

WHAT YOU SHOULD KNOW ABOUT MATCH PLAY

The match play format is used in all Interclub competitions throughout Canterbury as well as in our home clubs to determine our Club Champions and many other cup winners. It is also played in some inter-provincial tournaments and national events.

1. What is Match Play (Rule 3.2)

In match play the game is played by holes.

A match consists of one "Player" playing against an Opponent over a stipulated round.

A hole is won by the Player that holes its ball in the fewer strokes.

In a handicap match, the lower net score wins the hole.

2. Definition

Outside Influence - Any of these people or things that can affect what happens to a player's ball or equipment or to the course: Any person (including another player), except the player or his or her caddie or the player's partner or opponent or any of their caddies. Any animal, and any natural or artificial object or anything else (including another ball in motion), except for natural forces..

3. Duties of a Referee

In match play only, unless a referee is assigned to accompany the players throughout a match, he has no authority to intervene in a match other than in relation to Rule 1.2b, 5.3, 5.6a or 5.6b. It is a matter for the opponent to decide if he wishes to make a claim. The referee's presence on the course is solely to assist players in the event of a claim.

4. Prompt Pace of Play; Unreasonable Delay (Rule 5.6)

It is extremely important to play within the Pace of Play guidelines established by the committee. These guidelines may include maximum time limits to complete a round, hole or stroke. Always keep up with the players ahead of you. Penalty for undue delay/ slow play is **one stroke penalty** for the first and **general penalty** for the second offence and **Disqualification** for the third offence unless modified by the committee.

5. Handicaps (Rule 3.2c)

In handicap competitions it is important for players to determine each other's handicaps before starting a match. There is no penalty if players fail to do this. but Rule 3.2c states " If the declared handicap is too high and this affects the number of strokes you get or give, you are disqualified. If the declared handicap is too low, there is no penalty and you must play off the lower handicap" *Interpretation 3.2c(1) states that " Declaring a higher handicap is a breach even if the affected hole has not been played"*

Example: A player declares a handicap of 11 when in fact he has a handicap of 10. If the player has not corrected his mistake before the match starts, he is disqualified. If on the other hand a player declares a handicap of 14 when in fact he has a handicap 15, he must play off the declared handicap of 14.

How to determine the number of strokes given or received in singles handicap match play? Your handicap is 8 and your opponent's handicap is 10. Your handicap goes down to zero and your opponent gets one stroke on stroke holes 1 & 2 only.

6. Time of Starting (Rule 5-3)

All players **MUST** be at the *teeing area* before their official tee time. If you arrive at your starting tee late but within 5 minutes of the official starting time, you lose your first hole. If you arrive at the tee more than 5 minutes late, you are disqualified.

If a player and their opponent both arrive late but within 5 minutes of their tee time, both lose the first hole and in equity the hole is considered halved and the match will resume at the next hole. (Interpretation 5.3a/5).

If exceptional circumstances have prevented a player from arriving to the tee on time, the committee may waive the penalty of loss of hole and/or disqualification.

7. Order of Play (Rule 6.4)

The *side* that has the *honour* at the first *teeing area* is determined by the order of the draw. In the absence of a draw, the *honour* should be decided by lot.

The *player* that wins a hole takes the *honour* at the next *teeing area*. If a hole has been halved, the *player* that had the *honour* at the previous *teeing area* retains it. After both balls are in play, the ball farther from the *hole* is always played first. There is no penalty for playing out of turn but if you do, your opponent may immediately require you to cancel the stroke and replay the stroke in the correct order. This claim must be made before your opponent has played their stroke.

8. Playing from outside the Teeing Area (Rule 6.1b)

In match play, there is no penalty if a player puts a ball into play from outside the *teeing area*. However, the opponent may choose to ignore the stroke played from outside the *teeing area* or the opponent may immediately require the player to cancel the stroke and play a ball from within the *teeing area*. If an opponent requires a player to cancel and replay the stroke, this claim must be made before the opponent has played their stroke from the *teeing area*.

9. Concessions (Rule 3.2b)

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.

There is no need for a player to finish the hole by holing out. A concession may not be declined or withdrawn.

If your opponent concedes your short putt and you decide to putt out and miss the hole, it has no effect on the concession and you are considered to have holed out with the conceded putt. There is no penalty if you putt out after having your putt conceded. *However, if the act would be of assistance to a partner in a four-ball or best-ball match, the partner gets the general penalty (see Interpretations 23.8a(2)/1 for examples of this*

10. Advice (Rule 10.2)

During a stipulated round, a player must not give advice to anyone in the competition playing on the course other than his partner.

In Canterbury, most of our interclub competitions are singles match play, where one single player in a team plays against a single player from another team. It is very important to note that your other team member in your group is **not** a partner and therefore you **may not** give or receive any advice from them. **Penalty is loss of hole.** (Rule 24.4)

When playing in a foursomes match however, you may give and receive advice from your playing partner only.

Team members and Team managers must familiarise themselves with the Conditions of Competition and know exactly who may and may not give advice during a competition. (Rule 24.4)

A team manager may not give advice to any other team member while playing in a competition. (Rule 24.4b)

11. Penalties

Generally-

One stroke penalty in Stroke Play = **One stroke penalty** in Match Play

Two stroke penalty in Stroke Play = **Loss of Hole** in Match Play

Exception: i) If you purposely touch your opponent's ball or cause it to move, except while searching for it, in match play, there is a **one stroke penalty**.

ii) The other exception is when putting from the putting green and your ball is deflected or stopped by another ball also on the putting green, there is no penalty whereas in stroke play there is a two stroke penalty.

12. Doubt as to Procedure; Disputes and Claims (Rule 20.1b))

While playing in a match you may come across a situation where you are not sure of the rule or how you should proceed. In match play, you are **not** permitted to play a second ball. So what do you do?

You have to resolve the issue without delay. If no referee or committee member is available within a reasonable time, you may make a claim and must notify your opponent;

1. That you are making a claim and want a ruling, and
2. The facts upon which the claim or ruling is to be based.

The claim must be made;

1. Before any player in the match plays from the next *teeing area*, or

2. In the case of the last hole, before all players in the match leave the putting green, or
3. When circumstance giving rise to the claim is discovered and reported no later than 10 minutes after the completion of the round and before the team Match result Sheet is signed.

Note 1: A player may disregard a breach of the Rules by his opponent provided there is no agreement between the two to waive a Rule (Rule 3.2d(4)), in which case the penalty is **Disqualification of both players**.

If you see your opponent breaking a rule and you decide to disregard it, you must not mention the breach of the rule to your opponent until after either you or your opponent has played a stroke from the next *teeing area*. If you do mention the incident during the play of the hole where the breach occurred and you still overlook the breach, both players are disqualified under Rule 3.2 (4) for agreeing to exclude the operation of any rule.

13. Wrong Ball (Rule 6.3c)

If a player plays a wrong ball in singles match play, he loses the hole. If a player and an opponent exchange balls during the play of a hole, the first to make a stroke at a wrong ball loses the hole but when this cannot be determined, the hole must be played out with the balls exchanged.

14. Ball at Rest Moved by Outside Influence (Rule 9.6)

If your ball or ball marker at rest is moved by an outside agency, there is no penalty and the ball or ball marker must be replaced.

15. Ball at Rest Moved by Opponent, Caddie or Equipment in Match Play (Rule 9.5)

If your opponent, his caddie or his equipment moves your ball, touches it purposely or causes it to move, your opponent incurs a **penalty of one stroke**. However, if your ball was moved while **searching** for it then there is **no penalty** to your opponent. In both cases the ball must be replaced. If the exact position is not known, the position must be estimated.

16. Ball in Motion Deflected or Stopped by opponent, Caddie or Equipment in Match Play (Rule 11.1)

There is no penalty if your ball is accidentally deflected or stopped by your opponent, his caddie or his equipment. You must play the ball as it lies.

17. Ball in Motion Deflected or Stopped by another Ball (Rule 11.1b)

As in stroke play, in the *general area*, if a ball in motion is deflected or stopped by another ball, the ball that was in motion is played from where it comes to rest whereas the ball that was at rest must be replaced on the spot from where it moved.

However, in match play **only**, if you play your ball on the **putting green** and it hits any other ball on the putting green, there is no penalty and you must play your ball from where it comes to rest whereas the ball that was at rest must be replaced on the spot from where it moved.

18. Playing From a Wrong Place (Rule 14.7)

If you play your ball from a wrong place you lose the hole.

19. Wrong Information (Rule 3.2d)

1. If you incur a penalty that has not been observed by your opponent you must inform them as soon as practicable. If you fail to do so before your opponent makes their next stroke, you lose the hole.
2. If you give wrong information to your opponent during play of a hole regarding the number of strokes taken and you do not correct that mistake before your opponent makes their next stroke, you lose the hole.
3. If you give wrong information to your opponent regarding the number of strokes taken to complete a hole and this affects the opponents understanding of the result of the hole, you lose the hole unless you correct the mistake before either of you plays from the next *teeing area*.