

March 11, 2016

## MATCH PLAY

1. Competition consists of "round-robin" play among all "regular" members. Participants are separated into nests of six members each. If the number of participants is not divisible by six, then the appropriate number of nests will contain only five members. BYE's will be assigned as the sixth member of any reduced size nest.

2. Each nest member will have an identifying number (from 1 to 6) and will play match play with every other member of his nest according to the following schedule:

<u>Match #</u>	<u>Nest Pairings</u>		
1	1 vs.2	3 vs 4	5 vs 6
2	1 vs 3	2 vs 5	4 vs 6
3	2 vs 4	1 vs 5	3 vs 6
4	1 vs 4	3 vs 5	2 vs 6
5	2 vs 3	4 vs 5	1 vs 6

**3. Players should strive to play matches on the schedule play date as this provides maximum group participation and allows players to focus on Match Play and Medal Play separately. However due to unforeseen scheduling issues a player is allowed to reschedule matches. All matches must be played no later than the last medal play tournament.**

4. It is the responsibility of each member to make mutually agreeable arrangements with his scheduled opponent to play the match on a non-scheduled play date. The match may be on any mutually agreed upon course and any day of the week. If only one player appears on the scheduled date with no prior arrangement for a later match, his opponent forfeits and he is credited with a win.

5. Only one match may be played on any date (no multiple matches).

6. Points will be awarded each match play participant for each match as follows:

Winning the match (by play or forfeit)	- 3 points
Halving the match (a tie)	- 2 points each
Losing the match	- 1 point
Forfeiting the match	- 0 points
Drawing a BYE	- 2 points

7. Nest winners will be determined after five rounds of match play. The player earning the greatest number of points within a given nest will be declared the winner and awarded a trophy or cash at the banquet. If a points tie exists, the nest winner will be determined by the following sequence of tie-breakers:

- a. Clear winner in head-to-head match play.
  - b. Net holes up considering all matches; (net holes up is the sum of "holes up" in matches won minus "holes down" in matches lost). Byes and halved matches count as zero (0). Forfeits count two (2) up to the winner but four (4) down to the member who forfeits.
  - c. If a tie still exists, co-nest winners will be declared.
8. All participants will use current full handicaps as assigned by the Handicap Chairman.
- 9. Each match is scheduled for 18 holes. In the event of inclement weather, completion of 9 holes constitutes a finished match. If play is suspended, contestants will wait one hour before canceling play. When less than 9 holes have been completed the match must be replayed. When inclement weather necessitates canceling all matches, the Tournament Committee will reschedule that match date.**
10. Any match that is even after 18 holes is considered halved, and each player receives 2 points (no play-off).
11. Rules governing play will be those in effect for all other Ashrose tournaments, except putts may be conceded by either player, unless another type tournament is being played, then a putt may be conceded if **all** member of the "foursome" agrees.
12. Selection of members for each nest will be done at the March general meeting. This selection and the numerical position within each nest will be somewhat random. Members in flights A and B will be grouped, then randomly sorted into nests. Similarly, members in flights C and D are grouped and randomly sorted into nests.
- 13. Each member who participates in match play is allowed only one forfeit. If a player obtains a second forfeit all players in the nest receive a bye regardless if they had won or lost prior to the second forfeit. Two or more forfeits also means that player will be excluded from match play the following year. Any member so excluded may appeal to the Board, stating reasons to support reinstatement.**
14. In the event a golf course is open under conditions of foul weather and carts are being allowed for play by the course, a match shall be played if one member chooses to play. The match will be recorded as a forfeit to the opponent who chooses not to play, otherwise the match should be rescheduled (see paragraph 4).