

CARRAMAR SOCIAL GOLF CLUB

2026/27 **Stroke** PAIRS Matchplay Rules

1. FORMAT:

- a. The scoring format is Matchplay with the best **INDIVIDUAL Stroke score** for the Pair being used to determine which team wins the hole.
- b. Dates for the completion of each round are as follows:
 - i. Prelim Knock-out Round to be completed by **30th November 2026**
 - i. First Round to be completed by **17th January 2027**;
 - ii. Quarter Final to be completed by **7th February 2027**;
 - iii. Semi Final to be completed by **28th February 2027**; and
 - iv. Grand Final to be completed by **31st March 2027**.
- c. Rounds may be played as soon as the next opponents are known, but must be completed by the relevant completion dates as shown para b.
- d. Matches may be played at any time (that is, not only at weekends) but **MUST** be played at Carramar Golf Course. If playing on the weekend partners **wishing to consult each other** on shot selection, putting lines etc should **not enter the weekly competition** as the Rules for individual events preclude this. Playing match play on one day and the weekly event on the other day is permissible.
- e. Each pair shares responsibility for **contacting their opponents to arrange playing date**. If a game has not been decided, or one or other of the teams has not conceded the match by closing date, the Committee will decide which team goes forward on a toss of a coin. There will be no arbitration.
- f. If after arranging to play, a team has only one member available, in lieu of forfeiting, one player can compete against two players from the other team.
- g. All players play using their full daily handicap using **Course card index** to determine where shots are given/received. The sequence for determining how many shots a player gets in the match is based on the **LOWEST** handicapper in the **GROUP**, ie: if player (A) is off 10 and is lowest handicapper in the match then they play off scratch (**zero**), if player (B) is off 22 they get 1 shot on the first 12 hardest hole indexes, if player (C) is off 25 they get 1 shot on the first 15 hardest holes indexes, and if player (D) is off 36 they get 26 shots ie: one on every hole and two shots on the hardest 8 holes. Player with the **LOWEST nett score for the hole wins the hole for the team**.
- h. Please ensure you ask for your handicap from the Cttee before your game, if not sure.

2. WHEN A MATCHPLAY GAME IS OVER:

- a. A match is over when one pair is leading by more holes than there are holes left to play'
- b. If after 18 holes, there is tied match a '**sudden death**' play-off is to be played, that is play will continue until a pair wins a hole. Handicap stroke according to the card stroke index are given and received during the play-off holes.
- c. To allow this play-off players will need to seek consent from the pro-shop to continue play either from the 1st or 10th tee.
- d. If consent is refused, the play-off should be completed as soon as practicable, and in any case not later than the weekend following. If this proves impossible a toss of a coin will decide the winner.
- e. Given there is no Noticeboard at the course, the **winner** of each match is **responsible for informing Bob Sheppard** via mobile text or email. 0408 224 537 or rsmshppard@outlook.com for updating the fixtures.

3. DISPUTES:

- a. In event of an unresolved dispute over the Rules during a match, the player may complete the hole with two balls, record two scores for that hole and on completion of the game immediately contact the Captain for a ruling.

- b. If the dispute cannot be resolved by the Captain, then the Match Committee shall determine the dispute and announce the winning team.

**NOTE: unlike previous years (SF) Pairs Matchplay is now
played as STROKE game**

Club Captain
23rd October 2026