

MWGA MATCH PLAY LEAGUE RULES, INSTRUCTIONS & GUIDELINES

Revised April 2016

MPL KEY DATES

Kick off meeting	Sunday, May 7	The Links at Crystal Lake
Scheduled match play	Sunday, May 21	TBD
Scheduled match play	Sunday, June 4	TBD
Scheduled match play	Saturday, June 24	TBD
Scheduled match play	Sunday, July 2	TBD
Scheduled match play	Sunday, July 9	TBD
Scheduled match play	Saturday, July 22	TBD
Date by which all matches must be completed	Saturday, July 29	
Qualifying Playoffs	Saturday, August 5	TBD
Quarter Finals	Sunday, August 13	Must be complete by 8/19
Semi Finals	Sunday, August 20	Must be complete by 8/31
Finals/Season Finale	Sunday, September 10	TBD

LEAGUE REQUIREMENTS

1. The league is open to current MWGA members with a valid USGA Handicap Index.
 - a. Members must keep their index current by timely posting all eligible scores on the GAM website (www.gam.org). Any player failing to post all eligible scores, which results in her using a course handicap higher than she is allowed in a match, is subject to automatic loss of match.
 - b. Instructions for posting scores can be found on the MWGA web site, under Posting Scores.
2. Players are assigned to their flights after the GAM indexes have been published for the April 15 revision period. Players will remain in their assigned flight for the entire season, regardless of handicap index changes. When indexes are tied at the break between flights, the player with the lower index during the last season, will go in the lower flight, unless still tied, the player with the higher index during the last season will go in the higher flight, unless still tied, the player with the most rounds played in the last season will go into the lower flight.
3. Each player will have 5 matches (or as determined by the number of players in each flight) within her flight.
4. Matches will be scheduled between two opponents at a mutually agreed upon, date, time and course.
5. Seven group match play events will be scheduled and hosted during the season to facilitate the scheduling of matches.
6. To be eligible for the playoff, all matches must be completed by the due date established by the League Coordinator at the beginning of the season.

LEAGUE SIGN-UP AND RESIGNATIONS

1. Members will register for the league using forms and payments options on the MWGA website.
2. The amount of Match Play League membership dues will be announced before registration opens.
3. League membership will be limited to a multiple that will allow 4 to 6 matches to be played in each flight.
4. A waiting list will be established if demand warrants and returning members will be given priority until the membership deadline established by the league coordinator. After the deadline, vacancies will be filled on a first come first serve basis
5. 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.

- a. 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
- b. 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

1. Matches are one-on-one, 18 hole-by-hole competitions.
2. Play is governed by the USGA Rules of Match Play.
Please note: 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.
3. All matches, including playoffs are handicapped at 100% of the difference between the two opponent's course handicaps. Instructions for determining a player's course handicap can be found on the MWGA web site, under Posting Scores.
4. After the regular season, there are four playoff rounds for eligible players; Qualifying Round, Quarter-Final Round, Semi-Final Round and Championship.
5. 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.
6. For league purposes, final match play standing, winner/loser points awarded and net score (strokes) for each opponent will be recorded per round and reported to the league coordinator.

EARNING MP POINTS

1. Match play is played by holes and unlike stroke play, scoring consists of individual holes won, halved, or lost. A match is either won (1 point), loss (0 points), or halved (1/2 point). A match is over when a player has won more holes over her opponent, than the number of holes remaining to play. A match is **dormie**, when a player is up by the same number of holes remaining in the round. Once a player is **dormie**, she cannot lose the match. The opponent must win the remaining holes to tie the match.
2. A hole is won by the player with the lowest net score (actual – handicap strokes).
3. If the players tie, then the hole is halved.
4. In MWGA MPL scoring, up to a total of 18 points are award per match, but no more than 10 points per player.
 - a. The winner receives 10 points, the loser receives 0 – 7 points, added to TPW (Total Points Won)
 - b. The points earned by the opponent is added to the TPL (Total Points Loss)
 - c. The winner of the match will receive 1 point, or if a match is halved, each player receives ½ point to be added to TMW (Total Matches Won).
5. A full explanation of the point system is attached at the end of this document.

FLIGHT STANDINGS

1. Flight standings are based on the number of matches won, then by accumulated TPWs and TPLs.
2. Flight standings are updated throughout the season and posted on the MWGA web site at <http://mwgolf.org/eventspg/mwga-match-play-league/2017-mpl-standings-roster/> in a pdf file from the page.

RULES DISAGREEMENTS & UNDOCUMENTED PROCEDURES

There will be a Rules Committee established and announced at the beginning of every season. The MPL Rules Committee will preside over any Rules dispute claimed by players or any situation that is not covered by this document.

The 2017 Rules Committee is Cynthia Pinkard, Deb Horning, Joan Cleland

1. All players should be familiar with match play rules.

2. 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.
 - a. Please note: 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 cannot be withdrawn. Be prepared to present details of the disagreement to the MPL Rules Committee.

MATCH CANCELLATIONS

1. You are allowed up to 2 weeks before any match to reschedule without reason. If less than that, 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. Every attempt should be made to resolve scheduling issues in all fairness and consideration of the other player.
2. 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/MATCHES NOT PLAYED

1. A member may forfeit no more than 1 match. A 2nd forfeit will result in her immediate resignation from the league (refer to RESIGNATION paragraph for details).
2. All match points previously awarded will be nullified and everyone in her flight will be given 10 points.
3. All players are strongly encouraged to schedule their matches by no later than the end of May and all matches must be completed by July 29.

SUSPENDED PLAY – REGULAR SEASON AND PLAYOFFS

1. 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.
2. 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 playoff position will be resolved in the following order until the tie is broken:

1. Most matches won
2. Result of their individual match (if applicable)
3. Lowest total points lost (TPL)
4. By Flight, with the lower handicap flight taking the lower seeded number (If Flight A & C tied for seed 3 & 4, A will become the 3rd seed, C will become the 4th seed).

PLAYOFF ROUNDS

1. Players must complete all of their matches to be eligible for the playoffs.
2. Players must be able to participate in all playoff rounds (qualifying, quarter-finals, semi-final, and championship).
 - a. If a player can anticipate being unable to participate in any of these rounds, the player should forfeit their match as soon as possible so a replacement can be found.

3. 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.

1. Qualifying Round – QR [16 players]

- The 1st place winners from each flight will advance to the QR to fill the first positions.
- The next positions (wildcard positions) will be filled by the next players with the most matches won and the total points won, regardless of flight. The Tie-Breaker Rule will be used to break ties.
- Match assignments for the QR is based on accumulative TPW, not flight. Refer to Seeding and Brackets section in this document.
- QR replacements - If a player is unable to compete in the playoff qualification round, the next eligible member will replace her. Eligibility will be determined based on the number of matches won and the highest total points won (TPW), regardless of their flight or final position. The tie-breaker rule will be used if needed to determine the replacement.

2. Quarter Final Round – QF [8 players]

- The winners from the qualifying round matches will advance to the quarter final playoffs.
- QF Replacements: If a player is unable to complete in the QF round, she forfeits and her opponent is deemed the winner of the match and will proceed to the next playoff round.

3. Semi-Final Round – SF [4 players]

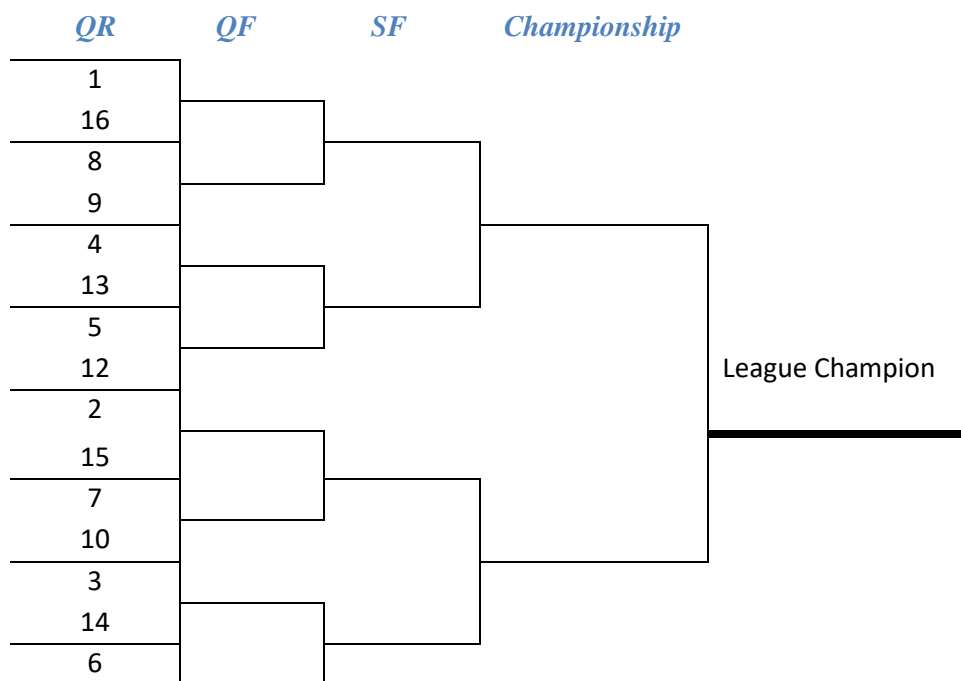
- The four QF match play winners will advance to the semi-final playoffs.
- SF Replacements: If a player is unable to complete in the SF round, she forfeits and her opponent is deemed the winner of the match and will proceed to the championship.

4. League Championship [2 players]

- After the semi-finals, the remaining two match play winners will play for league champion.
- No replacement: 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.

SEEDING AND BRACKETS

1. Players will move to the qualifying rounds as described in 1 above –Qualifying Round and players will be seeded #1 through #16 for the qualifying round, based on their accumulated TMW/TPW/TPL rank.
2. The assignment of matches using seeding and playoff brackets are as follows:



GENERAL MATCH PLAY GUIDELINES AND RULES

ABOUT USGA RULES - GOVERNING MATCH PLAY

- The rules of match play are different than in stroke 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."

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 replay the shot 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.

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 under Events => Match Play => Match Play League Schedule.

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.
- 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. You can also calculate course handicap using a basic calculator. Course handicap is equal to index times course slope divided by 113, then rounded to the closest whole number.
- 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 and total net scores should be reported to Joan Cleland (jcleland12@comcast.net)

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 (GAM)

- Total gross scores from match play rounds must be posted through GAM. Scores are to be posted as regular scores, not tournament 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 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:

- i. 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.
- ii. *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.
- iii. Your course handicap is 20. You receive 2 strokes on the 2 holes rated the hardest and 1 stroke on the other 16. If you didn't play a hole which (for example) is rated as the 4th hardest hole, you will record par + 1 handicap stroke on your scorecard.

SUBMITTING MATCH PLAY RESULTS TO LEAGUE COORDINATOR

Match play scores, along with each player's adjusted gross score and name, should be emailed to the league coordinator in a timely manner. Submitter should include players' names and the date and course played and should cc her opponent in the email.

Match Standing	TWP	TLP	Finished 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.

TPW = Total Points Won

TPL = Total Points Lost

Match Play Rules Quick Reference

- 1) You cannot play a match while concurrently playing stroke play. To do so is a serious breach and will disqualify you from further participation in the league.
- 2) As long as our league is based on net hole-by-hole scores, you MUST accurately post all eligible scores. When you play a MPL match, your index must be current and completely up-to-date. If it is found not to be, you are subject to forfeiting the match.
- 1) The course establishes hole handicaps. All courses do not adhere to the process established by the USGA. When selecting a course to play a match,
 - a. it MUST have a current GAM rating. Look up the course on the GAM web site, then write down the ratings from the tees rated for women (yards, course and slope ratings).
 - b. using the course scorecard, review the hole handicaps. Hole handicaps should be separate and different for women and men.
 - c. hole-by-hole handicaps should be reasonably accurate, especially hole handicaps 1 – 4. Review and using your best judgment, determine if handicapped holes 1 – 4 are really the most difficult and are actually in the order of difficulty? These things need be true for handicapped match play.

If these three things don't meet the criteria, don't schedule or play your matches there (unless you are scheduling an individual match outside of the play dates and you and your opponent have the same course handicap).
- 2) Match Play is played hole-by-hole and is a duel between you and your opponent. It is not stroke play, where you are focused on aggregate score. To appreciate match play, you should focus on what it takes to win a hole, not on how you score. Once you know a hole is lost, or your opponent has a tap-in putt, concede the hole or the putt then move on.
- 3) Loss of hole? One stroke penalty? Replay your last shot?
 - a. In match play, if you play the wrong ball, ground your club in a hazard, give the wrong information about the number of strokes, including penalties you are lying, take improper relief from a OB boundary before making a shot, etc., the penalty is loss of hole, not a two stroke penalty.
 - b. If you put a ball into play, in front of the tee markers, hit a ball on the green with a putt, play out of turn, there is no penalty. Depending on the situation, your opponent may require that you replay your last shot or you may cancel your shot and play it over. Read your Rules and know your options.

- 4) MPL members are expected to schedule and play most of their matches in May and June. By July you should have no more than 1 or two matches remaining. If you can only play on week-ends, you should plan on playing at least three of the Match Play Dates. If you can only play during the week, or if you have an extended vacation planned, you must inform the MPL coordinator when you sign up for the MPL. Anyone not actively trying to schedule matches, or not responding to requests to schedule matches or consistently cancelling and rescheduling matches, without cause, may be subject to loss of points.