

STGCSA Two Man Match Play Event 2025 – Rule Sheet

FORMAT:

1. The Two Man Team Match Play event is a round robin tournament in which 4-5 teams are put into groups. Each team will play a best ball (best ball net, aka Four Ball Match Play) round against 3 or 4 other teams in their group for a chance to advance to the single elimination tournament, head-to-head during each round. The top 3-4 teams will advance to the single elimination tournament. All players must be active members in good standing of the STGCSA.
2. Teams may be comprised of – A combination of two STGCSA members or STGCSA member/Affiliate. **NO** Affiliate/Affiliate teams will be allowed.
3. Each player plays his own ball from tee to green. The player with the lowest net score on a given hole wins that hole for his team. The team that is leading by a number of holes greater than the number of holes remaining to be played wins the match. (e.g., 4 up with 3 to play – known as winning 4 & 3)
4. A match can result in a halve in pool play. Once we reach the single elimination bracket, all matches that are tied after 18 will go into sudden death extra holes to determine the winner. Handicaps will extend to extra holes.
5. USGA match play rules apply – Decisions can be resolved within the group or the Golf Professional on site.

HANDICAPS:

1. Handicaps will be based on 50% of established handicap.
2. Handicaps will be provided for each match from the tournament committee prior to the match via text, email or phone.
3. All entries require updated USGA handicap or the tournament committee has discretion to set players handicap as deemed suitable.

BRACKET:

1. The bracket will be composed of up to 5 groups, each group will be composed of 4-5 teams (depending on how many teams sign up). Once the top 3-4 teams in each group are decided. Those 16 teams will play a single elimination tournament to determine the Match Play Champion

SCHEDULE:

1. It is the responsibility of the players to arrange their own matches, including the scheduling of tee times. A single player may represent a team. If a second player joins during the match, they must join between holes.
2. There will be no player substitutions allowed. Teams will either have to reschedule or forfeit the match.
3. All group matches must be completed by May 4th. Matches will start on January 2nd. The Swinging 16 matches need to be completed by June 22nd. The Snowman matches need to be completed by August 3rd. The Final Fore matches should be completed by Sept 28th. The final match must be completed before the annual meeting in mid November.

GROUPS and WINNERS:

Tifeagle, Miniverde, Floradwarf, Champion, Paspalum

A team will win their group by having more points than any of the other teams in their group. Points will be awarded for participation and winning.

Point scale:

Win-4 points

Draw-2 points

Loss-1 Point

For Example, a team with a record of 3-0 would earn 12 points. A team with a record 3-1 will receive 12 points for the Win and 1 point for playing in the match they lost, so they would have a total of 13 points. If a team has a record of 2-0-2, 2 wins and 2 halves. They will have a total score of 8points (wins) and 4 points (draw). Total score of 12 points.

TIEBREAKER:

Tiebreaker will be determined by the following format.

1. Head to Head outcome
2. Most Wins
3. Most Matches played

SCORE CARDS:

1. Once the committee has been notified of the date and location of the match, handicap adjustments will be made and emailed to each player.
2. It is the teams' responsibility to mark the scorecard and agree upon each player's handicap on the card before play.
3. A player from each team must report the results of each match to the committee. Example: Send picture of scorecard to tournament committee

Tournament Committee:

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