

## **MATCHPLAY COMPETITION 2016**

## **RULES**

- 1. Either player in each pairing may make contact to arrange a mutually-agreed time and venue for the match. Players should toss for venue in the absence of any other suitable arrangement.
- 2. If the players are unable to find a time and date that suits both players, the default time for the match is 5pm on the deadline date as per the matchplay draw calendar. In the absence of the prior agreement of the Golf Society Captain, a player will forfeit the match if he is unable to play at the default time.
- 3. The winner of the match is responsible for notifying the Society's office of the match result by the deadline set for each round to be played. If the result is not received by the Society's Office by the deadline date, the Golf Society Captain retains the right to toss a coin to decide the match result.
- 4. The person with the higher handicap will receive shots equal to the difference in handicaps, to be taken on the holes with the lowest index numbers.
- 5. Entry is generally restricted to those with official GUI handicaps. A player's up to-date GUI handicap as at the date of each match applies. Any player without a GUI handicap who has played in the event previously may be admitted by agreement with the Golf Society Captain. Please contact me to discuss.
- 6. In the event of a tie after 18 holes, the match should continue until decided. In the absence of an agreed choice at the start of the match, the default continuing holes are from the 1<sup>st</sup> onwards.

Brendan Lynch Golf Captain 2016