match between A and B, if A putts from a stance astride an extension of the line and B states “that is not allowed, you are penalized,” or, “I’m making a claim because of that stroke,” the committee should consider the claim.

Statements by B such as “I’m not sure that’s allowed,” or, “I don’t think you can do that,” do not by themselves constitute a valid claim, because each statement does not contain the notice of a claim, the facts of the situation and an indication that they want a ruling.

27-2a. Provisional Ball Procedure
If a ball may be lost outside a water hazard or may be out of bounds, to save time the player may play another ball provisionally in accordance with Rule 27-1. The player must inform his opponent in match play or his marker or a fellow-competitor in stroke play that he intends to play a provisional ball, and he must play it before he or his partner goes forward to search for the original ball.

If he fails to do so and plays another ball, that ball is not a provisional ball and becomes the ball in play under penalty of stroke and distance (Rule 27-1); the original ball is lost.

Note: Decision 27-2a/1 Announcement of Provisional Ball
Q. A player hits his ball into an area where it may be lost outside a water hazard or out of bounds. The player then drops another ball and plays it. The player intends the dropped ball to be a provisional ball, but he does not inform his opponent, marker or fellow-competitor that he is "playing a provisional ball." In such a situation, can a player’s actions constitute announcement that he is playing a provisional ball?

A. No. Rule 27-2a specifically provides that the player must inform his opponent, marker or a fellow-competitor that he intends to play a provisional ball.

The player’s statement must specifically mention the words "provisional ball" or must make it clear that he is proceeding under Rule 27-2a. Therefore, a player who says nothing has put another ball into play.

The following are examples of statements that do not satisfy the requirement of announcing a provisional ball:

(a) "That might be lost. I am going to re-load."
(b) "That might be out of here."
(c) "I'd better hit another one."
(d) "I will never find that one. I'll play another."
Willows Run Golf Complex Local Rules:

- USGA Rule 6.7 Undue Delay; Slow Play will be enforced at all times.
- To avoid slow play and maintain position, your group must keep the group ahead of you in sight.
- If the group ahead is out of sight and the group behind is waiting, your group is out of position – please make your group aware they must speed up play and regain position.
- Be courteous and invite faster players through, if they’re waiting and your group is out of position.
- USGA Rule 25 Appendix I c. “Preferred Lies” and “Winter Rules” - place the ball to within 6 inches of the original lie and no nearer to hole.
- Environmentally Sensitive areas are treated as lateral hazards. A ball coming to rest in these areas cannot be searched for and must be abandoned. Drop a ball as near as possible to the point where the original ball entered the hazard adding one stroke to your score.
- All yardages are measured to the center of the green.
- Each player must have an individual set of clubs.
- Management reserves the right to refuse and / or suspend play privileges for abuse of course rules or etiquette.
- No outside alcoholic beverages may be brought onto the golf course property.
- Please make every effort to repair ball marks on the green and apply sand to fairway divots.
- Out of bounds: White stakes
- Lateral hazards: Red stakes
- Water hazards: Yellow stakes
- Environmentally sensitive areas: Red stakes with green tops