



## Local Rules for Matchplay Competitions

1. **a)** Within 7 days of the initial posting of the draw (for 1st round matches) or the completion date of the previous round, it is the responsibility of the first named player/team to contact their opponents, to organise playing dates/times. Three reasonable dates to play should be suggested. Due regard should be given to the playing restrictions of their opponents, e.g. shift work, holidays etc.  
**b)** If the first named player/team has not made contact within 7 days of each rounds start date, the second named player/team should make contact and offer three dates.
2. Rounds of Matchplay events must be completed by the specified dates as indicated on the competition sheets. Failure to complete a match by the date specified could result in the disqualification of one or both players/teams.
3. In the event of players/teams being unable to agree on playing dates they must contact the Competition Secretary to arbitrate. (\* See below '**Penalty for incomplete matches**')
4. Once a date and time has been agreed, the first named player/team should book the agreed tee time through the internet booking system.
5. Competitors agreeing on a time and failing to arrive on the 1st Tee within 10 minutes of the specified time will forfeit the match to the other competitor(s).
6. The player starting the match on the 1<sup>st</sup> tee will be decided by a coin toss.
7. If a match finishes all square, the match should move to the first tee and continue to move through the course until a hole is won by either player. Evening matches should allow time for the completion of extra holes.
8. The final date for completion of each round as indicated on the draw sheet will not be extended under any circumstances unless amended by the Match & Handicap Sub-committee. Any ties not completed before the specified date for completion, will result in one or both competitors/teams being disqualified (rule 2).
9. Match handicaps will be agreed before the start of each match and will be calculated according to the '**Handicap Allowance**'. Guidance on this is provided below.
10. It is a courtesy for the losing player/team to enter their opponent's name/s in the next round of the competition sheet. However, it is the responsibility of the winner(s) of a match to ensure that their name or their team's name has been recorded on the competition sheet correctly. Match winners should also notify the Match and Handicap Secretary as soon as possible.

### **\* Penalty for incomplete matches**

In the event of a match not being completed by the deadline as stated on the competition sheet, one or both players/teams will be disqualified from the competition.

**NB:** If either player/team feels they have tried to arrange their match and have evidence to back their claim, they should approach a member of the Match & Handicap Sub-committee no later than midnight of the deadline date for that round of the competition. Appeals will be taken on a case-by-case basis and the committee's judgement in each case, will be final.



## **Handicap Allowance for Matchplay Competitions**

(Calculations are based on full course handicap)

**Singles:** Full difference between the handicaps of the players.

- Player 1 (9.6) = 10
- Player 2 (21.4) = 21

**Handicap allowance:**

- Player 2 receives (11)

**Foursomes:** Half the difference between combined handicaps of each side.

- Team 1 (6.6 + 4.1) = 10.7
- Team 2 (10.4 + 15.6) = 26
- Team 2 – Team 1 = 13 (13/ 2 = 6.5 rounded up to 7)

**Handicap allowance:**

- Team 2 receives (7)

**Fourball better-ball:** Lowest handicapper to concede strokes to the other three players based on 90% of the difference between their full handicaps.

- Team 1 (6.2) & (10.4)
- Team 2 (16.8) & (21)

**Handicap allowance:**

- Player 2 in Team 1 receives  $10.4 - 6.2 = 4.2$  (90% of 4.2 = 3.8 rounded up to 4)
- Player 1 in Team 2 receives  $16.8 - 6.2 = 10.4$  (90% of 10.4 = 9.4 rounded down to 9)
- Player 2 in Team 2 receives  $21 - 6.2 = 14.8$  (90% of 16.8 = 15.1 rounded down to 15)

**Greensomes:** Full difference between greensomes handicaps. To calculate an exact greensomes handicap you add 0.6 of the lower player's handicap to 0.4 of the higher player's – the difference between the two teams' exact greensomes handicaps is then rounded up or down as normal (rounding occurs only once at the very end)

- Team 1 Player 1 (0.4 of 6.6 = 2.6)
- Team 1 Player 2 (0.6 of 4.1 = 2.4)
  - Exact combined greensomes handicap = 5
- Team 2 Player 1 (0.6 of 10.4 = 6.2)
- Team 2 Player 2 (0.4 of 15.6 = 6.2)
  - Exact combined greensomes handicap = 12.4
- $12.4 - 5 = 7.4$  rounded down to 7

**Handicap allowance:**

- Team 2 receives (7)