

Edinburgh Men's Golf Association

Season Long Match Play Tournament Guidelines

- 1. The NUMBER ONE RULE is PLAY FAST! Be Ready to Hit!**
- 2. Sign-up sheet must be received by April 30th.**
- 3. Entry fee must be paid before first match.**
- 4. Players must always use the tee box he chose at the start of the season.**
- 5. Up to date brackets are posted on the EMGA website and in the men's locker room.**
- 6. Winners must notify the Match Play Commissioner or update the locker room's bracket.**
- 7. Each player uses his handicap as of the day of the match.**
- 8. The player with the lowest handicap on the day of the match plays at a 0. The other player's handicap is reduced by that lower handicap. For example:**
 - a. Player A, with a 5 handicap, plays at 0 for the match**
 - b. Player B, with a 12 handicap, plays at 7.**
- 9. The players may, at the 1st tee only, agree to play "ready golf" instead of the traditional match play format.**
- 10. DAM Cup points are awarded in Scratch, Singles and Doubles for:**
 - a. Completing rounds 1 and/or 2 on-time = 10 points per round**
 - b. Winning round 1 on time = 10 points**
 - c. Winning round 2 on time = 10 points.**
- 11. EMGA members signing up for Match Play agree to schedule matches before each round's deadline.**
- 12. When a match is not completed within the current round's deadline the Commissioner is authorized, after consulting with the players, to make an informed decision as to expediting the match.**

- 13. When a rules dispute occurs and the players cannot agree to a resolution, a provisional ball can be played and the Commissioner or available Club Pro will make a decision. Calling the Pro-Shop for an immediate ruling is encouraged. All decisions are final.**
- 14. When a match is tied after 18 holes, players choose how to determine a winner. A chip-off, putt-off or any option agreed upon, including playing out, is allowed. When choosing to play out, you must see the Golf Shop or Starter about getting back on the course to complete the match.**
- 15. For handicap purposes, players must record a reasonable score when putts and/or holes are conceded.**

Doubles Competition

- 1. Doubles competition is a Four-Ball (aka Best-Ball) game. Each team member plays their own ball tee-to-green. The Doubles team with the lowest individual net score wins the hole. The team members' scores or handicaps are not combined or averaged.**
- 2. Each player uses his handicap as of the day of the match.**
- 3. The player with the lowest handicap on the day of the match plays at a 0. The other players' handicaps are reduced by that lowest handicap. For example:**
 - Player A, with a 5 handicap, plays at 0 for the match.**
 - Player B, with a 12 handicap, plays at 7.**
 - Player C, with a 9 handicap, plays at 4.**
 - Player D, with a 10 handicap plays at 5.**
- 4. If a team member starts the round, and finishes one or more holes but is unable to complete the round for any reason, then his team mate finishes the match as a single.**
- 5. Substitutions are only allowed in these situations:**

- 1. Health or Injury: A team member is unable to compete in the current round's deadline due to unexpected health or injury issues. The substitute must be an EMGA member, not on another Doubles team and plays his normal tee box. White tee player can substitute for Blue tee player or vice-versa. The absent team member must return when healthy.**
 - The healthy player may play as a single.**
- 2. Family: An unexpected family matter requires a team member's absence beyond the current round's deadline. The substitute must be an EMGA member, not on another Doubles team and plays his normal tee box. White tee player can substitute for Blue tee player or vice-versa. The absent team member must return when able.**
 - The available player may play as a single.**

Substitution must be communicated to the Commissioner for approval before playing.

Substitution is not allowed because of inconvenience, inability to meet a round's deadline, expected health or family matters, or other commitments. The Commissioner has final authority over any conflicts.