

Updated/Reviewed: 7 November 2025

2026 EMGA MATCH Play Terms of Competition

Cutoff Date to Join: 30 April 2026

The 2026 EMGA Match Play tournament is open to all EMGA members and there is no limit to the number of members who can sign up. The number of members who sign up will be divided equally as possible into 16 Flights (Flight 1 – Flight 16) by handicap index. Members within each flight compete in a round-robin tournament to decide the flight winner. For example, a flight of 4 players will play 3 matches, and a flight of 5 players will play 4 matches.

The winners of each flight will then play in the knockout round of 16 to determine the ultimate EMGA 2026 Match Play Champion. This person will be recognized at our annual Fall meeting in September.

There is a separate \$10 entry fee for this tournament with a 100% return in pro-shop credits.

All Match Play is **Net-only**.

Flights will be determined by handicap indexes on 30 April 2026.

Round-Robin Format (4 May – 5 July, Sudden-death week 6-12 July)

The round-robin flight play will be played over a 9-week period, with the 10th week being held for any sudden-death playoffs. The round-robin format will be standard match play (i.e.; 7&6, 3&2, 1up, etc.). The winner of the match will be awarded 1 point. Ties after 18 holes will be recorded as a tie, and each player will receive a half point.

The winners of each flight will be the player with the most points. If there is a tie for 1st place in Flight Play, the first tiebreaker will be head-to-head, and if still no clear winner, the second tiebreaker will be sudden death. Players will proceed until there is a clear winner in sudden death. Any player who does not tie the low net score for the hole is eliminated.

All matches inside of each flight must be played by 5 July, with any sudden-death playoffs being finished by 12 July. In fairness to all players within the flight, the expectation is that players will play all their assigned matches. There will be no forfeit. Any matches not played will be zero points for both players.

The winnings for each flight will be 67% to first place and 33% to second place of the flight purse.

Knockout Stage Format (13 July – 6 September)

The Knockout Stage will consist of a 16-player bracket, single elimination. Winners move on to the next round, and losers are eliminated. The Knockout Rounds will use standard match play format. There must be a winner; there cannot be a tie. If any extra holes are required, then any strokes given by one player to the other will start over. All matches must be played by the end date of each round. Each win here is \$10 for Rounds 1 and 2 and \$20 for Round 3 and the Championship round.

Player Scheduling and Scoring Responsibilities

1. You and your opponent are jointly responsible for scheduling your match. You can play any day of the week and on either Eisenhower course. You may not play your match on any other course.
2. Schedule your matches as soon as possible, and do not wait until the last day! Players must agree on the course played, and then players can choose which teeing area to use (they do not have to be the same). Players will use the GHIN app to look up their course handicap for the course and tees chosen. The player with the lower handicap will play with zero strokes, and the higher handicap will be given the difference in strokes. **Players need to text Larry Walker at 719-661-2496 at the conclusion of the match that it has been completed.**
3. Players will post their own score to GHIN, unless they are playing in an OPC, and then the committee will post the score.
4. **Match Played During an Open Play Competition (OPC):** Playing a match during an OPC round is not encouraged, but if pressed for time is allowed. If you elect to play on a Thursday and compete in the OPC, then you must abide by the OPC rules, and all balls must be holed or take an X. If participating in the OPC, use the mobile app and the OPC GGID for scoring the OPC. Still use a paper scorecard for your match. Again, notify Larry Walker by text after the match has been completed. If you elect to play your Match during an OPC, your primary purpose must be to protect the integrity of the field for OPC and only then to keep the Match as accurate as possible. Therefore, the following policies apply:
 - a. General Penalties – Two stroke penalty for OPC AND loss of hole for the Match regardless of the stroke count between the two of you.
 - b. Concessions – Although you may still concede a hole, stroke or putt for your Match, the simplest method is to both agree to no concessions before you begin. If you do agree to concessions, your opponent still needs to finish the hole for OPC or put down an X in which case they would no longer have a complete round for OPC. You may continue your Match though. Also, if you do concede a short putt for par and your opponent missed, his score is Par for the Match and bogie for OPC.
 - c. Playing out of turn – there is no order of play if you are playing your Match during an OPC. The primary objective is Ready Golf to keep up the pace of play in the OPC field.
 - d. Teeing off outside the teeing area – If you tee off from outside the teeing area (the teeing area is between the tee markers and up to two club lengths behind the tee markers), you must re-tee within the proper area. For OPC and Match Play, you will be hitting your third shot.
 - e. Doubt as to how to proceed – you may play out the hole with two balls, but you must tell your opponent which one you intend to count. If he agrees, then that score stands regardless of the Committee ruling at the end of the round. If he disagrees, then the Committee ruling applies to both your OPC and Match Play score. Send your claim to the Season-long Tournaments Chair at LLW1957@gmail.com.
 - f. Hitting another ball when putting – if your ball played from on the green strikes another ball on the green, it is a two-stroke penalty for your OPC score, but no penalty for your Match Play score for that hole.
 - h. Practice - Practice is not permitted on the competition course prior to your OPC tee time.

- i. Observing a violation - You have an obligation to your fellow OPC competitors to report every breach of a Rule that you witness in your Match to protect the integrity of the OPC field
- j. Committing a violation - If you incur a penalty that was not observed by your opponent, you must inform him as soon as practicable. If you fail to do so before your opponent makes his next stroke, you lose the hole. If you fail to correct the violation before teeing off on the next hole, then you will be DQ'ed from OPC. You may continue your Match though.
- k. Giving incorrect information during play of a hole regarding the number of strokes – loss of hole for your Match but no impact on your OPC score.

5. Playing your round

a. When to Start Round: You must start at (before or after if agreed to) your starting time. Penalty for Breach of Rule 5.3a: Disqualification, except in these three cases:

(1) Exception 1 – You Arrive at Starting Point, Ready to Play, No More Than Five Minutes Late: The general penalty is applied to your first hole.

(2) Exception 2 – You Start No More Than Five Minutes Early: The general penalty is applied to your first hole.

(3) Exception 3 – Committee Decides that Exceptional Circumstances Prevented You from Starting on Time: There is no breach of this Rule and no penalty.

b. If a match is discontinued by agreement, the match must be resumed from where it was discontinued; the players do not start the round again. Again, though, the resumed match must be completed by the end of the established deadline.

6. After play is completed, the players need to post the results on the Match Play board inside the men's locker room. Find your name on the left side of your respective flight, go across the row to the column of your opponent, and record your score. This should be done for both players.

Handicaps

Players will use their handicap as of the day of each match. Handicap indexes are current daily on the GHIN app.

When using a paper scorecard, determining each player's course handicap MUST be done through the GHIN app on a smart phone or the GHIN web site on the computer in the Club House. Manual calculations are not authorized due to the possibility of using different course and slope ratings from what is in GHIN.

Each player may independently decide which set of tees he wants to play from. Any approved set of tees for the course can be used. If the two members are playing their match from different teeing areas, no other action is required.

Any difference in course handicaps is handled by adding one "pop" per hole starting with the most difficult holes on the course to the player with the higher handicap and ending when all pops have been used. A pop reduces that Member's score by one stroke on that hole.

E.g., Member 1 has a course handicap of 16 and Member 2 has a course handicap of 18 on the Blue course. Member 2 would then get a pop on holes 15 and 8. Both members bogey hole 15 so Member 2 wins the hole as his pop made his score a par.

Rule Differences Between Match Play and Stroke Play.

1. General penalties - in Stroke Play, the general penalty for breaching a rule is two strokes. In Match Play the penalty is loss of hole. However, any breach of the Rules that incurs a one-stroke penalty in Stroke Play is also a one-stroke penalty in Match Play.
2. Concessions - in Stroke Play the player must complete the hole until the ball is holed. In Match Play you may concede the match, a hole, or a stroke to your opponent. You can concede at any point. Common etiquette is to concede short putts, but if you are 3 down with 4 holes to go, it is understandable if you want your opponent to put out every hole.

Once given, a concession cannot be declined or withdrawn under any circumstances. So, if you concede a short putt to your opponent, but he putts anyway and misses; it does not matter.

3. Playing out of turn: No penalty in Stroke Play. In Match Play there is no penalty but if your opponent plays out of turn, you may, at your discretion (e.g., if they holed out), recall his shot and have him play it again from the original location - after you hit. This includes the putting green as there is no continuous putting in Match Play. The person farthest from the hole plays next whether on the green or not.

This is one of the legal strategies for Match Play. If you think your opponent made a bad shot when he played out of turn - you say nothing. However, if he made a good shot, you could ask him to replace his ball where it was and play again, after you, in the hope that his next shot will not be as good.

4. Teeing off outside the teeing ground - In Stroke Play, teeing off from outside the teeing ground (the teeing ground is between the tee markers and up to two club lengths behind the tee markers) results in a 2-stroke penalty. In Match Play there is no stroke penalty, but your opponent can cancel your shot and require you to replay it.
5. Doubt as to how to proceed - in Stroke Play a player may play out the hole with two balls if he is not sure how to proceed. This is not permitted in Match Play. What you must do is try and resolve the issue with your opponent. If you cannot agree, a claim must be made before teeing off at the next hole. You must notify your opponent that you are making a claim, agree to the facts of the situation, and make it clear that you will be asking for a Committee ruling. Send your claim to the Season-long Tournaments Chair at LLW1957@gmail.com.
6. Hitting another ball when putting - in Stroke Play it is a penalty if a ball played from on the green strikes another ball on the green. In Match Play, there is no penalty. Just play your ball from where it comes to rest and ensure that the ball that you moved is replaced back to where it was.
7. Practice - Stroke Play practice is not permitted on the competition course on the day of the competition. In Match Play, no such restriction exists. E.g., You may play in an Open Play Competition on a Thursday morning and then play your match that afternoon on the same course.
8. Observing a violation - 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. You may disregard or overlook any breach of a Rule by your opponent. The reason for this is that only you, or your side, are affected. However, this must be your decision solely. There cannot be

agreement with your opponent to waive any penalty incurred by either side. If you both deliberately agree to ignore a breach or penalty that you know applies, you are both disqualified.

9. Committing a violation - If a player incurs a penalty that was not observed by their opponent, they must inform the opponent as soon as practicable. If the player fails to do so before their opponent makes their next stroke, they lose the hole. This penalty also applies if a player gives incorrect information during play of a hole regarding the number of strokes taken and does not correct the mistake before their opponent makes their next stroke.