

STEAMBOAT LADIES GOLF CLUB MATCH PLAY

1. **Beginning in 2018, this is a 9-hole event. (previously 18-hole)
Use ½ your handicap for this 9-hole event.**
2. **In Match Play, the game is played by holes. The lower net score wins the hole. The reckoning of holes is kept by the term – so many “holes up”. The Match is won by the player winning the most number of holes. If a player leads by a number of holes greater than the number of holes remaining to be played – the Match is over.**
3. **Matches must be completed within scheduled time periods or both players will forfeit. If two players cannot agree on a Match date, the player who presents herself at the Pro Shop at 9:00 am on the last day of the scheduled time period for completing that round of Match Play will be declared the winner.**

Usually, one of the players decides to forfeit if her schedule does not allow her to play in allotted time period. To avoid having to forfeit, it is suggested that participants play their Match as soon as possible and don't wait until the last moment. Match dates are usually two to three weeks apart to allow for scheduling to be worked out between players.
4. **All Matches will be played using current USGA handicaps as of the day of the Match. (all players MUST have a current USGA handicap) USGA Rules will apply per match play. All players must play to a maximum 36 handicap. [maximum 18 for 9 holes]
[use ½ handicap for this 9-hole event]**
5. **If match is TIED at the end of 9 holes, players will proceed with a “sudden death” playoff beginning on Hole #1, and continuing with consecutive holes (2,3,4, etc.) until one of the players wins a hole and ends the match.**
6. **All first round losers will automatically be entered in the Consolation Round.**
7. **Please post winners on Match Play bracket as soon as you finish Match.**
8. **All match play scores are to be posted as TOURNAMENT SCORES in the computer. (even IF some of the holes were conceded ---estimate your score on those holes, adjust score for that hole(s), and POST score.**

