

MATCHPLAY Rules & Guidelines

In general, the rules for "144" follow the German Golf Association (DGV – Deutscher Golf Verband) and the rules of the selected golf course, which are available for every participant. However, for the tournament there are a few special rules, they are highlighted in yellow.

Golf Carts:

Golf carts may be used by all participants, as there is sufficient availability of carts for everyone. The use of golf carts may be restricted or prohibited in the case of bad weather and space conditions for safety and maintenance reasons.

This decision lies entirely with the respective golf club. Matches in which players are unable to compete must be counted as "no-show" and thus result as a 3 down.

This applies to the presentation of any kind of certificate (medical or non-medical), as well as a disability card.

The game mode at 144 is match play with 3/4 course handicap. There will be two four ball and four single matches on a daily basis. Two players from one team will always play together in one flight against changing opponents from other teams.

Here are a few brief, important explanations:

Match play

Match play is the original form of golf in which two players play directly against each other. Alternatively, two parties of two players can compete against each other instead of individual players. Until the introduction of the stroke play in the 18th century, golf was only played as match play.

Form of play

The game is played hole by hole. The player who scores fewer strokes on a hole wins the hole. If both players need the same number of strokes for the hole, the hole is tied. A match play is usually played over 18 holes, but could end earlier, in extreme cases after 10 holes if they have all been won by one party.

Scorecard

During "144" you will receive a scorecard for your particular game (single / four ball) where you'll find your respective HCP strokes. After finishing the game your scorecard must be filled at the bottom and signed by both parties. The scorecard must be submitted immediately after finishing your matches in the 144-scoring area.

If the scorecard is not submitted within 40 min. after finishing your game or not fully complete, the match is automatically seen as a tie (all square).

Winner

The winner is the player / team leading with more holes than his opponent could recover. For example: if a player/team is "4up" after finishing the 15th hole, he has already won the game with "4 up 3" because there are only three holes left, and the opponent has no chance to win. The remaining holes can still be played as long as the flow of game is not disturbed. The result of your match can of course no longer be influenced.

If a player / team with three holes to go are "3 up", the game is "dormie", meaning the player / team cannot lose anymore and only tie the game. A match play can end in a draw, which is named "all square".

Scoring of won holes

Due to the large number of teams, ties in the final ranking may occur even after three days. For "144" it is not only important who won the game, but also how it was won: 1up, 2up, 3up ... etc. this is considered as a kind of goal difference for your placement. No-shows from one player / pair will be given as a win of "3up" for the opponent.

"Given"

In match play, an opponent may concede the next stroke or even an entire hole or match. Such concessions cannot be refused or revoked.

Penalty for Rules Violation

Instead of adding two penalty strokes as in stroke play, a rules violation in match play results in the loss of the hole. The hole is awarded to the opponent.

HCP-based single match play

Is played with 3/4 course HCP in a format where two players compete head-to-head and their HCP is factored in. The higher-handicapped player receives strokes based on the difference in their handicaps.

For example, if Player A has a course HCP of 11 and Player B has a course HCP of 4, the difference is 7 strokes, and Player A receives 5 strokes (3/4 of 7) on the 5 hardest holes. The player with the fewer strokes on each hole wins the hole.

Handicap-based four ball match play

Involves two teams of two players, where each player plays their own ball. The team with the best net score on each hole wins the hole. In this format, each player's 3/4 course HCP difference is applied to the course's hardest holes.

At the end of each hole only the best NET score played will be counted as the team's score.

If a player can no longer beat the result of his partner on a hole, the ball should be picked up, as to not delay the match.

Special Rules**Maximum Play Time:**

The maximum play time is 5 ½ hours. If a match is not completed by 3:30 PM, the current score at the time of interruption will count as the final result. If a match is interrupted while still on a hole, that hole will be completed and counted. If a flight starts on the second tee time, they may continue until 3:40 PM, and if they are still on the hole, it may be completed.

If one flight is further than one fairway behind the previous flight, referees may instruct the players to walk through the hole and proceed to the next one. The "walked through" hole will be scored as halved. Referees' instructions must be followed at all times.

Thunderstorm Protocol:

In the event of a potential thunderstorm, please pay attention to the following signals:

- One horn: The tournament is suspended. (Safety measures must be taken)
- Another horn: The tournament resumes.
- Two consecutive horns: The tournament is cancelled.

If the tournament is cancelled due to a thunderstorm, the match will be counted as a draw. Important: If fewer than 9 holes have been played and the match is interrupted, the ball must be marked. If the match can continue due to improved weather conditions, it will be limited to 9 holes. If the remaining 9 holes cannot be completed in time, the match will also be considered a draw. If a session is cancelled and the matches are halved, the entire day's play (all matches) will be considered a draw.

Coaching:

Since "144 – A Question of Honour" is a team tournament, coaching within a team is allowed in both singles and four ball formats.

Delay:

If a player does not arrive on time for their tee time, the first hole is considered lost. Opponents start at the scheduled time. If the late player arrives during the second hole, for example, he can play from hole 3 onwards, but will then already be 2 down.

If the delay is more than 20 minutes, the entire match is counted as 3 down.