MWGA MATCH PLAY LEAGUE RULES, INSTRUCTIONS & GUIDELINES
Proposed Revised 2019

MPL KEY EVENTS & COMMITMENTS
See the MPL Official Schedule on the website MWGOLF.ORG and sent to you by email for specific dates and locations

<table>
<thead>
<tr>
<th>Event/Commitment</th>
<th># of Days</th>
<th>Time Frame</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kick off meeting</td>
<td>1</td>
<td>End of April or Early May</td>
</tr>
<tr>
<td>Scheduled match play dates</td>
<td>4 - 7</td>
<td>April/May – July/August</td>
</tr>
<tr>
<td>Date by which all matches must be completed</td>
<td>-</td>
<td>End of July or Early August</td>
</tr>
<tr>
<td>Play-Off Rounds (Qualifying, Quarter Final, Semi Final)</td>
<td>3</td>
<td>August - September</td>
</tr>
<tr>
<td>Finals/Season Finale</td>
<td>1</td>
<td>September</td>
</tr>
</tbody>
</table>

I. 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 or GHIN website (www.gam.org or www.ghin.com). 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 website, under Posting Scores.
2. MPL membership fee and MPL dues must be paid in full before the start of the season.
3. MPL members must be respectful and responsive to fellow league members by responding to emails and phone messages timely (no more than 48 hours).
4. All matches should be scheduled by no later than the end of May.
5. All matches must be completed by the date established by the League Coordinator at the beginning of the season.
6. If a player makes it to the Qualifying Rounds, she must be available to complete all playoff matches within the prescribed dates and be able to play her Finals match on the date of the Finale or within 7 days of the Finale. Otherwise, she should withdraw from the playoffs. Players unable to play a match on the date of the Finale must notify the coordinator. An authorized referee must accompany the players in the final match.
7. Play on The Scheduled Group Play Dates is not mandatory but is encouraged whenever possible in order to foster camaraderie within the league and to facilitate the scheduling of matches.

II. LEAGUE SIGN-UP/RESIGNATIONS/FORFEITURES
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. If a member must resign from the league, one of the two following conditions will then 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 opponents 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 to the resignee will be nullified. (See Section IV-4 for points awarded to the beneficiaries of unplayed matches).
6. A member may forfeit no more than 1 match. A 2nd forfeit will result in her immediate resignation from the league. If a member is forced to resign due to excessive forfeitures no refund of membership fee will be provided.
7. See Section IV Earning MP Points for points awarded to beneficiaries of unplayed matches due to forfeitures and/or resignations.
III. **COMPETITION FORMAT**
1. Matches are one-on-one, 18 hole-by-hole competitions.
2. Play is governed by the USGA Rules of Match Play. See Rule 3.2 for central elements of Match Play competitions.
3. All matches, except 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 website, under Posting Scores. Other resources, including the quick calculation method, can be found under the 4th bullet of Section XIII.
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.
7. 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.
8. Each player will have 5 matches (or as determined by the number of players in each flight) within her flight.
9. Matches will be scheduled between two opponents at a mutually agreed upon date, time and course.
10. Group match play events will be scheduled and hosted during the season to facilitate the scheduling of matches.
11. 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.

IV. **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. The MPL scoring system is attached at the end of this document.
2. A hole is won by the player with the lowest net score (actual minus handicap strokes).
3. If the players tie, then the hole is halved.
4. In the MPL, there is a **three-point system used for scoring**:
   a. First, **for played matches** the match winner receives 1 point, (or if a match is halved each player will receive ½ point), to be added to Total Matches Won (TMW). **Beneficiaries of unplayed matches, (either by forfeit or league withdrawal), will receive ¾ points added to TMW.**
   b. Second, the match winner will receive 10 points and the match loser will receive 0 to 7 points added to Total Points Won (TPW). **For tied matches, both players will receive 9 points added to TPW. Beneficiaries of unplayed matches will receive 10 points added to TPW.**
   c. Third, points earned by an opponent in b. above will be added to the player’s Total Points Lost (TPL). **Beneficiaries of unplayed matches will receive 0 points added to TPL.**
V. FLIGHT STANDINGS
1. Flight standings are based on the number of matches won (TMW), then by accumulated total points won (TPW) and then by least amount of total points lost, (TPL).
2. Flight standings are updated throughout the season and posted on the MWGA website: (mwgolf.org => Events => Match Play League).

VI. RULES DISAGREEMENTS & UNDOCUMENTED PROCEDURES
1. There will be a Rules Committee established and announced at the beginning of every season. The MPL Rules Committee will preside over any Ruling Requests made players or any situation that is not covered by this document.
2. All players should be familiar with match play rules.
3. Should an on-course rules disagreement arise that can't be resolved by the players or by a review of the USGA RULES BOOK, the player may make a Ruling Request under Rule 20.1b. If a referee or the MPL Rules Committee is not available in a reasonable time, the player may make the Ruling Request by notifying the opponent that a later ruling will be sought when a referee or the MPL Rules Committee becomes available. This request must be made before the result of the match is final.
   a. Please note: If you intend to make a Ruling Request that 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.

VII. MATCH CANCELLATIONS
1. You are allowed up to 2 weeks before any match to reschedule. Every attempt should be made to resolve scheduling issues in all fairness and consideration of the other player.
2. Any match cancellation or delay may be rescheduled if both players agree.
3. If you are late for a match, the penalty is loss of every hole not played, refer to Rule 5.3a.
4. If you fail to show up for a match, and if you cannot reschedule a match date acceptable to your opponent, then you may be subject to a forfeit.
5. Bad weather is not of itself a good reason for discontinuing or canceling a match. Both players must agree to a suspension or cancellation and reschedule of play.

VIII. SUSPENDED PLAY – REGULAR SEASON AND PLAYOFFS
1. If a match is suspended for any reason and not restarted, 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 MUST ONLY 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.

IX. TIE-BREAKER RULE
Ties for playoff position will be resolved in the following order until the tie is broken:
   1st. Most matches won (TMW)
   2nd. Highest total points won (TPW)
   3rd. Result of their individual match (if applicable)
   4th. Lowest total points lost (TPL)
   5th. 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).

X. PLAYOFF ROUNDS
1. All playoff matches are handicapped at 90% of the difference between the two opponents' course handicaps.
2. Players must complete all of their matches complying with league rules to be eligible for the playoffs.
3. Players must be able to participate in all playoff rounds (qualifying, quarter-finals, semi-final, and championship).
   o If a player can anticipate being unable to participate in any of these rounds, the player should forfeit their seed/place in the playoffs as soon as possible so a replacement can be found.
4. 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.

5. Qualifying Round – QR [16 players]
   - The 1st place winners from each flight will advance to the QR to fill the first positions.
   - The remaining positions (wildcard positions) will be filled by the next players with the most matches won (TMW), then most points won (TPW), and then the fewest points lost (TPL), regardless of flight. The Tie-Breaker Rule will be used to break ties.
   - QR replacements - If a player is unable to compete in the playoff Qualifying Round, the next eligible member will replace her. Refer to the Tie-Breaker Rule.

6. 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.

7. 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.

8. 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.

XI. SEEDING AND BRACKETS
1. Players will move to the qualifying rounds as described 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:

<table>
<thead>
<tr>
<th>QR</th>
<th>QF</th>
<th>SF</th>
<th>Championship</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
XII. GENERAL MATCH PLAY GUIDELINES AND RULES

ABOUT USGA RULES - GOVERNING MATCH PLAY – Rule 3.2

- The rules of match play are different than in stroke play. In match play, all 2 stroke penalty rules violations mean loss of hole. 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 – Rule 6.4a

- Teeing Off: Hole #1 - Flip a tee/coin or go in alphabetical order.
- Following Holes: Honor goes to player who won the last hole net.
- 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, the player is encouraged to invite the opponent to play out of turn or may agree to the opponent’s request to play out of turn. No right to cancel the stroke in this situation.

CONCESSIONS – Rule 3.2b

- 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. Although, in the spirit of match play, it may be considered poor sportsmanship to continually finish conceded strokes.

SECOND BALL - Rule 20.1b(4)

There is no right to play two balls in match play. A player who is uncertain about the right procedure in a match is not allowed to play out the hole with two balls, because players in the match can protect their own interests. However, if a player in a match is uncertain about the right procedure and plays out the hole with two balls, the score with the original ball always counts if the opponent has not objected to the player playing the second ball. However, if opponent objects to the playing of a second ball and makes a Ruling Request in time, the player loses the hole for playing a “wrong ball” in breach of Rule 6.3c(1). 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 – Rule 20.1b(1)

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.

XIII. SETTING UP YOUR MATCH

You may schedule your own matches at any course and time mutually agreed upon by you and your opponent. To facilitate completion of all matches before the deadlines, group outing dates have been scheduled. These dates are published on the MWGA website (mwgolf.org), 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. Players 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 Ruling Request 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 ESC adjusted scores should be reported to the League Coordinator as soon after play as possible.

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.

XIV. POSTING SCORES FOR HANDICAPPING (GAM/GHIN)

- Total ESC adjusted gross scores from match play rounds must be posted through GAM/GHIN. 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 handicap, 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.
### XV. SUBMITTING MATCH PLAY RESULTS TO LEAGUE COORDINATOR

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

<table>
<thead>
<tr>
<th>Match Standing</th>
<th>TWP</th>
<th>TLP</th>
<th>Finished on hole</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Square</td>
<td>9</td>
<td>9</td>
<td>18</td>
<td>(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</td>
</tr>
<tr>
<td>1 up</td>
<td>10</td>
<td>7</td>
<td>18</td>
<td>(1) the match is all square after 17. A player wins 18. (2) one player is 1 up after 17. The players halve 18.</td>
</tr>
<tr>
<td>2 up</td>
<td>10</td>
<td>6</td>
<td>18</td>
<td>A player is 1 up after 17 and then wins 18. The match is over.</td>
</tr>
<tr>
<td>2 and 1</td>
<td>10</td>
<td>5</td>
<td>17</td>
<td>A player is 2 up after 17. There is one hole to play. The match is over after 17, because the opponent cannot win.</td>
</tr>
<tr>
<td>3 and 1</td>
<td>10</td>
<td>5</td>
<td>17</td>
<td>A player is 2 up after 16 with 2 holes to play (dormie). The player wins 17. The match is over.</td>
</tr>
<tr>
<td>3 and 2</td>
<td>10</td>
<td>4</td>
<td>16</td>
<td>A player is 3 up after 16 with 2 holes to play. The match is over after 16, because the opponent cannot win.</td>
</tr>
<tr>
<td>4 and 2</td>
<td>10</td>
<td>4</td>
<td>16</td>
<td>A player is 3 up after 15 with 3 holes to play (dormie). The player wins 16. The match is over.</td>
</tr>
<tr>
<td>4 and 3</td>
<td>10</td>
<td>3</td>
<td>15</td>
<td>A player is 4 up after 15 with 3 holes to play. The match is over after 15, because the opponent cannot win.</td>
</tr>
<tr>
<td>5 and 3</td>
<td>10</td>
<td>3</td>
<td>15</td>
<td>A player is 4 up after 14 with 4 holes to play (dormie). The player wins 15. The match is over.</td>
</tr>
<tr>
<td>5 and 4</td>
<td>10</td>
<td>2</td>
<td>14</td>
<td>A player is 5 up after 14 with 4 holes to play. The match is over after 14, because the opponent cannot win.</td>
</tr>
<tr>
<td>6 and 4</td>
<td>10</td>
<td>2</td>
<td>14</td>
<td>A player is 5 up after 13 with 5 holes to play (dormie). The player wins 14. The match is over.</td>
</tr>
<tr>
<td>6 and 5</td>
<td>10</td>
<td>1</td>
<td>13</td>
<td>A player is 6 up after 13 with 5 holes to play. The match is over after 13, because the opponent cannot win.</td>
</tr>
<tr>
<td>7 and 5</td>
<td>10</td>
<td>1</td>
<td>13</td>
<td>A player is 6 up after 12 with 6 holes to play (dormie). The player wins 13. The match is over.</td>
</tr>
<tr>
<td>7 and 6</td>
<td>10</td>
<td>0</td>
<td>12</td>
<td>A player is 7 up after 12 with 6 holes to play. The match is over after 12, because the opponent cannot win.</td>
</tr>
<tr>
<td>8 and 6</td>
<td>10</td>
<td>0</td>
<td>12</td>
<td>A player is 7 up after 11 with 7 holes to play (dormie). The player wins 12. The match is over.</td>
</tr>
<tr>
<td>8 and 7</td>
<td>10</td>
<td>0</td>
<td>11</td>
<td>A player is 8 up after 11 with 7 holes to play. The match is over after 11, because the opponent cannot win.</td>
</tr>
<tr>
<td>9 and 7</td>
<td>10</td>
<td>0</td>
<td>11</td>
<td>A player is 8 up after 10 with 8 holes to play (dormie). The player wins 11. The match is over.</td>
</tr>
<tr>
<td>9 and 8</td>
<td>10</td>
<td>0</td>
<td>10</td>
<td>A player is 9 up after 10 with 8 holes to play. The match is over after 10, because the opponent cannot win.</td>
</tr>
<tr>
<td>10 and 8</td>
<td>10</td>
<td>0</td>
<td>10</td>
<td>A player is 9 up after 9 with 9 holes to play (dormie). The player wins 10. The match is over.</td>
</tr>
</tbody>
</table>

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