

## Doubles Match Play Notes

- All players should make sure that they have their current handicaps.
- Matches are to be played from the MGA markers unless all players agree to play from another set of tees.
- A normal match is 18 holes, but players may decide to play any number of holes to determine the winning team.
- Matches are played off the lowest handicap. For example, if a 5-hcp and a 10-hcp play a 7-hcp and a 19-hcp, then the 5-hcp receives no strokes, the 10-hcp receives 5 strokes, the 7-hcp receives 2 strokes, and the 19-hcp receives 14 strokes, with all the strokes starting on handicap hole number 1.
- Flip a coin to determine which player tees off first.
- Determine how to handle a tie: sudden death, 9 extra holes, coin flip, etc. Suggestion: using the handicaps in the above example, play a 3-hole playoff, with the 5-hcp and the 7-hcp players receiving no strokes, the 10-hcp player receiving 1 stroke on a designated hole, and the 19-hcp player receiving 3 strokes (not perfect, but it's unlikely to be perfect for anything less than another 18 holes).

## Scoring

- Be sure to fill in a legible Doubles Match Play scorecard containing names, local numbers, scores, date, and signatures.
- The winning team should record the winner and score (4 & 3, 1 up, 19 holes, etc.) of the match on the Match Play board.
- All players should input their scores with a "tournament" designation (use the tournament option of "Home," "Away," and "Tournament").
- Put the scorecard in the tournament box.