

INSTRUCTIONS FOR PLAYING FOUR-BALL TEAM PLAY (MATCH PLAY)

SJHWGA vs. Fallbrook Women's Golf

May 27, 2021 and August, 2021

Overview of Four-Ball

Four-Ball is a form of play (in either match play or stroke play) involving partners where: Two partners compete together as a side, with each player playing his or her own **ball**, and. A side's score for a hole is the lower score of the two partners on that hole.

In Southern California, Women's team play utilize Four-Ball Match Play. We will be playing Four-Ball Match Play when we play Fallbrook Women's Golf (FWG) at Camp Pendleton and at home when FWG comes to San Juan Hills.

Each team is organized by handicap order. The first two players on the list (lowest handicap) form the first team. The third and fourth players on the list are team two. Each team are formed down the line in similar fashion. We will bring 24 players (12 teams) to Camp Pendleton.

For play, handicapping is done off of the lowest handicap player of the foursome. You do not receive your full handicap strokes.

Player	Handicap	Differential
SJH 1	20	6
SJH 2	15	1
FWG 1	14	0
FWG 2	22	8

Example above: The FWG1 player is the lowest handicap (14). Each other player will get the difference between FWG1 and themselves as strokes applied. The differential is the amount of strokes you would receive and will be reflected on the scorecard.

How to Play and Score

Each player plays their own ball through the hole. You and your SJH partner are a team. The lowest net score between the teammates becomes your score for that hole. You will match against the opponents best net score to determine the winner of each hole.

There are two styles of scoring in Southern California. Which method that will be used will be known before the match.

The example below shows the Cumulative Scoring Method used in PGA events. You will always know who is ahead in this method.

Hole #1, SJH scored a net 5 and FWG net 6. SJH is Up1. Hole #2, scores are tied and score remains - SJH is Up1. Hole #3. FWG wins hole with 4 vs 5. Cumulative score moves to both teams are Even (E). Scoring continues for 18 holes. A cumulative minus score is called "Down" 1,2,3 as applicable.

The match winner is whoever is ahead after 18 holes. In this example SJH is Up 1 at the end of 18. If a team is down more than the holes remaining to play, that team has lost. Finishing play on the remaining holes is optional in this scoring system. For example if SJH was Up4 at the end of hole 15, there are only 3 more holes for opponents to try to tie or catch up. This is mathematically impossible. The match is over.

2021 Home2Home - BETTER BALL																								
Hole	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	TOT	HCP	DIFF	ADI
SJH Player 1	5	5	7	5	7	6	6	6	5	52	5	6	7	5	3	4	5	6	3	44	96	22	0	
SJH Player 2	5	6	5	5	5	6	5	6	5	48	5	5	5	6	5	5	4	7	3	45	93	24	2	
SJH Best Net Score	5	5	5	5	5	5	5	5	5	46	5	5	5	5	3	4	4	6	3	40	86			
+-	+1	+1	E	E	+1	+2	+1	+1	E	E	E	+1	+1	+2	+2	+1	+1	+1						
FWG Player 1	7	5	4	5	6	7	4	3	2	43	6	5	6	5	5	6	3	6	3	45	93	26	3	
FWG Player 2	6	6	3	5	7	7	4	6	4	53	5	6	6	5	6	5	4	3	4	49	102	27	5	
FWG Best Net Score	6	5	4	5	6	6	4	6	4	44	5	5	6	5	5	4	3	6	3	42	86			
+-	-1	-1	E	E	-1	-2	-1	-1	E	E	E	-1	-1	-2	-2	-1	-1	-1						
Handicap	7	5	13	11	3	1	17	8	11	0	8	10	8	12	18	2	14	4	16					
Hand	73	81	88	90	91	90	88	84	81	79	78	76	75	74	73	72	71	70	69	68	67	66	65	64
Score:										Match:										FWG PTS	SJH PTS			
<p>SJH: FRONT: EVEN BACK: UP 1 OVERALL: UP 1 <u>WINNER</u></p> <p>AW: FRONT: EVEN BACK: DOWN 1 OVERALL: DOWN 1</p>																								

The second method assigned points for each hole won and half a point for ties. One summary point is assigned for winner of front nine, one summary point is assigned for the winner of the back nine and one summary point is assigned for the overall winner. 3 points total is given to the winning team.

Example below: Hole #1 SJH wins 1 pt and FWG wins 0 pt. Hole #2 each team received .5 pt for the tie. Each side counts up their points for each nine. No winner on front nine so .5 each team. SJH wins the back nine with 5 points vs. FWG 4 points. SJH wins the overall with 9.5 total points vs. FWG 8.5 points.

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SJH Player 1	5	5	7	5	7	6	6	6	5	52	5	6	7	5	3	4	5	6	3	44	96	22	0	
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SJH Best Net Score	5	5	5	5	5	5	5	5	5	46	5	5	5	5	3	4	4	6	3	40	86			
+- PTS	1	1/2	0	1/2	1	1	0	1/2	0	1/2	1/2	1/2	1/2	1	1/2	1/2	0	1/2	1/2	1	5	9.5		
FWG Player 1	7	5	4	5	6	7	4	3	2	43	6	5	6	5	5	6	3	6	3	45	93	26	3	
FWG Player 2	6	6	3	5	7	7	4	6	4	53	5	6	6	5	6	5	4	3	4	49	102	27	5	
FWG Best Net Score	6	5	4	5	6	6	4	6	4	44	5	5	6	5	5	4	3	6	3	42	86			
+- PTS	0	1/2	1	1/2	0	0	1	1/2	1	4.5	1/2	1/2	0	1/2	0	1/2	1	1/2	1/2	4	8.5			
Handicap	7	5	13	11	3	1	17	8	11	0	8	10	8	12	18	2	14	4	16					
Hand	73	81	88	90	91	90	88	84	81	79	78	76	75	74	73	72	71	70	69	68	67	66	65	64
Score:										Match:										FWG PTS	SJH PTS			
<p>SJH FRONT: 1/2 BACK: 1 OVERALL: 1 1/2 <u>WINNER</u></p> <p>AW: FRONT: 1/2 BACK: 0 OVERALL: 0 1/2</p>																								

RULES

All play follows the USGA rules governing match play.

1. The visitors tee off first. First to tee on each subsequent hole is the winner of the previous hole. If the previous hole was a tie, it goes to whoever won the last point. If you tee off out of order, your opponents have the right to make you take the stroke over again.
2. Infraction of rules usually ends in lost of hole for the committing team. You do not receive penalty strokes but lost of hole. Examples: play the wrong ball, playing from outside the teeing area, moving the ball, etc.
3. Additional strokes assigned for relief or lost ball are taken as normal.
4. You may not ask the opponents for advice to play the hole or what club to use. You may ask common knowledge information such as where is the pin, or how far is this hole, or where is the out of bounds marker, etc.
5. When taking relief, you should announce to the opponents what you are doing so. They may choose to watch your drop to ensure it is done properly.
6. When hitting a provisional following suspected out of bounds shot, you must ensure your opponents hear you say "Provisional". Otherwise, they assume you are putting a ball in play with no provisional.

GOOD SPORTSMANSHIP

Good sportsmanship and friendship should always be displayed to your opponents. If your opponents are very close to the hole and you believe they will make the putt, you may give them the putt. If given, it should be picked up and not putted. The given putt constitutes a stroke in score counting. Conversely, they may give you putts as well. Being nice works both ways. It is optional, however, to concede the putt if it puts your winning the hole at risk.

Conceding the hole – you may concede the hole at any time if it is unlikely you or your partner can win the hole even with strokes. For example, if you have struggled and are lying 6 in the trap and the opponents are on the green in 3 with reasonable chance to 2 putt, you may concede. Your score would be the most likely: 6 in the trap, 7 out, 1 or 2 putts for a 8 or 9. The opponents would also take most likely: Lying 3 on the green, most likely 2-putt for a 5.

PARTNERSHIP

As partner's you are allowed to help each other.

- You may give each other advice, assist each other with strategy or help each other line up the putt. Between the partner's you can decide who goes first when it is your turn. There may be strategic reasons for doing so. For example, a partner may decide to have her partner who is closer to the pin putt first, to be able to see the line.
- If your partner is likely to make a better score than you, you may pick up your ball.
- The ball furthest FWG has honors. (i.e., it's their turn).

SPEED OF PLAY

Speed of play should always be managed. If agreed between foursome, you may play "ready golf" on the fairways unless it gives a strategic advantage. You should not play ready golf on the greens as it may give a putting insight to the opponents unnecessarily.

Local Rules for Home 2 Home 2021 at SJH

1. Hole #1 – Wooden Bear Drop Zone Area (Wooden Bear area left side of lake) for ball entering water or staying within yellow marked (water hazard area). Drop zone is designated as within two club-lengths of Bear. Flower bed and rocks are inside the hazard. Player will be hitting 3 from the Drop Zone.
2. Bunkers – a ball landing in a footprint, or uneven surface may be lifted, surface smoothed with your hand, or club, then ball replaced where it was. (No penalty). A ball buried in side of bunker may not be lifted unless it is in a footprint or unnatural uneven surface.
3. Trees and Ropes
 - a. Relief may be taken from all staked trees and supporting wires. No penalty.
 - b. Hole #12 right side of tee box along the fence – newly planted trees are to be considered staked trees.
4. You may move all ropes from area of stance and swing. Replace all ropes and stakes. If moving rope/stake is not possible, one club relief (clear stance and swing) no penalty
obstructions – Relief no penalty – one club length
 - a. Drainage ditches and cement drains (ex. Hole 3, 13, & 17)
 - b. Fixed sprinkler heads within 2 club lengths of the green, and player within 2 club lengths of sprinkler head may take 1 club length relief no penalty.
 - c. Green power boxes are obstructions.
5. Abnormal Course Conditions – one club relief – no penalty
 - a. Aeration holes, Animal Holes and bare ground in the fairway of 1 sq foot or more.
 - b. Hole #15 – screen on left side of tee box. Ball landing behind the screen which interferes with stance or swing or line of flight may be moved laterally to have a free and clear stance, swing and line of flight. One Club Relief no closer to the hole. No Penalty.
6. Out of Bounds/Lost Ball – Choice of Provisional Ball or Local Rule OOB Location with 2-stroke penalty. Choice must be made at tee box. Both provisional and local rule cannot be used for same instance of OOB.
 - a. If Provisional Ball is called and played, either original found ball may be played or provisional ball if first ball is not found.
 - b. If Local Rule is utilized – determine the spot ball was lost or went out of bounds, drop lateral to this location no closer to the hole and no more than two club lengths into fairway– 2 stroke penalty.