Richter Park Men's Club
2017 Two Man Season Match Play

Chairman	Frank Kunst	
Field Size	54 Teams (or lesser even number divisible by 3)	
Seeding	Random	
Entry Fee	$30/team	
Format	18 Holes Match Play Better Ball with 90% of handicap	
Tees	White	
Conditions	Lift, clean and place in own fairway and closely mown areas around the green. If uncertain how to proceed for a given situation, play two balls and consult the pro.	
Schedule	Qualifying Rounds 1-3 May 1 - June 30	Round of 16 Round 4: July 1–31 (8 advance) Round 5: August 1-31 (4 advance) Round 6: September 1 -30 (2 advance) Finals: October 1 - 15
Qualifying Matches	Teams will be divided into 3 flights. Each team will play one team each from the other flights and one from their own flight. (A-B, A-C, A-A, B-B, B-C, C-C). **Sixteen (16) teams will qualify.**	
Arrangement of Matches	Players shall proactively schedule their matches with their opponents to ensure the round can be completed per the schedule.	
Sudden Death	All matches begin sudden death on 1st hole, or 10th hole per starter instructions. Continue with same format.	
Use of Handicaps	90% of course handicap from the latest revision. Team max differential is 20 strokes. A report of handicaps will be posted to the Match Play page. If not current use the lookup feature at http://ghin.com/lookup.aspx The Course Handicap of all four players is reduced by the Course Handicap of the player with the lowest handicap, who then plays from scratch.	

Qualifying Scoring	Scoring will be as follows:
	• Each hole is worth 1 point
	• Every 3 holes is worth 1 point. The team that wins 2 or more of the 3 holes earns the point.
	  ○ If all 3 holes are halved – each team gets a ½ point.
	• 1 point will be awarded for the overall 18 holes. If each team wins the same number of holes, each team gets a ½ point.
	• *Record team best ball score – if a hole is not completed use "most likely score" to make from where ball last lied*
	• Qualification criteria are:
	  ○ Overall match record
	  ○ Total Points aggregate for all three matches
	• Tiebreaker: Lowest 18 hole score best ball team across all three matches	

Weather Contingency	Should weather interrupt a match in progress, the teams should wait a minimum of 1 hour for the opportunity to conclude their match. If the course closes due to weather conditions the following shall apply. Matches played through 13 holes will be official Matches played less than 13 holes: • may be rescheduled for resumption at a mutually agreeable time, provided the match completion date permits this • not completed by the round schedule will be decided upon a coin flip	

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Forfeited Matches	• If a match is forfeited or must be decided by coin flip, the score for the match will 1-0
Results	• Turn in one scorecard per match to the pro shop

Rules

1. Strict adherence to established deadlines is a must. The match should be played and reported to the Event chairman no later than the evening deadline for the respective round.
2. All participants are responsible for proactively scheduling the match. As a courtesy, the higher seeded (lower number) team should take ownership to ensure match is decided on the golf course.
3. If a match is unable to be played by the deadline, the team which feels more at fault should retire to protect the timeliness of the event.
4. Substitution of players is not permitted. If one team member is unable to play due to injury or other circumstances, the match may be contended with the available player against the other team.
5. If no volunteer steps forward to retire, the Event Chairman on the Monday following the deadline will decide the team to advance through a single coin flip.
6. Under extremely rare circumstances, if the participants would like an exception to the deadline to be considered, they must notify the Event Chairman prior to the deadline with a valid reason why there was not enough time to complete the match. In addition, the match must be scheduled within an immediate time frame. For example, "we are playing on Tuesday morning at 8:12." The Event Chairman will not consider the following weekend as reasonable or timely and will default to a coin flip to protect the event.
7. The Event Chairman shall have final say on both the decision to grant (or not) an extension and to determine the outcome of the Single coin flip.

Discussion

The Discussion is intended to provide further information as to the application and operation of the Rules. In reviewing this information, it should be remembered that the Rules were adopted because a previously consistent members' complaint had been difficulty in scheduling and completing matches in a timely manner.

1. We can all agree that difficult weather can impact the playing of matches. However, weather, by itself, is not justification for an extension of the applicable deadline, even though the match could not be conveniently scheduled until the end of the allowable time. If competitors schedule a match to be played near the end of the deadline, they assume the risk of bad weather, unless the Club determines that all match deadlines should be extended.
2. A competitor only being available to play on the weekends or being out of town do not, by themselves, justify an extension.
3. The amount of time requested for the extension, by itself, is not a relevant consideration under the Rules. If it were, short extensions would be automatic and the purposes of the Rules, negated.
4. A request for an extension should address all elements of the Rules, including Rule 3's admonition that "the Team who feels more at fault" should retire. While no one should be

forced to retire, competitors need to recognize this fundamental obligation of their participation.

5. Rule 6 states that extensions are permitted "under extremely rare circumstances." We can all agree that the Rules require members to proactively and diligently schedule and complete their matches; extensions should not be expected or assumed.
6. Having extensions granted by subsequent potential opponents is not a process contemplated by the Match Play Rules. Such a process is not desirable as it will create situations in which matches seeking extensions will cajole or pressure subsequent potential opponents to accede to an extension. Those situations will be unfair to the subsequent competitors and will yield inconsistent results in affording extensions, depending upon the identities of the subsequent opponents.