



CSGA PENNANTS Match Play Guidelines / Pace of Play

Match Play Guidelines for CSGA Players

Match play has specific rules for scoring as the players compete solely against each other on every hole - refer to Rule 3.2. Scoring is expressed in terms of holes won or halved and a match is won when the player leads the opponent by more holes than are left to play.

A player wins a hole when:

- the player completes the hole in fewer strokes (including any penalty strokes)
- the opponent concedes the hole, or the opponent incurs a **general penalty** (loss of hole).

At any time a player may concede the match, a hole or a stroke to the opponent. A concession may not be declined or withdrawn (refer to Rule 3.2b).

Penalties

Most breaches of rules that incur a **general penalty** will result in loss of the hole in match play. For example playing from a wrong place or playing a wrong ball.

Exceptions

- *a ball played from outside the teeing ground is not penalised in match play but the opponent has the option to recall the shot*
- *in match play there is no penalty if a player's ball played from the putting green strikes another ball on the green.*

For information on the major changes to rules and penalties, refer to the R&A Summary Chart: The Major Changes in the Rules of Golf for 2019:

https://www.usga.org/content/dam/usga/images/rules/rules-modernization/New-Rules/summary-of-main/Summary%20of%20Main%20Changes_2019%20Rules%20of%20Golf_FINAL.pdf

Good practices

- When you reach the putting green of each hole confirm with your opponent the number of strokes you have each had.
- Be clear on the result of a hole before teeing off at the next hole.
- Know the status of the match before teeing off at each hole.
- Make concessions of strokes, holes or the match very clear.

Claims

Claims should be made to the opponent before teeing off at the next hole or before leaving the last green of the match. If in doubt of a ruling, query it with your opponent and take the time to look it up. If still unclear and no referee is available then state your intention to make a claim or dispute a decision before teeing off at the next hole. Refer to Rule 20.1b for resolving rules issues in match play.

Pace of Play – match play

Players must conform with Prompt Pace of Play as set out in Rule 5.6a and 5.6b. Players are to complete match play rounds within the timelines set down by the host club.

In the absence of club guidelines, the following CSGA timelines will apply:

1. Playing in 4's: 2 hours 15 minutes for 9 holes (average of 15 minutes per hole)
2. Playing in 2's: 1 hour 45 minutes for 9 holes (average 12 minutes per hole).

In the absence of mitigating circumstances, a group will be issued a warning and timed if out of position. Out of position is defined as being more than the starting interval behind the group in front. Time allowed to make a stroke is no more than 40 seconds and a player must not unreasonably delay play, either when playing a hole or between holes.

Penalty for breach of Rule 5.6a:

- *First breach: one penalty stroke*
- *Second breach: General Penalty (loss of hole)*
- *Third breach: Disqualification (loss of match)*