

Match Play Description

Match play is a hole-by-hole golf competition in which players compete solely against each other on every hole. The winner is the player who leads her opponent by more holes than remain to be played. Scorecards reflecting handicap strokes to be given will be provided by the WGC pro staff.

The WGA allows a player the option of putting out and completing all holes in order for her score to be counted towards weekly and seasonal prizes.

a. Result of Hole and Match

(1) **Winning a Hole.** A player wins a hole when:

- The player completes the hole in fewer **net** strokes (applying handicap strokes and including *strokes* made and penalty strokes) than the *opponent*,
- The *opponent* concedes the hole, or
- The *opponent* gets the *general penalty* (loss of hole).

(2) **Tying a Hole.** A hole is tied (also known as “halved”) when:

- The player and *opponent* complete the hole in the same number of **net** strokes (applying handicap strokes and including *strokes* made and penalty strokes), or
- The player and *opponent* agree to treat the hole as tied (**but** this is allowed only after at least one of the players has made a *stroke* to begin the hole).

(3) **Winning a Match.** A player wins a match when:

- The player leads the *opponent* by more holes than remain to be played,
- The *opponent* concedes the match, or
- The *opponent* is disqualified.

(4) **Extending a Tied Match.** If a match is tied after the final hole:

- The match is extended one hole at a time until there is a winner.
- The holes are played in the same order unless otherwise instructed by the pro shop.

b. Concessions

(1) **Player May Concede Stroke, Hole or Match.**

- **Conceding Next Stroke.** This is allowed any time before the *opponent's* next *stroke* is made.
- **Conceding a Hole.** This is allowed any time before the hole is completed.
- **Conceding the Match.** This is allowed any time before the result of the match is decided including before the players start the match.

(2) How Concessions Are Made. A concession is made only when clearly communicated.

- This can be done either verbally or by an action that clearly shows the player's intent to concede the *stroke*, the hole or the match (such as making a gesture).
- A concession is final and cannot be declined or withdrawn.
- *However, the WGA allows a player to accept the concession but finish the hole in order for her score to be considered for weekly and seasonal prizes.*

c. Applying Handicaps in Handicap Match

- Handicap strokes are given by hole, and the lower net score wins the hole.
- If a tied match is extended, handicap strokes are given by hole in the same way as in the *round*.
- Each player is responsible for knowing the holes where they give or get handicap strokes, based on the stroke index allocation set by the CDGA. These are noted on the scorecard.

d. Responsibilities of Player and Opponent

- **Telling Opponent About Number of Strokes Taken.** At any time during play of a hole or after the hole is completed, the *opponent* may ask the player for the number of strokes (including *strokes* made and penalty strokes) the player has taken on the hole. This is to allow the *opponent* to decide how to play the next *stroke* and the rest of the hole, or to confirm the result of the hole just completed.

e. General Penalties (Loss of Hole)

- **Wrong Number of Strokes Given While Playing Hole.** The player must give the correct number of strokes taken before the *opponent* makes another *stroke* or takes a similar action (such as conceding the player's next *stroke* or the hole).
- **Wrong Number of Strokes Given After Hole Completed.** The player must give the correct number of strokes taken:
 - Before either player makes a *stroke* to begin another hole or takes a similar action (such as conceding the next hole or the match), or
 - For the final hole of the match, before the result of the match is final.
- **Not Telling Opponent About a Penalty Stroke.** The player must tell the *opponent* about that penalty as soon as reasonably possible, taking into account how near the player is to the *opponent* and other practical factors. It may not always be possible to tell the *opponent* about the penalty before the *opponent* makes their next *stroke*. The player must correct this before the opponent makes another stroke.