

9-Hole Matchplay - The Basics

Match play is a form of play where a player plays directly against an opponent, it is one player versus another player. You win a hole by completing it in fewer strokes (shots) than your opponent, and you win a match when you are winning by more holes than remain to be played.

Each hole is a unique battle. You are simply trying to win that hole.

It does not matter how many strokes (shots) you take; it only matters if you beat your opponent. If you make an 8, but your opponent makes a 9, you win the hole.

In match play you do not track your total score for the round. Instead, you track how many holes you are ahead or behind. This is why one bad hole does not hurt you in match play. You can lose a hole by 6 strokes, but you are only 1 down in match play.

Win the next hole and your match is back to even (All Square).

Players use their current Handicap Index on the day of the match to determine their Course Handicap, using the 9-hole Course Handicap Table (provided in the locker room or on the Club website)

Handicap allowance is the full difference between the 9-hole Course Handicaps of the two players. The higher handicap receives strokes (shots) on the harder holes.

Example:

Player A – H.I. 38.2 to 39.9 = 9-hole Course Handicap 22

Player B – H.I. 45.2 to 46.9 = 9-hole Course Handicap 26

$26 - 22 = 4$ shots

Player B receives shots on index 1, 2, 3, 4 **using the 9-hole card** (note, these differ to the 18-hole card)

If player A has a 7 and player B has an 8 and has a shot, the hole is halved.

If player A has a 7 and player B has a 7 and has a shot, player B wins the hole.

The most significant difference in match play is the concept of concessions. In stroke play, every shot must be played. Your ball must go in the cup and every hole must be completed.

You (or your opponent) may concede a stroke, a hole, or even the match to each other. You can tell them to “pick it up” or “it’s good” and they do not have to make it. These are referred to as “gimmes”.

Examples: Your opponent has played 5 shots and has a 2-inch putt remaining, you ‘give’ or concede the putt, so your opponent has completed the hole in 6 shots.

You get into trouble on a hole and your opponent is on or near the green in several shots less than you, you can decide to concede the hole to your opponent and move on to the next hole.

We play ready golf in stroke play but in match play the player farthest from the hole must play first. If a player hits out of turn in match play your opponent can make you replay the shot.

If after 6 holes player A has won 3 holes, player B has won 2 holes, and 1 hole has been tied, the score of the match is “player A is 1-up”.

The match is over when one player is up by more holes than the number of holes left in the match.

If player A is 3-up after 7 holes, the match is over. With only 2 holes left, player B cannot win the match.

Match play golf rules would score this match as “player A wins 3 & 2”.

If the match is tied (All Square) after 9 holes, you must return to the 1st hole and continue playing each hole until someone wins a hole. If you gave or received a shot on a hole the first time around, then that shot must be given/received again.

Example: Player B received a shot on the 2nd hole, if the first extra hole is tied, the match continues to the 2nd extra hole (2nd hole) and Player B will receive a shot here again.

Please refer to the rules in the locker room.