

How the Traveling Match Play Works

1. League captain will send out the pairings for the first match on May 1. The pairings are random drawn out of a hat. You can only play a competitor once. Soon after the entire schedule will be emailed to you and posted on the LPGA Amateurs DC website
<http://www.lpgaamateursdc.com/events/travelingmatchplayleague>
2. On the 1st of the month the league captain will update handicaps and send out the number of strokes that will be given. In order to figure out the strokes to be given you Take Handicap 1 minus Handicap 2 and then divide by 2- example $20-10=10/2=5$ - Handicap 2 would get 1 stroke on the 5 hardest holes on the 9 holes you are playing.
3. Players will contact each other and arrange for a course and a date to play. Complete the match by the last day of the month. Every attempt should be made to make the original match that was agreed upon. If an emergency comes up contact your opponent immediately and work to reschedule your match. If one player is not able to consistently arrange a match, that player could forfeit their match. The League captain should be notified if there are any issues in scheduling a match.
4. On the day of your match
 - a. Mark your cards- potential scenarios
 - i. No strokes are given- you each have the same handicap
 - ii. A number of strokes are given- you would put a dot on the hardest holes on the 9 holes you are playing- ex. If Player B gets 5 strokes then on the 5 hardest holes Player B would get one stroke on each hole. Remember what holes you get or give strokes it makes a difference- if you cannot remember carry the card with you so you can make a decision on the green of how to proceed
 - iii. Record the status of the match hole by hole as you go- ex. +1 or +2, Even or -1 or -2 etc.
 - iv. After each hole, review where the match stands to make sure that you both agree.
 - b. General Rules
 - i. Whoever is the farthest out goes first- if there is a pace of play concern you must ask your competitor if you can proceed- if the answer is yes, you can hit that shot- if no you need to wait. Once on the green you will need to go in order. Do not tap your putt in. You must mark the ball if you are not given the putt.
 - ii. You can give putts- if the ball is inches or a few feet from the cup, you can give it- Say that is good.
 - iii. You can concede the hole at any time. If Player A is on the green in 2 and 2 feet from the hole and you are laying 5 and 20 feet from the hole you should concede the hole. There could be an advantage in not letting that person putt that 2 foot putt in.
 - iv. Play smart and be aware of your competitor
 - v. It is ok to ask your competitor what you are lying. They in turn can ask you the same so be sure to know your score. It is important to give the correct score as decisions will be made on that information.

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- vi. If there is a rule dispute, try to resolve it immediately, have a rulebook to make a decision. If you are unable to make a determination, the player who is not satisfied with the decision should tell the player that they would like to make a dispute. Remember what occurred. Work with the Pro on the course to help determine the answer. This should not be a common occurrence.
 - vii. Remember that each hole is a game unto itself, so brush off your bad hole and move on.
 - viii. A match is considered dormie when a player is in the lead by as many holes as are still left to play.
 - ix. The match is over when the leader has won more holes than is left or you play all 9 holes and the match is tied
5. Once the match is completed- one player will email the results of the match to the League Captain. Ex. Mickey Mouse won the match up three with 2 holes to play, or match was all square. I am looking to have score submission submitted via the website but still working out the details. So more to come.
6. The league captain will collect the scores and post them on a monthly basis
 - a. A win is 1 point
 - b. A loss is no points
 - c. A push or all square match gets both individuals $\frac{1}{2}$ a point
 7. The quality of wins will be used if there are any ties for the top 2 positions in each division. That is how many holes a match was won by.
 8. The final playoff will be held at Whiskey Creek on September 8th. All players are eligible to attend and play. The top 2 players from each division will compete for 1st, 2nd and 3rd place.

2018 Changes

1. Starting May 1st rather than April 1st- to maximize the number of players who want to play. Will have 4 matches May thru August
2. Cost is \$11 only
3. Look to the website for match play information, schedule and scoreboard (hopefully).
<http://www.lpgaamateursdc.com/events/travelingmatchplayleague>
4. Potential of scoring submission online in order to make sure scores are not lost.

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