**RCGC Two Person (Four Ball) Match Play 2023 – Rules Sheet**

**Format**

1. The Two Person Team Match Play event is an ongoing single elimination tournament in which two teams play match play (aka Four Ball Match Play), during each round. The winning team advances to the next round.
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 several 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. You must declare what tees you will be playing for the event. You will not be able to change tees throughout the event. Please let us know that you are playing a match when booking your tee time so we can create a dotted scorecard for the match. Scorecards must be filled out and turned into the golf shop upon completion. The tournament committee will be responsible for posting your scores.  
     
   Depending on how high your “index” is, your handicap index could calculate a higher/lower “course handicap” for different tees. (Ex. John Smith is a 12.9 index which means he is a CH 16 from the Blue Tees and a CH 17 from the Gold Tees. We will be using 90% of the course handicap for your selected tee for this tournament.
4. The stipulated round is 18 holes; however, if both teams agree in advance, the stipulated round may be adjusted to 9-holes. This does not apply to the Championship match, which must be 18 holes.
5. If the match is even after the last hole, the match continues to the front 9 until a winner is decided, you will need to communicate with the golf shop if this is the case. Handicap strokes remain the same for playoff holes. In the event of darkness approaching for a tied match, teams may agree to a closest-to-the-hole chip-off or coin flip to decide the outcome. Please notify the golf shop staff if a playoff is needed on the championship course.
6. USGA Rules apply - Four Ball Match Play: a. http://www.usga.org/Rule-Books/Rules-of-Golf/Rule23/Decisions<https://www.usga.org/content/usga/home-page/rules/rules-2019/rules-of-golf/rule-23.html>

**Handicaps**

1. You must be able to produce a verifiable handicap upon request from your playing opponents. If you are unable to produce a verifiable handicap, your opponents have the right to require you to play as a “0”.
2. Identify your USGA (GHIN) handicap index. Max handicap index for an individual is 36 for this competition.
3. Work with the Golf Shop to find your course handicap according to the tees being played for a match. Current course handicaps from each tee will be posted in the Golf Shop for your reference.   
   You must play from the same set of tees throughout the match.
4. For this event we will use 90% of the “course handicap” for your selected tee.
5. Handicap strokes are allocated as net strokes from the lowest handicap player in the match per USGA guidelines 3.2c (ii) (i.e., lowest handicap plays with no strokes).
6. When making tee times please let the golf shop know so they can prepare your card in advance.

**BRACKETS AND SEEDING:**

1. This is a single elimination event.
2. We will be seeding all teams randomly using a random number generator.
3. After completing your match, please turn your scorecard into the golf shop.
4. The winners of each round shall advance to the next round. The bracket can be accessed at any time on the Rush Creek website.

**SCHEDULE & PARTNER STIPULATIONS**

1. It is the responsibility of the players to arrange their own matches, including the scheduling of tee times. In the event of one player being absent at the starting time, a side may be represented by a single player. If the second player joins during the match, they must join between holes. See Golf/Rule 23.4 <https://www.usga.org/content/usga/home-page/rules/rules-2019/rules-of-golf/rule-23.html>
2. Please schedule your next match as soon as both winning teams are known. Do not wait for the email 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 cannot agree on a date within the allotted time, please contact the Tournament Director. If a match schedule cannot be mutually agreed upon by the participants, assuming both teams made a good effort to find a mutually agreeable time, the match will be decided via a coin toss.

**DEADLINES TO COMPLETE EACH ROUND**

**Round 1-** May 22 – June 11

**Round 2 –** June 12- July 9

**Round 3 –** June 10 – August 6

**Round 4 –** August 7 – August 27

**Round 5 Semi Finals –** August 28 – September 10

**Round 6 Finals –** September 11 – September 30

**SCORE CARDS**: Please fill in your score card completely!

* Record each player’s gross score on every hole (best guess if picked up or conceded).
* Circle the winning score for each hole.
* Clearly mark on the front of the card the match play score (for example “Kaprizov/Zuccarello defeat Landeskog/MacKinnon, 2 & 1”).
* Sign, attest, and date your card.

CONTACT INFORMATION: If you have questions regarding your match, please contact:

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