

***MATCH PLAY RULES***

**Eligibility**

Cro-Am match play rules are listed below and will be adhered to by all financial members.

If the financial membership numbers at the end of Round 3, are 36 or under the match play draw will be limited to 32 players. If there are 37 or over we will have a 64 player draw. The Match Play draw will be made immediately preceding the round 3 game.

The first 32 financial members will qualify for the draw. If we have more than 32 but less than 37, the qualifying criteria will be as per the preceding order below.

1. Number of games attended in the first 3 rounds
2. Lowest Net score over 3 rounds
3. Lowest Net score over 2 rounds
4. Lowest Net score on 3rd round

Any financial members that are outside of the 32 will be placed in a reserve list in the same qualifying order. If on the scheduled match play day that a player in the 32 does not attend then they will be replaced in the match play draw with a reserve player. Note: this is only applicable for Round 1.

To allow for greater flexibility and to encourage less walk/over results, if you are unable to attend your Match Play round it is up to your opponent to agree to play the match at an agreed venue and date prior to the scheduled Match Play round. If a course cannot be agreed on and the opponent still agrees to play, then the game must be played at the course that Cro-Am has scheduled that round.

Please do your best to assist your opponent in having a result rather than a walk over.

A signed match play card must be submitted on or before the scheduled match play round.

If your opponent does not agree to an alternative date but neither player turns up to the scheduled Cro-Am match play game, then both players will be eliminated.

**Objective**The objective of Match Play is to win more holes than your opponent. Match Play is a one on one competition format.

**Scoring**
When scoring you must take handicaps into consideration. Deduct the lower handicap from the higher handicap, the difference is the “head start” the higher handicap player will receive. The higher handicap player will distribute evenly his “head start” over the Match Index holes that are ranked from 1 to 18, and receive these as stroke advantages over his opponent. For example:

Higher Handicap Player (36) – Lower Handicap Player (15) = 21 Strokes “Head Start”

The Higher Handicap Player will have one stroke advantage on holes ranked 4th and higher and two strokes on holes ranked 1st, 2nd & 3rd. A Match Play Hole has only 2 possible results a win for a player or the hole is halved (tied).

Using the above example for a Match Play Hole ranked 3rd if the Higher Handicap Player records a gross score of 6, and the Lower Handicap Player records a gross score of 4, the hole is halved or tied and no result is recorded. However, if the Higher Handicap Player records a gross score of 5, and the Lower Handicap Player records a gross score of 4, the hole has been won by the Higher Handicap Player.

**Tallying Up Results**
If a player has won more holes than there are left to be played, the game has been won and is over. Results will reflect this scenario for example:

2 & 1 means a player was up by 2 holes and there was one hole left to play. Effectively the game was over after the completion of the 17th hole played.

**A Tied Result**
If holes are tied (both player have won the equal amount of holes), a put-off will determine the winner. Each player will put once at an agreed point, the player closer to the hole will be the winner.