

Souhegan Woods Inner Club

Men's League Match Play Format

Before the day of your Match:

1. Set up the time you will meet your opponent prior to your Match on Tuesday; call, email, text etc.
2. DOUBLE MATCHES ARE **PROHIBITED**. One player cannot have 2 Matches going on at once.
3. If you cannot make your scheduled Match, you must do one of the following,
 - a. Talk to your opponent the week before, and if possible, set up a time to play the Match early. You may play a Match up to 3 weeks in advance.
 - b. Let your opponent know, as early as possible, if you will not make your scheduled Match.
 - c. If you cannot reach your opponent, or are not sure they received your message, call the clubhouse, 603-673-0200, and tell them you are in the Inner Club Men's League, and will not be able to make it. They will attempt to contact your opponent.

Upon arrival for your Match:

4. After you pay, you'll get 2 receipt slips, when you head to your assigned tee, the starter will be out there, and will take one of them.
5. The starter will have your handicap and that of your opponent's. You need these for the Match. Subtract the lower handicap from the higher one, and divide by 2. This is how many strokes are given to the higher handicap player. You'll assign the strokes in order of handicap hole for the side you are playing (front or back). For instance, Joe, a 11 handicap, plays Pete, a 15 handicap. $(15 - 11)/2 = 2$ strokes. Pete gets 1 stroke each on the #1 and #2 handicap holes. Questions? See a seasoned veteran player.
6. If you did not schedule a time to meet your opponent, you should wait for them either on your assigned tee for the Match, or on the putting green.
7. When you and your opponent are at the assigned tee for your flight, speak up and find out who is next to go off on the tee. The starter does not take care of who goes next, we do. If the tee is open, you can go as a two-some, but you may want to wait a couple of minutes to make it a four-some. If the tee is busy, make sure you get into the queue. You don't need to make a four-some, but you can. It is much easier to say you have a two-some, and then Match up with the next available two-some.
8. Please keep the noise level down by the teeing ground when people are teeing off.

Playing your Match:

9. On your assigned tee, flip a coin, or a golf tee to determine who will go first between you and your opponent, then do another flip with the other two-some to determine which two-some will go first. The two-some that goes first has honors on each successive tee. This continues until one person in the other two-some shoots a lower score on a hole. For example, Joe and Pete are playing a Match, and so are Larry and Mo. Joe and Pete win the toss, and Pete won the toss against Joe, so Pete goes first, followed by Joe. Larry won the toss and goes third, while Mo goes last. On the first hole, all 4 players make par. On the next tee, the teeing order remains the same. On the second hole, Mo makes par, everyone else makes bogey. Mo goes first, then Larry, then Pete, then Joe. Questions? See a seasoned veteran player.
10. In MATCH PLAY, you are playing each hole against your opponent. After teeing off, the player in the four-some furthest away from the hole plays their shot. This continues until all balls are

holed out. There may be cases where a ball on the green is further away than a ball off of the green. The player further away should play.

11. In MATCH PLAY, when on the green, your opponent controls your ball *until* the hole is won. You must play your ball until you either hole out, or your opponent gives you the putt, or your opponent wins the hole. Players will say things like “That’s good”, or “Pick it up”. When you are told a putt is good, PICK IT UP. You can give a putt at any time. You generally give putts when your opponent is either very close to the hole, or when their putt doesn’t matter. For example, Joe is 3 feet from the hole and is putting for par on a par 4. Joe will likely make the putt in 1 or 2 strokes, giving him a par or bogey. Pete is 15 feet from the hole, but lies 7. The worst Joe will do is 6, so he gives Pete his putt, Pete picks up his ball, and puts 8 or 9 on the card. The moral of the story... when you are winning a hole, and know your opponent is out of the hole, give the putt. The USGA Handicap System requires you to record your ‘*most likely score*’ for that hole, but not exceeding your equitable strokes. *Concession may not be declined or withdrawn.*
12. On your score card, keep track of each hole as you go. Note the strokes for each player and won/loss/halve of the hole. An example of a scoring card is available from your league director.

At the conclusion of the Match:

13. Check your scorecard before turning it in. Remember, a score card that is signed and turned in is NOT changeable. Any claims should be resolved *prior* to signing your score card.

Pace of Play Tips

Here are some things that speed up play:

- a. Be ready to hit whether on the tee, in the fairway, or on the putting green. Go to your ball, be ready to hit/putt. We don’t play ready golf, because we are playing Match Play, but you can still be ready to play when it is your turn.
- b. Give putts. When your opponent is out of the hole, or so close it is a ‘gimme’, give the putt.
- c. Practice swings should be taken *before* you get to the ball. When it’s your turn to hit, take only 1 practice swing. It should take no more than 30 seconds for you to address the ball and take your swing. Anything more than that does 3 things:
 1. Slows things down for EVERY player behind you.
 2. Slows things down for EVERY player behind you.
 3. Slows things down for EVERY player behind you.
- d. After your four-some is done on the green, GET OFF THE GREEN! Don’t shake hands, don’t record scores, get off the green. Do all the other stuff off of the green or at next teeing ground. Get out of the way of the group behind you!
- e. Looking for lost balls. When a ball is hit into the woods, or a hazard, we all want to help and look for the ball. However, players that can hit their shots, should hit their shots, while the player with the lost ball searches, along with 1 other player. The USGA rules on searching says you can take no more than 3 minutes to look for a ball. Common sense says if you know you’re not going to find it, move on. If after hitting your ball, you think it might be lost, announce that you will hit a provisional ball!

Thanks

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