



2011 Match Play Tournament

For NIMAGA Members

USGA RULES FOR MATCH PLAY WILL GOVERN ALL PLAY WITH THE BELOW RULES SPECIFIC TO THIS EVENT:

1. Both players will mutually decide on the course to play their match. You both must also mutually decide on the tees you will play from for your match. If you cannot agree, you must play your match from the middle tees.
2. This two-man match play should be played as a twosome; however, if both players wish to play as a threesome or a foursome, you may only invite another NIMAGA member(s) to join your twosome. No other friends, relatives, or spouses are to be part of your threesome or foursome. If you play as a threesome or foursome, you and your opponent must tee off first on each hole if you play with other NIMAGA members. If the golf course makes you play with another golfer(s) in your group, you should request to tee off first on each hole. Caddies are not allowed.
3. Your Certified Golf Handicap Slope Index on the day of each match will be used for that match. Your handicaps are to be adjusted for the course you play based on the tees you use. The higher handicap will receive the differential on the lowest handicap holes. You will be sent a separate email with instructions on how to convert your "slope index" to the course and tees you'll be playing your match. Except for the May opening round, players will be required to have posted with the handicap service the same minimum number of rounds required by NIMAGA for the corresponding monthly tournament. See "Rules and Eligibility" on NIMAGA.org for further clarification. The penalty for not having the minimum number of rounds reported to CGH for the respective month is the loss of two holes (1st and 2nd) of your match.
4. Players must play and finish their match before the 29th of each month. If the players are unable to play their match within the round's time period, MPT Headquarters could determine that both players would forfeit their match. This would mean that the next opponent in their bracket would receive a victory and bye to move on to the next round. If one of the players cannot play within the bracket time period, MPT Headquarters could determine that the player would forfeit the match, and the other player would advance into the next round. We recommend that you and your opponent schedule your match as soon as the match is posted to ensure finishing your match in time. Playing your match prior to the scheduled month is allowed as long as both players have the required number of rounds for the scheduled month.
5. Late for tee time: If a player is late for his tee time, there is a grace period of 15 minutes with no "loss-of-hole" penalty. After 15 minutes, and every 15 minutes thereafter, there will be a loss of one hole penalty per 15 minute period (starting with the 1st hole) - i.e., if you are 35 minutes late, you will have a loss of the 1st and 2nd hole of the match. If a player **does not call** his opponent or the course to say he'll be late, the "no-show" player forfeits the match after 30 minutes beyond the scheduled tee time.
6. A match is won when one player is up more holes than there are holes left to play. The match must go at least 9 holes in order to be official in the case of bad weather or darkness; however, continuance or stoppage of play must be mutual and of good judgment. If play cannot be resumed within a mutually agreed upon time that day, the winner will be determined by whoever was leading after the last completed hole. In the case of a tie, sudden death play is recommended if the golf course will allow, and both participants mutually agree; otherwise, the winner will be determined by going *backwards* on the scorecard starting on the 18th (or the last completed hole in a shortened match). Whoever won the last hole not halved (using net score) is the winner. Results of the match should be emailed **by the winner** to tournament headquarters within 24 hours. A separate email will also be sent with a reporting form for reply.
7. In *match play*, a putt or hole can be conceded by a player to his opponent at any time and cannot be withdrawn. One other key point that must be noted is that if you are unsure of a ruling, you *cannot* play two balls for the remainder of the hole, which is allowed in *stroke play*. You must accept the score you post for that hole unless you or your opponent make a "claim" before anybody tees off on the next hole or everybody leaves the putting green if on the final hole. A "claim" allows you to get the proper ruling later from the course pro or a reliable source that might affect your score on that hole. The penalty for breach of a rule in match play is loss of hole except when otherwise provided. **Please make every effort to resolve any disputes and determine a winner before you leave the course.** Any unresolved disputes must be emailed by midnight that day to tournament headquarters at mptfm@aol.com. A final ruling will be given within two days and is not subject to appeal.