

## MATCHPLAY Rules & Guidelines

In general, the rules for "144" follow the R&A and the rules of the selected golf course, which are available for every participant. However, for the tournament there are a few special rules, which are highlighted in yellow.

### Golf Carts

Golf carts may only be used by participants who can present a **valid medical certificate** on the respective day of play or who have submitted this to the golf club in advance. Team members or flight partners who do not have a medical certificate are not permitted to drive a cart during the round! Only those who can actually present a medical certificate are authorized to drive or ride a cart!

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.

At "144", each team plays two four-ball matches and four singles matches per day in match play format. Each flight always consists of two players from the same team competing against players from different teams, with the opposing teams varying throughout the event.

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 on 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 of the morning session is not completed by 13:30h / afternoon session 19:30h 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 13:40h (ms) / 19:40h (as) 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. 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.

### Caddies

A substitute player from the team may act as a caddie (including golf professionals). A player may have only one caddie at any time.

Penalty in case of violation: Loss of match.

### 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.

### Spirit of the Game

Please do not forget Rule 1.2 a/b regarding the "Spirit of the Game". The Referees reserves the right to disqualify a player for any violation of this rule.

### Loss of Match / No Show / Withdrawal / Disqualification

Will be recorded as a win for the opposing side. The opposing team receives 1 point with a result of "3 up".