

MATCH PLAY



- ✦ In a Handicap Match Play, the player with the lowest net score [better ball in a **partner** format] wins the hole and is entitled to have the honors at the next teeing ground. A hole can be halved (tied) by score or by penalty.
- ✦ In Match Play, the ball farthest from the hole is played first. In partner competition, partners may play in the order they consider best. (30-3c and 31-5)
- ✦ In general, where a player would incur a 2-stroke penalty in Stroke Play, he would lose the hole in Match Play. Exceptions 11-4a, 11-4b, 11-5 [playing outside teeing ground and 19-5].
- ✦ A 1-stroke penalty in Stroke Play usually corresponds to a 1-stroke penalty in Match Play
- ✦ In Match Play, a player may concede his opponent's next stroke, the hole or the match at any time prior to the conclusion of the hole or match.
- ✦ In Match Play, if a player carries more than 14 clubs, the state of the match is adjusted at the completion of the hole at which the breach was discovered, by deduction one hole for each hole at which the breach occurred, with a maximum deduction per round of two holes.
- ✦ In Match Play, a player may immediately require his opponent to replay a shot if he plays from outside the teeing ground, from a wrong teeing ground, or if he plays out of turn.
- ✦ In Match Play, a player is allowed to practice on the competition course before a round on the day of an event; in Stroke Play this is prohibited.
- ✦ In Match Play, during play of a hole, a player is entitled to know the number of strokes his opponent has taken; and after play of the hole, the number of strokes he has taken on the hole just completed.
- ✦ In Match Play, if a player's ball in motion is accidentally deflected or stopped by an opponent or his equipment – no penalty is incurred. The player may immediately cancel the stroke and replay the stroke or play the ball as it lies.
- ✦ In Match Play, if a player's ball at rest is moved or touched by an opponent, other than during search, the opponent incurs a 1-stroke penalty.
- ✦ In Match Play, if a player disagrees with his opponent, a player may make a claim. He is **not** allowed to play a second ball when he is in doubt as to his rights. He must notify his opponent that he is making a claim. The player must state the facts of the situation and that he wants a ruling. The claim must be made before playing from the next teeing ground, or in the case of the last hole of the match, before all players leave the putting green.

How match Play Rules *differ* from Stroke Play Rules

- ✚ In general, where a player would incur a 2-stroke penalty in Stroke Play, he would lose the hole in Match Play. Exceptions 11-4a [playing outside teeing ground – Match Play], 11-4b [playing outside teeing ground – Stroke Play], 11-5 [playing from wrong teeing ground] and 19-5 [By another Ball].
- ✚ A 1-stroke penalty in Stroke Play usually corresponds to a 1-stroke penalty in Match Play
- ✚ The method of scoring is different – in Match Play the game is played by holes: in Stroke Play each stroke, including penalty strokes, made by a competitor counts towards his total score.
- ✚ In Match Play, a player may concede his opponent's next stroke, the hole or the match at any time prior to the conclusion of the hole or match. In Stroke Play, the competitor must hole out on every hole of the stipulated round.
- ✚ In Match Play, a hole can be halved [tied] by score or by penalty. Stroke Play is not played on a hole by hole basis.
- ✚ In Match Play a player may **not** play a second ball. If he does, it is a wrong ball and the penalty is loss of hole. In Stroke Play, if a player is unsure of his rights or procedure, he may play a second ball without penalty.
- ✚ In Match Play, if a player disagrees with his opponent, he is entitled to lodge a “claim” against him and the Committee will resolve the dispute as soon as practicable. In Stroke Play, any doubtful points are settled with the Committee before the competitor and his marker sign the scorecard.
- ✚ In Match Play, if a player carries more than 14 clubs, the state of the match is adjusted at the completion of the hole at which the breach was discovered, by deduction one hole for each hole at which the breach occurred, with a maximum deduction per round of two holes. In Stroke Play, the penalty is two strokes for each hole at which any breach occurred, with a maximum penalty per round of four strokes [penalties are applied to the 1st and 2nd holes].
- ✚ In Match Play, a player may immediately require his opponent to replay a shot if he plays from outside the teeing ground, from a wrong teeing ground, or if he plays out of turn. In Stroke Play, a competitor incurs a 2-stroke penalty if he plays from outside the teeing ground or from the wrong teeing ground and he must correct the error; but there is no penalty for playing out of turn.
- ✚ In a Handicap Match the player with the lowest net score wins the hole and is entitled to have the honor at the next teeing ground. In handicap Stroke Play, the player with the lowest gross score on the hole has the honor.
- ✚ In Match Play, a player is allowed to practice on the competition course before a round on the day of an event; in Stroke Play this is prohibited.

- ✚ In Match Play, during play of a hole, a player is entitled to know the number of strokes his opponent has taken; and after play of the hole, the number of strokes he has taken on the hole just completed. In Stroke Play there is no penalty for giving wrong information as to the number of strokes taken.
- ✚ In Match Play, if a player's ball in motion is accidentally deflected or stopped by an opponent or his equipment – no penalty is incurred. The player may immediately cancel the stroke and replay the stroke or play the ball as it lies. In Stroke Play this is considered “a rub of the green” – see rules 19-1 [by outside agency] and 19-4 [by fellow competitor, caddie or equipment].
- ✚ In Match Play, if a player's ball at rest is moved or touched by an opponent, other than during search, the opponent incurs a 1-stroke penalty. In Stroke Play, there is no penalty for this offense.
- ✚ In Match Play, if a player hits the wrong ball in a hazard (bunkers included), it is loss of hole. Rule 12-2 was amended to allow a player to lift his ball for identification in a hazard. In Stroke Play, it is a two stroke penalty - see rules 12-2 and 15-3.
- ✚ Several infractions which result in a disqualification penalty in Stroke Play do not apply to Match Play. A Player is **disqualified in Stroke Play** if she plays from the next teeing ground or, in the case of the last hole, left the putting green without rectifying the following infractions:

IF INFRACTION NOT RECTIFIED [See above]	STROKE PLAY RESULT	MATCH PLAY RESULT
Failing to hole out 3-2	DQ'd	Not always required to hole out because opponent may concede a putt.
Teeing off from outside teeing ground 11-4	DQ'd	The player's ball is in play unless the opponent recalls the shot.
Teeing off from the wrong teeing ground 11-5	DQ'd	The player's ball is in play unless the opponent recalls the shot.
Playing a wrong ball 15-3	DQ'd	Loss of hole
Serious breach of playing from a wrong place 20-7	DQ'd	Loss of hole
Playing in incorrect order in a Threesome or Foursome event 29-3	DQ'd	Loss of hole

To reiterate. The disqualification penalties as shown above apply to Stroke Play and DO NOT APPLY TO MATCH PLAY. A player is not required to hole out in Match Play because the opponent may concede her putt. As for playing from outside the teeing ground or from a wrong teeing ground – the player's ball is in play unless her opponent recalls her shot.