



## NEW FOR 2024 -DOUBLE ELIMINATION

Teams will all play a minimum of two matches with all losers having the opportunity to play back into the championship match. Please keep your matches on schedule (we added a couple of rounds to make it possible). Once you lose twice, you are out.

## OFFICIAL RULES

### HANDICAPS

All players must have a verifiable CDGA, USGA, or other authorized entity (see USGA Rules of Handicapping) handicap index to compete otherwise they must play to a 0.0, **no exceptions**. Once the golf course is chosen, using its slope, rating and par and using the player's index, handicap will be determined (visit: <https://www.usga.org/course-handicap-calculator.html>) or work with Pro Shop for course handicapping.

**All players will use 90% of their handicap** as suggested by the USGA for a partner event. Rounded up at 0.5 and greater.

*Example:* A 15 handicap and a 16 handicap will play as a 14. ( $15 \times .9 = 13.5$  rounded to 14) and ( $16 \times .9 = 14.4$  rounded down to 14).

**Handicaps are played off the low player in the group.** The low player in each group will be reduced to 0. All other players are reduced the same amount. If the 15 handicap, playing as a 14 in this event (example above), is the low player, he will be moved to a 0. His partner and the other players on the opposite team are all 20 handicaps/18 for the event ( $20 \times .9 = 18$ ), they will be reduced to a 4 handicap (18-14).

**Cards are dotted off the low player in the group.** In the above example, the low player receives no shots, and all other players will receive 4 shots, 1 on each of the #1-#4 handicap holes.

See USGA Guidelines 9-4a(iii) – lowest handicap plays with no strokes.

### FORMAT:

1. The **Two Person Team Match Play** event is an ongoing single-elimination tournament in which two teams play match play (best ball net, aka Four Ball Match Play), during each

round. The winning team advances to the next round. All players must be active members of the MAGCS.

2. Each player plays their own ball from tee to green. The player with the lowest net (see handicap section) score on a given hole wins that hole for his team. The match is won by the team that is leading by a number of holes greater than the number of holes remaining to be played. (e.g., 4 up with 3 holes to play – known as winning 4 & 3).
3. The stipulated round is 18 holes; however, if both teams agree *in advance*, the stipulated round may be adjusted to 9-holes.
4. If the match is even after the last hole, the match continues until a winner is decided through sudden death. Handicap strokes remain the same for playoff holes. The honor continues with the team that had it last or would receive it by winning the last hole in the match.
5. Rangefinders (DMDs – distance measuring devices) are allowed for use during play with no slope function enabled.
6. USGA Rules apply: <https://www.usga.org/rules-hub.html>

## BRACKETS

1. The winners of each round shall advance to the next round in the championship bracket. Losers from each round will be moved to the loser bracket with the chance of advancing back to the championship match.
2. If your team loses twice, you are out of the tournament. If the champion of the winner's bracket loses in the final, they play the final match again and winner will take all of the second match.
3. The bracket will be displayed and updated on the MAGCS website.
4. After completing your match, please notify MAGCS via email/text, etc.
5. Take a picture of the group and send with result (score included) and course played.

## PRIZES

First Place Team: \$1000

Second Place Team: \$500

Other Final Four Teams: \$200

## SCHEDULING:

It is the responsibility of the players to arrange their own matches, including the scheduling of tee times and course location. In the event of one player being absent at the starting time, a side may be represented by a single player. If the second player joins during the match, they must join between holes.

Please schedule your next match as soon as both winning teams are known. You can schedule a match as soon as possible. It is your responsibility to touch base with your opponents.

If the opponents can't agree on a date within the allotted time, please contact the MAGCS. If a match schedule cannot be mutually agreed upon by the participants, assuming both teams made a good effort to find a mutually agreeable time, the match will be decided via a coin toss.

Any disputes will be decided by the MAGCS Golf Committee.