



# Match Play v Stroke Play

How does match play differ?

Main points:



# Rule 1: Penalties

1 penalty stroke in stroke play = 1 penalty stroke in match play.

However,

In Match Play the General Penalty Is

**Loss of hole!**





# Loss of hole!

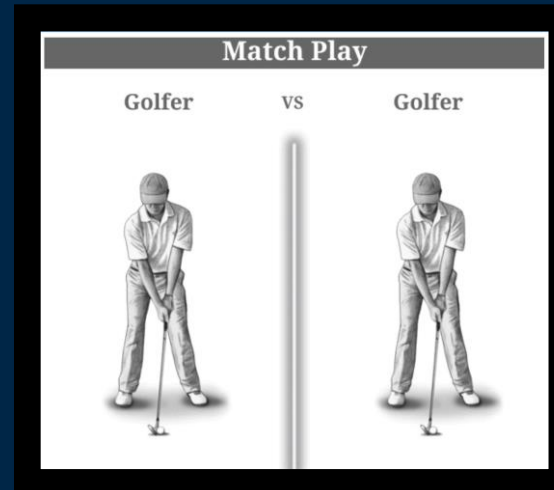
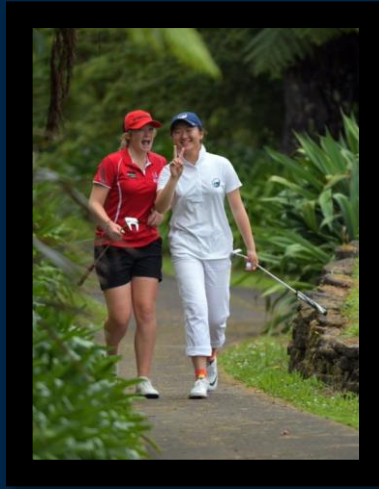
Examples:

- Hitting a wrong ball! Rule 6.3c
- Improving conditions which affect the stroke (plucking paspalam!) Rule 8.1a
- NB: No penalty for your putt hitting your opponents ball on the putting green, however their ball must be replaced!



# Rule 3: Match Play

- Players compete solely as **individuals** against an opponent



- Although a team, there are **No** partners & **No** advice can be given!





# Advice

Advice is any verbal comment or action that is intended to influence a player in: choosing a club, making a stroke or deciding how to play during a hole or round!

**Giving** or **asking** for advice from anyone other than your caddie is a Breach of Rule 10.2 = **Loss of hole!**



# How to win a hole

- Take fewer strokes than your opponent, or in handicap match play, have the lower net score
- Your opponent concedes or
- receives the General Penalty, **Loss of hole!**





# Tied or halved holes

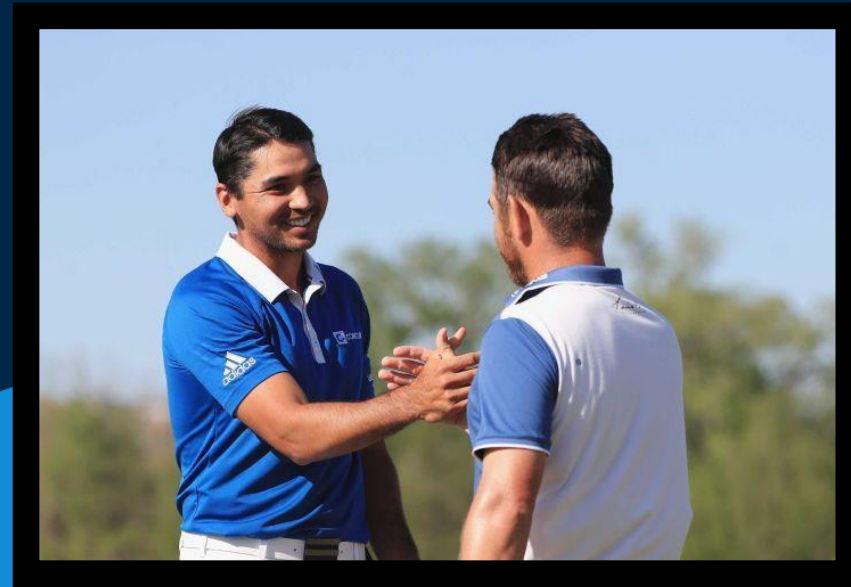
- After starting the hole, by agreement or both complete the hole in the same number of strokes





# Concessions

- Players may concede their opponents next stroke, a hole or the match.



Once given, a concession cannot be declined or withdrawn!







# Handicap strokes

- In handicap match play these are given hole by hole & the lower net score wins the hole

hole	10	11	12	13	14	15	16	17	18	IN	TOTAL		
Yds	99	437	351	338	320	355	300	309	286	2795	5374		
Par	3	5	4	4	4	4	4	4	4	36	71	Player	
whci	18	6	8	10	2	4	14	16	12	slope	123	hdcp	idx
												12	11.3
JK	3	6	5	5	7	5	5	5	5	46	86		
st					1	1						16	15.1
CP	3	6	5	5	5/4	5/4	6	4	6	45	87		
LG	AS	AS	AS	AS	-1	-2	-1	-2	X				

CP won the match - 2&1

# Be aware

- Know where you receive any strokes and make sure you claim them.



- If players mistakenly agree a hole or match score, that agreed result stands unless corrected in time.



# Strokes taken

- Players may ask their opponent how many strokes they have taken during play of a hole

I've taken 3!



Breach of Rule 3.2d = Loss of hole if you give your opponent the wrong number of strokes taken, unless corrected in time, or does not affect the result.





# Penalty breach

- Players **must** inform their opponent about any penalties they have incurred as soon as practicable.



Breach of Rule 3.2d = **Loss** of hole unless corrected in time, or opponent knew the player had a penalty.

# Overlooking Rule Breaches

- Players **may** act on any breach of the Rules their opponent makes

or

**choose to ignore it!**





# Rule 6: Starting Play of a Hole

- If a player starts the hole outside the teeing area, there is **no penalty**, **but** the opponent **may** cancel the stroke and ask for it to be played from within the teeing area



# Order of Play in Your Match!

- On the first tee this is determined by a draw or toss of a coin



- During play of the hole, the ball that is farther from the hole is played first



- The order of play refers only to the player and their opponent, not all 4 players!







# Subsequent holes

- When a player wins a hole they have the honour on the next tee



- Your opponent **may** cancel your stroke if you play out of turn & request that you play when it is your turn, **no penalty**

# Rule 20: Rules Issues / Disputes

- During a round, the players may agree on how to resolve a rules issue



OR





# Ask for a Ruling

- Either player may protect their rights by asking for a ruling from the Match Committee or Referee if one is available



# Procedure

The player must notify their opponent that a later ruling will be sought

1. when they become aware of the fact and
2. before either player makes a stroke to begin another hole

**Or**

3. if during or after the completion of the final hole, before the result of the match is final.

