

Match Play

2-1. General

A match consists of one *side* playing against another over a *stipulated round* unless otherwise decreed by the *Committee*.

In match play the game is played by holes.

Except as otherwise provided in the *Rules*, a hole is won by the *side* that *holes* its ball in the fewer *strokes*. In a handicap match, the lower net score wins the hole.

The state of the match is expressed by the terms: so many “holes up” or “all square,” and so many “to play.”

A *side* is “dormie” when it is as many holes up as there are holes remaining to be played.

2-2. Halved Hole

A hole is halved if each *side* *holes* out in the same number of *strokes*.

When a player has *holed* out and his *opponent* has been left with a *stroke* for the half, if the player subsequently incurs a penalty, the hole is halved.

2-3. Winner of Match

A match is won when one *side* leads by a number of holes greater than the number remaining to be played.

If there is a tie, the *Committee* may extend the *stipulated round* by as many holes as are required for a match to be won.

2-4. Concession of Match, Hole or Next Stroke

A player may concede a match at any time prior to the start or conclusion of that match.

A player may concede a hole at any time prior to the start or conclusion of that hole.

A player may concede his *opponent*'s next *stroke* at any time, provided the *opponent*'s ball is at rest.

The *opponent* is considered to have *holed* out with his next *stroke*, and the ball may be removed by either *side*.

A concession may not be declined or withdrawn.

(Ball overhanging hole – see Rule 16-2)

2-5. Doubt as to Procedure; Disputes and Claims

In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the *Committee* is available within a reasonable time, the players must continue the match without delay. The *Committee* may consider a claim only if it has been made in a timely manner and if the player making the claim has notified his *opponent* at the time (i) that he is making a claim or wants a ruling and (ii) of the facts upon which the claim or ruling is to be based.

A claim is considered to have been made in a timely manner if, upon discovery of circumstances giving rise to a claim, the player makes his claim (i) before any player in the match plays from the next *teeing ground*, or (ii) in the case of the last hole of the match, before all players in the match leave the *putting green*, or (iii) when the circumstances giving rise to the claim are discovered after all the players in the match have left the *putting green* of the final hole, before the result of the match has been officially announced.

A claim relating to a prior hole in the match may only be considered by the *Committee* if it is based on facts previously unknown to the player making the claim and he had been given wrong information (Rules 6-2a or 9) by an *opponent*. Such a claim must be made in a timely manner.

Once the result of the match has been officially announced, a claim may not be considered by the *Committee*, unless it is satisfied that (i) the claim is based on facts which were previously unknown to the player making the claim at the time the result was officially announced, (ii) the player making the claim had been given wrong information by an *opponent* and (iii) the *opponent* knew he was giving wrong information. There is no time limit on considering such a claim.

Note 1: A player may disregard a breach of the *Rules* by his *opponent* provided there is no agreement by the *sides* to waive a *Rule* (Rule 1-3).

Note 2: In match play, if a player is doubtful of his rights or the correct procedure, he may not complete the play of the hole with two balls.

2-6. General Penalty

The penalty for a breach of a *Rule* in match play is loss of hole except when otherwise provided.

7-1. Before or Between Rounds (Practice)

a. Match Play

On any day of a match-play competition, a player may practice on the competition *course* before a round.

During a *stipulated round*, a player must not:

a. give *advice* to anyone in the competition playing on the *course* other than his *partner*, or

b. ask for *advice* from anyone other than his *partner* or either of their *caddies*.

a. Information as to Strokes Taken

An *opponent* is entitled to ascertain from the player, during the play of a hole, the number of *strokes* he has taken and, after play of a hole, the number of *strokes* taken on the hole just completed.

b. Wrong Information

A player must not give wrong information to his *opponent*. If a player gives wrong information, he loses the hole.

A player is deemed to have given wrong information if he:

(i) fails to inform his *opponent* as soon as practicable that he has incurred a penalty, unless (a) he was obviously proceeding under a *Rule* involving a penalty and this was observed by his *opponent*, or (b) he corrects the mistake before his *opponent* makes his next *stroke*; or

(ii) gives incorrect information during play of a hole regarding the number of *strokes* taken and does not correct the mistake before his *opponent* makes his next *stroke*; or

(iii) gives incorrect information regarding the number of *strokes* taken to complete a hole and this affects the *opponent's* understanding of the result of the hole, unless he corrects the mistake before any player makes a *stroke* from the next *teeing ground* or, in the case of the last hole of the match, before all players leave the *putting green*.

A player has given wrong information even if it is due to the failure to include a penalty that he did not know he had incurred. It is the player's responsibility to know the *Rules*.

a. When Starting Play of Hole

The *side* that has the *honor* at the first *teeing ground* is determined by the order of the draw. In the absence of a draw, the *honor* should be decided by lot.

The *side* that wins a hole takes the *honor* at the next *teeing ground*. If a hole has been halved, the *side* that had the *honor* at the previous *teeing ground* retains it.

b. During Play of Hole

After both players have started play of the hole, the ball farther from the *hole* is played first. If the balls are equidistant from the *hole* or their positions relative to the *hole* are not determinable, the ball to be played first should be decided by lot.

Exception: Rule 30-3b (*best-ball* and *four-ball* match play).

Note: When it becomes known that the original ball is not to be played as it lies and the player is required to play a ball as nearly as possible at the spot from which the original ball was last played (see Rule 20-5), the order of play is determined by the spot from which the previous *stroke* was made. When a ball may be played from a spot other than where the previous *stroke* was made, the order of play is determined by the position where the original ball came to rest.

c. Playing Out of Turn

If a player plays when his *opponent* should have played, there is no penalty, but the *opponent* may immediately require the player to cancel the *stroke* so made and, in correct order, play a ball as nearly as possible at the spot from which the original ball was last played (see Rule 20-5).

11-4. Playing from Outside Teeing Ground

a. Match Play

If a player, when starting a hole, plays a ball from outside the *teeing ground*, there is no penalty, but the *opponent* may immediately require the player to cancel the *stroke* and play a ball from within the *teeing ground*.