



USGA RULES SHALL GOVERN ALL PLAY EXCEPT WHERE MODIFIED BY LOCAL RULES.

MEN – GREEN TEES | WOMEN – ORANGE TEES

Fall Match Play - Pace of Play – Each Match will have a time par (2:15 hours per Match). Matches not completing their round of golf within the pace of play guideline or within 10-minutes of the group directly ahead of them, may be assessed a penalty reduction of 1-point to their final tally.

Match Play Scoring:

Each Flight consists of six teams made up of two players. Within each Flight, each side will play a 9-hole match against the other five teams. Each match is worth 9-pts total. If a hole is won by a team's net score, that team will earn 1-pt. If the teams' net scores are tied, each team will earn ½ pt. A team losing a hole earns 0-pts for that hole. Each team will try to earn as many points as possible through each match. If a team is required to play against course Par, the team may earn up to 7-pts total. The team with the most points will be determined the Flight winner.

Local Rule 1 – Divots in Fairways:

If your ball comes to rest in a divot in the fairway being played, you may lift, clean and place your ball within six inches of the spot (getting full relief), no nearer the hole.

Local Rule 2 – Concession of Match:

If a team is unable to compete in a scheduled match for any reason, the opposing side may only win up to 7 points. The team must inform the rules committee before their next scheduled time. Teams are allowed to compete with only 1 player representing their side. Teams are also allowed if both agree to concede a match and earn 4.5 points equally.

Rule 3.2. Match Play

Concession of Match, Hole, or Next Stroke

Distance Measuring Devices:

The use of GPS devices, rangefinders and other distance measuring devices are permitted with the exception of devices that provide yardage and slope or wind speed.

Provisional Ball (18.3):

If a ball may be lost outside a penalty area or may be out of bounds, to save time the player may play another ball provisionally in accordance with rule 18.3. The player must inform his marker or a fellow-competitor in stroke play that he intends to play a provisional ball, and he must play it before he or his partner goes forward to search for the original ball. (See Model Local Rule E-5 below.)

Model Local Rules E-5 Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds

This option allows the player to drop in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole. The player gets two penalty strokes when using this relief option.

No Play Zones (Rule 2.4)

No Play Zones are identified by green topped red stakes. You must also take relief if the no play zone interferes with your stance or area of intended swing when playing a ball outside the no play zone. (1-stroke penalty)

Other Help (Rule 10.2b):

A: Other than on Putting Green – A player may have the line of play pointed out anywhere, but any person must move away or any object must be removed before your stroke is made.

B: On the Putting Green – Although you or your caddie may touch the putting green with a hand, foot or anything you are holding, you must not improve the conditions affecting your stroke, and an object must not be set down anywhere on or off the putting green to show your line of play.

Bunkers:

All prepared areas of sand with accompanying rakes are deemed to be bunkers. All other sand areas are "general area." If you are unsure as the status play it as a bunker. See Local Rule 2.

Immovable Obstruction (Rule 16.1):

If a ball lies in the general area and an immovable obstruction on or within two club-lengths of the putting green and within two club-lengths of the ball intervenes on the line of play between the ball and the hole, the player may take relief as follows:

The ball must be lifted and dropped at the nearest point to where the ball lay that (a) is not nearer the hole, (b) avoids intervention and (c) is not in a hazard or on a putting green.

Sod Seams on Bandon Dunes: Players may take relief from temporary sod seams by placing the ball within 6-inches of the seam guaranteeing full relief from the seam.

Determining if ball lies on or touches the putting green:

In certain instances, it may be difficult to determine if a ball in play lies on or touches the putting green and consequently can be marked and lifted under Rule 13. If a member of the Committee is not readily available and there is any doubt as to whether a ball lies on or touches the putting green, the ball is deemed NOT to lie on or touch the putting green and the ball must be played as it lies. A player in doubt of procedure may also play a 2nd ball under Rule 3-3.

In the event of a tie:

In the event of a tie for the Flight winner, winners will be identified by the head-to-head Match results. If still tied, the Committee will determine a blind draw of combined total of two Matches, then three, etc. until a winner is identified.