

2011 MWGA MATCH PLAY LEAGUE INFORMATION & RULES

*Welcome to the MWGA Match Play League 2011, our 18th season.
Hopefully you'll find it an enjoyable yet competitive experience.*

KEY DATES

July 29 (Fri.) - All regular season matches must be completed.

July 30 (Sat.) – Playoff qualifying rounds begin (matches must be completed by August 13).

August 14 (Sun.) - Quarter-final rounds begin (matches must be completed by August 26).

August 27 (Sat.) – Semi-final rounds begin (matches must be completed by September 10).

September 11 (Sun.) - Championship Final and League Party

LEAGUE REQUIREMENTS

The League is open to MWGA members with a valid USGA Handicap Index. Members must keep their index current by timely posting all scores. Any player who has not posted scores in the 2 most recent periods will be made to play at 85% of their most recent handicap.

Players are flighted by their USGA handicap index using their index as of the first GAM revision date of April 2011 and remain in their assigned flight for the entire season regardless of handicap index changes. Each player will have 5 matches within their flight. To be eligible for the playoffs, all matches must be completed by the date established by the League Coordinator.

Players may play a round robin schedule, playing whoever is available. Play is governed by the USGA RULES OF MATCH PLAY. Rule 33-1 prohibits players from concurrently competing in stroke play and match play or the matching of scorecards from a stroke play competition to determine a match play winner. Any players found to have reported match results in violation of this rule will be asked to resign from the league.

RESIGNATIONS

A member may resign from the league at any time and for any reason. If a member decides to resign, one of the following two conditions will apply.

If a suitable replacement is found, the resignee's membership fee, minus the administration fee, will be refunded. Her replacement will pay the membership fee; the administration fee will be waived. Her replacement will receive her points and match points previously awarded to her competitors will stand as is.

If a suitable replacement is not found, the resignee will not receive a refund of the membership fee. All match points previously awarded will be nullified and everyone in her flight will be given 10 points.

COMPETITION FORMAT

Matches are one-on-one, 18 hole-by-hole competitions at mutually agreed upon times and courses. Although not recommended, players are allowed to double up matches to avoid scheduling conflicts. However, no more than two opponents may be played at any one time and all opponents must be in the same playing group.

All matches, including the Playoffs and the Championship Finals, are handicapped at 100% of the difference between the two opponent's course handicaps.

EARNING POINTS

The player with the lowest net score on a hole (actual score minus handicap strokes) wins the hole. Up to a total of 18 points are awarded per match but no more than 10 points per player. A full explanation of the point system is attached at the end of this document.

RULES DISAGREEMENTS

Should an on-course rules disagreement arise that can't be resolved by a review of the USGA RULES BOOK, the matter may be referred to the MPL Rules Committee. If you intend to make a claim under Rule 2-5, you must advise your opponent before teeing off at the next hole. If the claim affects the winning of a hole and subsequently the match, do not concede the hole or match, a concession can not be withdrawn. Be prepared to present details of the disagreement to the MPL Rules Committee. The members of the 2010 committee are: Inez Bridges, Cynthia Plnkard and Nancy Serra.

MATCH CANCELLATIONS

You are allowed up to 2 weeks before any match to reschedule without reason. However, your opponent must agree to reschedule or the match will be forfeited. Should you fail to show up at the course for a scheduled match, you will forfeit. If you are late for a match, the penalty is loss of 1st hole, refer to rule 6-3. Be aware of Rule 6-8, *Bad weather is not of itself a good reason for discontinuing play.*

MATCH FORFEITS

A member may forfeit up to but no more than 2 matches. A 3rd forfeit will result in her immediate resignation from the league (refer to RESIGNATION paragraph for details). All match points previously awarded will be nullified and everyone in her flight will be given 10 points.

SUSPENDED PLAY - REGULAR SEASON & PLAYOFFS

If a match is suspended for any reason, it must be rescheduled. It may be played at the same course or at any other mutually agreed upon course. Holes played and points won will stand as reckoned. To complete the match, you only need to finish the number of holes left unplayed. For example, if the original match was suspended after 12 holes, the first 6 holes played in the rescheduled match complete the match.

TIE-BREAKER RULE

Ties for 1st place only will be resolved in the following order until the tie is broken:

1. Most matches won
2. Result of their individual match
3. Lowest total points lost (TPL)
4. By draw

Ties for the wildcard spots will be resolved in the following order until the tie is broken:

1. Most matches won
2. Lowest total points lost (TPL)
3. By draw

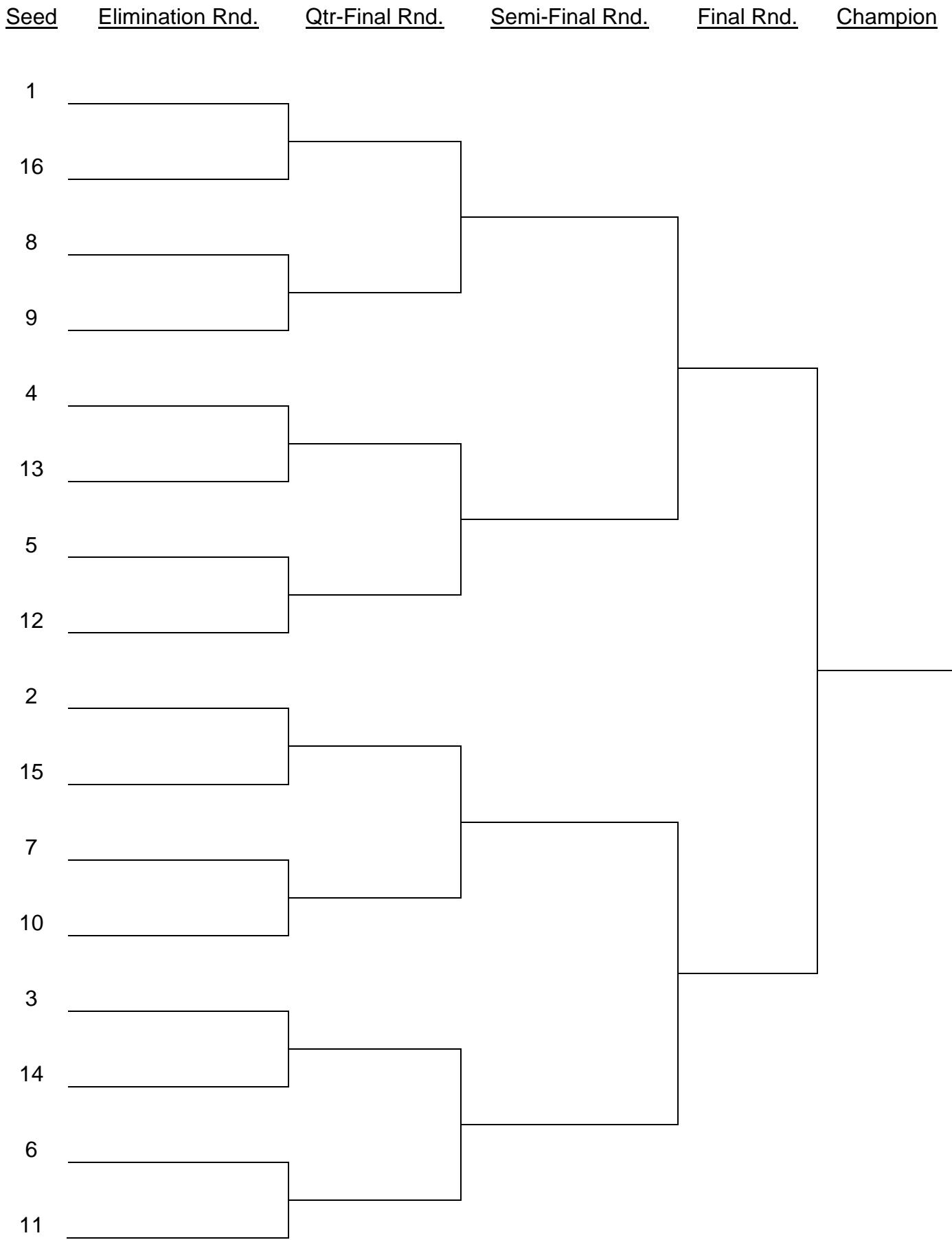
PLAYOFFS

Players must complete all of their matches to be eligible for the playoffs. 16 players will advance to the playoff qualification round; the 1st and 2nd place winners from each flight and if needed, enough wildcard recipients to fill the field. The wildcard spots will be filled by the players with the highest total points won (TPW), regardless of their flight or final position (other than 1st/2nd) in the standings. Ties for the 1st and 2nd place flight winners and the wildcard spots will be resolved using the tie-breaker rule. The remaining 8 players will advance to the playoffs and be awarded a \$10 bonus for each level attained.

Replacements: If a player is unable to compete in the playoff qualification round, the next eligible member will replace her. The tie-breaker rule will be used if needed to determine the replacement. If a quarter or semi-finalist is unable to compete in the match, her opponent will be given a bye. If a semi-finalist is unable to continue on to the final round, the opposing semi-finalist will be declared the Match Play League Champion.

Settling ties (during playoff matches): Should match points be tied at the end of 18 holes, the match will be played hole-by-hole until a winner is determined. If it is not possible to start on the 1st hole played, another hole may be substituted.

Seeding and Brackets: Players will be seeded #1 through #16, based on their TPW/TPL rank, ties to be resolved using the tie-breaker rule.



GENERAL MATCH PLAY GUIDELINES and RULES

ORDER OF PLAY

Teeing Off: Hole #1 - Flip a tee/coin or go in alphabetical order.

Following Holes: Honor goes to player who won the last hole.

Play each shot in turn; otherwise your opponent may ask you to replay a shot. There is no penalty to replace the ball and the first shot taken is not counted. If the pace of play is a factor, ask your opponent for permission to play ahead.

CONCEDED HOLES

You may concede a stroke, hole or a match at any time prior to conclusion of the hole or match. The concession may not be declined or withdrawn. To speed play it is recommended that you not finish the hole after your opponent has conceded your next stroke(s). However, there is nothing in the rules that prohibits a player from finishing a conceded hole and there is no penalty if she chooses to do so.

SECOND BALL

In Match Play, a second ball is not permitted and is considered a "wrong ball". This can result in a loss of hole if your opponent makes a claim under Rule 2-5. Consult the rulebook and play the ball as you feel proper. Check with the Rules Committee after the match.

STRATEGY

Match play allows you to alter your game plan based on how your opponent is playing. If your opponent is having a great hole and you know the hole is probably lost, you have nothing to lose by taking a risky shot that normally you would avoid. It just might be the shot that wins the hole. On the other hand, if your opponent is playing poorly, you can afford to play conservatively, even if it takes an extra shot to ensure safe passage to the green. It doesn't matter how high the score is, only that it is one less stroke than your opponent.

ABOUT USGA RULES - GOVERNING MATCH PLAY

In match play, most rules violations mean loss of hole where as in stroke play most rules violations result in a stroke penalties. In other cases, match play rules are more lenient.

Since you want to avoid any loss of hole penalties, do some advance planning prior to your match. Review any rules that give you a problem. Learn how to use your USGA Rules of Golf handbook and always have it with you for quick reference. "IT COULD MEAN THE MATCH."

OVERLOOKING A RULES BREACH

In match play, a player may disregard a breach of the Rules by her opponent, provided there is no prior agreement between the players. There is a difference between overlooking an opponent's breach and agreement with the opponent to waive a penalty. (See Decisions on the Rules of Golf 2-5/1)

SETTING UP YOUR MATCH

You may schedule your own matches at any course and time mutually agreed upon by you and your opponent. But to facilitate completion of all matches before the deadlines, group outing dates have been scheduled. These dates are published in NEWSLINKS and at www.mwgolf.org.

Basic steps you should take prior to your match:

- You should have discussed with your opponent the matter of which tees to play. Competitors may play from different tees, handicap indexes will need to be adjusted according to the slope from the tees.
- If the course gives an option, agree whether to walk or ride. The choice is up to each player; one may walk and one may ride. If both ride, opponents must share a cart.
- The first player to arrive at the golf course should prepare 2 scorecards, one for each player. List the date and both names on each card. Both players will record the scores.
- Players should verify their USGA Handicap indexes before playing. Handicaps can be checked by name using the GAM site (www.gam.org). Any player who has not posted in the two most recent posting periods will play at 85% of their handicap for the match.
- To convert the USGA handicap indexes to course handicaps consult the slope rating conversion charts posted at the clubhouse or use the most current GAM book. Course conversions may also be calculated on-line at www.gam.org.
- Show each player's index and course handicap on the scorecard. Indicate on which holes handicap strokes will be given. The #1 handicap hole is the hardest hole and the #18 handicap hole is the easiest.
- Confirm scores at each tee. You may also confirm scores at any time during the match.
- When the match is over, do a hole-by-hole verification of scores and totals to make sure they agree. (If a claim is being made, keep your score cards until the matter is resolved.)
- In match play, it is not necessary for the players to sign and attest scorecards. The match is only relevant to the two players competing. They must only agree on the match results.
- Compare scorecards and confirm how many points each may have won.
- Match results should be reported to Pat Witek (plwitek@yahoo.com)

Note: In a match, if you concede your opponent's putt, she must add one more stroke to her known score. If this ties your score on the hole, then the hole is halved. When counting up the number of holes won, ignore the halved holes. Only the holes won outright determine who wins or loses. You do not get a 1/2 point for a tied hole; it will not change the outcome.

POSTING SCORES FOR HANDICAPPING

Match play scores must be posted. If you hole out, record the actual score. If necessary, adjust this score using the Equitable Stroke Control (ESC) Limit when you report your scores.

UNFINISHED HOLES AND CONCEDED STROKES: If you start but do not complete a hole or are conceded a stroke(s), you should record, for handicap purposes, the score you most likely would have made. An “x” should precede the most likely score. This score should not exceed your ESC limit (see examples 1 and 2 below).

HOLE NOT PLAYED: If you do not play a hole for any reason or if you play other than under the Rules of Golf, the score you post for handicap purposes is par plus any handicap strokes you are entitled to receive on that hole (see example 3 below).

EXAMPLES OF SCORING WHEN STROKES ARE CONCEDED:

- 1: You had a probable 1 putt and it was conceded, add 1 stroke to your score. You had a very long putt that would likely have needed 2 putts; add 2 strokes to your known score. Place an “x” next to the score so you know it was conceded.
- 2: *“This score should not exceed your ESC (Equitable Stroke Control)”*. During the match, record the total of your known score plus any conceded strokes. At the end of the match, there will be no confusion about what the score of that hole represents. Later, when reporting scores for handicapping, reduce any scores on individual holes that exceed your ESC limit.
3. Your opponent is giving you 5 handicap strokes; you are receiving a stroke on the 5 hardest holes. If you don’t play a hole which (for example) is ranked as the 4th hardest hole you will record par + the handicap stroke(s) on your scorecard.

Match Standing	Winner Pts	Loser Pts	Match completed on hole	Explanation
All Square	9	9	18	(1) the match is all square after 17 and the 18th hole is halved; (2) one player is 1 up after 17 and loses 18th hole
1 up	10	7	18	(1) the match is all square after 17. A player wins 18. (2) one player is 1 up after 17. The players halve 18.
2 up	10	6	18	A player is 1 up after 17 and then wins 18. The match is over.
2 and 1	10	5	17	A player is 2 up after 17. There is one hole to play. The match is over after 17, because the opponent cannot win.
3 and 1	10	5	17	A player is 2 up after 16 with 2 holes to play (dormie). The player wins 17. The match is over.
3 and 2	10	4	16	A player is 3 up after 16 with 2 holes to play. The match is over after 16, because the opponent cannot win.
4 and 2	10	4	16	A player is 3 up after 15 with 3 holes to play (dormie). The player wins 16. The match is over.
4 and 3	10	3	15	A player is 4 up after 15 with 3 holes to play. The match is over after 15, because the opponent cannot win.
5 and 3	10	3	15	A player is 4 up after 14 with 4 holes to play (dormie). The player wins 15. The match is over.
5 and 4	10	2	14	A player is 5 up after 14 with 4 holes to play. The match is over after 14, because the opponent cannot win.
6 and 4	10	2	14	A player is 5 up after 13 with 5 holes to play (dormie). The player wins 14. The match is over.
6 and 5	10	1	13	A player is 6 up after 13 with 5 holes to play. The match is over after 13, because the opponent cannot win.
7 and 5	10	1	13	A player is 6 up after 12 with 6 holes to play (dormie). The player wins 13. The match is over.
7 and 6	10	0	12	A player is 7 up after 12 with 6 holes to play. The match is over after 12, because the opponent cannot win.
8 and 6	10	0	12	A player is 7 up after 11 with 7 holes to play (dormie). The player wins 12. The match is over.
8 and 7	10	0	11	A player is 8 up after 11 with 7 holes to play. The match is over after 11, because the opponent cannot win.
9 and 7	10	0	11	A player is 8 up after 10 with 8 holes to play (dormie). The player wins 11. The match is over.
9 and 8	10	0	10	A player is 9 up after 10 with 8 holes to play. The match is over after 10, because the opponent cannot win.
10 and 8	10	0	10	A player is 9 up after 9 with 9 holes to play (dormie). The player wins 10. The match is over.

Once a match is over, players should be aware of who won/lost and note the score (on the left of the chart). Players can keep playing and finish the 18 holes, but should be aware that the remaining holes have nothing to do with their match. In many match play tournaments players are required to leave the course at the conclusion of their match, regardless to which hole the match is concluded on. Players should just be aware of how typical match play tournaments are conducted. The Match Play Coordinator is responsible for ensuring the scores are recorded and points are awarded accurately.