

2 Person Scramble Match Play Format Rules

Please follow WSGC COVID Guidelines for Play, USGA Rules, WSGC Local Rules and the Tournament Rules as Follows -

Selecting the Course Tees for the Match

Play is from the White or Blue Tees. If the teams cannot agree on the Tees for the match then proceed with a coin flip to determine the tees.

Calculating Team Handicaps

This is a net handicap match play event using a 2 Person Scramble Format. Team Course Handicaps are calculated at 25% of the combined team course handicap. For fractional Team Handicaps we are following the USGA recommendation of rounding up to the nearest whole number. Example, 4.5 to 4.9 Team Course 25% Handicap will round up to 5. A 4.1 to 4.4 will round down to 4.

This is a maximum of 12 Stroke Difference in Course Handicap. The higher course Handicap will be reduced to meet the 12 stroke difference before adjusting for the 25% Calculation.

Assignment of Strokes

Team handicaps are assigned for the tees being played and strokes will be given to the team with the higher team handicap. Example, Team A has a Team Handicap (after 25% calculation) of 5 and Team B has a Team Handicap of 2. Team a will be given strokes on the three holes with handicap ratings of 1, 2 & 3.

Competition Course

It is not required that the match be played at West Seattle Golf Course however it is preferred matches be played at our home course especially the later matches as the weather and conditions improve. Tees used for away courses should be as close to the Rating and Slope of the WSGC White or Blue Tees. Use your best judgement.

Scramble Play Procedure

Team Scramble Play – Each player hits from the tee; the preferred shot is selected and each player plays the next shot from within one club length of the mark, no nearer the hole (six (6) inches from a mark on the putting surface). **A ball may not be moved when it is to be played from within a penalty area, bunker, or within 6 inches of the base of a tree.** If a team elects to play a ball from this condition, the first ball must be played as it lies and subsequent balls may be placed. The condition of the ball may not be changed (e.g. no moving from the rough to the fairway, fringe to green, etc.). This format is repeated until the ball is holed. The team that wins a hole outright is awarded a point for the hole.

Bunkers - ADDED CLARIFICATION ON MARCH 25, 2021 - Disturbed areas in a bunker are subject to relief for the lie of the ball only. Such disturbances may be from any other player, animal or natural forces such as water. If your ball lies in one of these disturbed areas, you may take relief by placing the ball within one club length of the original lie no closer to the hole. (Note: A player is not entitled to relief from a disturbance they just caused - ie plugged ball) - These rules apply regardless of the presence of a rake in the bunker. It is recommended you announce your intention to take relief to your opponent prior to doing so.

ALSO NOTE - When a subsequent ball is played from a bunker the player is entitled to restore the sand to the original condition prior to the first shot being played and then the ball may be placed.

Keep in mind this is match play and **the team furthest out from the hole is the first to play.**

Minimum of 4 Tee Shots Per Player

A minimum of 4 Tee Shots must be used for each player by the time the match finishes on the 18th hole. The match may end before a player has used all 4 Tee Shots however a player is required to use a tee shot when:

- The player reaches #15 with 0 Tee Shots used (4 Tee Shots Remaining) then that player's Tee Shots must be used on 15, 16, 17 & 18.
- The player reaches #16 with 1 Tee Shot used (3 Tee Shots Remaining) then that player's Tee Shots must be used on 16, 17 & 18.
- The player reaches #17 with 2 Tee Shots used (2 Tee Shots Remaining) then that player's Tee Shots must be used on 17 & 18.
- The player reaches #18 with 3 Tee Shots used (1 Tee Shot Remaining) then that player's Tee Shot must be used on 18.

ALL SQUARE AFTER 18 HOLES - If the match is tied after 18 holes have been played then play will continue until a hole is won and a winner determined. Matches requiring extra holes will continue starting at Hole #1. Teams may agree to playing other holes if they are open (Example 17 & 18). If teams cannot agree then the play shall continue starting at hole #1. Strokes for holes apply for any holes played to decide the match.

Report match results immediately following the completion of the match to -

tournaments@westseattlegolfclub.org

It is the winning team's responsibility to report the results.