Women’s Ohio State Golf Association

INSIGHTS INTO MATCH PLAY

Match play is a different format than medal or stroke play. During match play, golfers play against each other hole by hole rather than counting the total number of strokes during a round. In match play, each hole is won, lost, or tied until one player/the team wins more holes than remain to be played. Essentially, match play is one-on-one, and medal play is every player against the field.

Match Play

- In match play, the game is played by holes.
- A match is won by the player/team that is leading by more holes than remaining to be played, for example 3 up with 2 holes to play.
- Except as otherwise provided in the Rules, a hole is won by the player/team that holes its ball in the fewer strokes.
- The state of the match is expressed by the terms: so many holes up or tied with so many to play. For example, if you or your team has won 6 holes and your opponent has won 3, at that point in the match your team is 3 up or your opponent is 3 down.
- A hole is tied if each player holes out in the same number of strokes
- The General Penalty is Loss of Hole
- Concession of the next stroke is allowed

Concession of The Next Stroke

A player/team may concede their opponent’s next stroke at any time before the opponent’s next stroke is made. The opponent is considered to have holed out with their next stroke and the ball may be removed by either player/team. A concession of the next stroke is typically made by clearly saying, “That’s good or good”.

A concession may not be declined or withdrawn. Be clear when conceding a putt: “Good putt” could mean you conceded the next stroke instead of acknowledgement of a good stroke. When conceding a stroke, please make a concession clear enough so that everyone, including the referee (if assigned), can hear it.

Order of Play

In match play, the order of play is fundamental. The order of play from the teeing area depends on who has the honor, and after that is based on which ball is farthest from the hole. If a player plays out of turn, there is no penalty. However, the opponent may cancel that stroke and make the player play again. The player/team may invite the opponent to play out of turn or may agree to the opponent’s request to play out of turn to save time. In so doing, the player (or opponent) has given up the right to cancel the stroke.

Player Responsibilities

- Tell your opponent the correct number of strokes you have taken when asked;
- Make your opponent aware as soon as reasonably possible after you get a penalty; and
- Know the match score
Protecting Own Rights and Interests

In match play, if a doubt or dispute arises between the players/teams, a player/team may request a ruling.

- If you know or believe that your opponent has breached a Rule that has a penalty, you may act on the breach or choose to ignore it. Unlike stroke play, where you have an obligation to your fellow competitors to report every breach of a Rule that you witness, you do not have to in match play situations, as you may disregard, or overlook any breach of a Rule by your opponent. The reason for this is that only you, or your team, are affected. It does not affect anyone other entrant in the match play competition. However, you still must not say anything to your opponent, as under Rule 1-3 there cannot be agreement with your opponent to waive any penalty incurred by either team. If you or your opponent deliberately agree to ignore a breach or penalty you both know applies, you are both disqualified.

- If you and your opponent disagree whether one of you has breached a Rule, you may protect your rights by asking for a ruling. You must make this clear to your opponent before either player makes a stroke to begin another hole.

- If you are unsure of a Rule, or a procedure, in match play the Rules do not permit you to play a second ball, as they do in stroke play.

- When no referee is assigned to a match, the players in a match may agree how to decide a Rules issue. The agreed outcome is conclusive even if it turns out to have been wrong under the Rules, so long as the players did not deliberately agree to ignore any Rule or penalty they knew applied.

Scoring

In match play, whoever has the least number of strokes on a hole wins that hole.

A match is over when a player/team has won more holes than remain to be played and thus the opponent cannot catch up. For example, if a player is 3 holes up on their opponent with 2 holes left to play, the match is over.

The scoring in match play is relationally. For example, if you or your team has won 5 holes and the opponent has won 4, the score is not shown as 5 to 4; rather, it is rendered as 1 up for your team, or 1 down for your opponent. If you have won 6 holes and your opponent 3, then you are leading 3 up, and your opponent is trailing 3 down. Essentially, match play scoring tells golfers how many more holes than their opponent the golfer in the lead has won. A match is tied when both players have won the same number of holes.

Match play matches do not have to go the full 18 holes.

In WOGSA events, the results of the match must be reported by the winner to the Tournament Director or the designated scoring committee.