



# 2017 NIMAGA Match Play Tournament (MPT) (NIMAGA Sanctioned)

USGA RULES FOR MATCH PLAY WILL GOVERN ALL PLAY WITH THE BELOW RULES SPECIFIC TO THIS EVENT:

## 1. COURSE SELECTION

Both players will mutually decide on the day, time, and course to play their match for each round except the Final Round. You both must also mutually decide on the tees you will play from. If you cannot agree, you must play your match from the white (middle) tees. It is imperative that good sportsmanship be exhibited throughout the entire tournament.

## 2. FORMAT

Your two-man match can be played as a twosome; however, if you are required or scheduled to play as a threesome or a foursome, another NIMAGA member(s) is preferred. Playing your match in a group with a friend or relative is allowed as long as you both mutually agree prior to the day your match is being played. Proper golf etiquette should be followed as far as the group tee off order; however, your match honors is determined by a coin flip on the first tee, and then the winner of the previous hole for the remainder of the match will have honors. Caddies are allowed if the course requires them or you both mutually agree to have one prior to the day your match is being played..

## 3. HANDICAP

The **lower** of either your posted USGA Handicap Index (IGH) or NIMAGA Tournament Handicap Index on the day of each match will be used for that match. The lower of the two handicap indexes are to be adjusted for the course you play based on the tees you use. The higher handicap will receive the differential on the lowest handicap holes. Players will be required to have posted the same minimum number of rounds with IGH required by NIMAGA for the corresponding monthly tournament. See "Rules and Eligibility" on [www.nimaga.org](http://www.nimaga.org) for further clarification. The penalty for not having the minimum number of rounds reported to Interstate Golf Handicaps (IGH) for the respective month is the loss of two holes (1<sup>st</sup> and 2<sup>nd</sup>) of your match.

**Determine Handicaps on the day of your Match.** On the day of your match, to get the course adjusted handicaps that you will use: 1) Go to [www.nimaga.org/handicaps](http://www.nimaga.org/handicaps) to access your "Handicap Card" (IGH) index and "Tournament Handicap" Indexes. The latest revision date should be the same for both. Write down the lower of the two indexes for both you and your opponent. 2) Go to the course website and write down the "Slope Rating" for the tees you will be using. The middle tees will be used unless both you and your opponent agree to use another tee. 3) Go to [www.usga.org/course-handicap-calculator.html](http://www.usga.org/course-handicap-calculator.html) and enter the "Index" and "Rating" to get you and your opponent's course handicap. The higher handicap gets the differential on the lowest numbered handicap holes. The golf course can provide this information in case you need to verify it.

## 4. MATCH PLAY DEADLINE DATES

Players should make every effort to play their match before the 29<sup>th</sup> of each month. If the players are unable to play their match within the round's time period, MPT Headquarters could determine that both players would forfeit their match if neither participant has made little or no effort to schedule their match. This would mean that the next opponent in their bracket would receive a victory and bye to move on to the next round. If one of the players cannot play within the bracket time period, MPT Headquarters could determine that the player would forfeit the match, and the other player would advance into the next round. We recommend that you and your opponent schedule your match as soon as the match is posted to ensure finishing your match in time. Playing your match prior to the scheduled month is allowed as long as both players have the required number of rounds for the scheduled month.

## 5. LATE FOR TEE TIME

If a player is late for his tee time, there is a grace period of 10 minutes with no "loss-of-hole" penalty. After 10 minutes, and every 10 minutes thereafter, there will be a loss of one hole penalty per 10 minute period (starting with the 1st hole) - i.e., if you are 35 minutes late, you will have a loss of the first three holes of the match. If a player **does not contact** his opponent or the course to say he'll be late, the "no-show" player forfeits the match after 30 minutes beyond the scheduled tee time.

## 6. MATCH WINNER

A match is won when one player is up more holes than there are holes left to play. The match must go at least 9 holes in order to be official in the case of bad weather or darkness; however, continuance or stoppage of play must be mutual and of good judgment. If play cannot be resumed within a mutually agreed upon time that day, the winner will be determined by whoever was leading after the last completed hole. In the case of a tie, a sudden death playoff is recommended if both of you mutually agree before you start your match, and if the course allows it, you must start where you are instructed to. If you have an option, start the playoff on a hole which you both mutually agree to, as handicap strokes will fall as they may. If the course does not allow or you decide not to do a playoff, then the winner will be determined by going **backwards** on the scorecard starting on the 18<sup>th</sup> (or the last completed hole in a shortened match). Whoever won the last hole not halved (using net score) is the winner. Results of the match should be emailed to MPT Headquarters [mptfnm@aol.com](mailto:mptfnm@aol.com) within 24 hours. A separate email will be sent with a reporting form for reply.

## 7. WINNING A HOLE

In *match play*, a putt or hole can be conceded by a player to his opponent at any time and cannot be withdrawn. One other key point that must be noted is that if you are unsure of a ruling, you *cannot* play two balls for the remainder of the hole, which is allowed in *stroke play*. You must accept the score you post for that hole unless you or your opponent make a "claim" before anybody tees off on the next hole or everybody leaves the putting green if on the final hole. A "claim" allows you to get the proper ruling later from the course pro or a reliable source that might affect your score on that hole. The penalty for breach of a rule in match play is loss of hole except when otherwise provided. **Please make every effort to resolve any disputes and determine a winner before you leave the course.** Any unresolved disputes must be emailed by midnight that day to MPT Headquarters [mptfnm@aol.com](mailto:mptfnm@aol.com). A final ruling will be given within 48 hours.

## 8. RESULTS REPORTING FORM TO BE SENT TO NIMAGA MPT HEADQUARTERS

The below information is to be emailed within **24** hours to [mptfnm@aol.com](mailto:mptfnm@aol.com). All Match Play scores will be submitted to Interstate Golf Handicaps (IGH) by NIMAGA MPT Headquarters as a **Non-Tournament** score. **You are not to submit any scores.**

Note: On holes that are conceded, record the score you most likely would have gotten had you holed out. Unplayed holes should be scored as par plus any handicap stroke(s) you would have received on that hole based on the handicap number for that hole. The following information will be provided to you as a **Results Reporting Form** in a separate email.

Date Played:  
Course Played:  
Course Rating / Slope:

Winner:  
Adjusted 18-Hole Score:

Holes Up:  
Last Hole Played:  
If Tie, Last Hole Won:

Opponent:  
Adjusted 18-Hole Score:

**Match Play Tournament Adjusted Scores will be submitted to IGH by NIMAGA MPT Headquarters. You are not to submit any scores to IGH!**

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