

# 2021 Sr. Ryder Cup Match Formats



## TWO MAN SCRAMBLE @ Bridgewater Tue June 22nd

Two competitors play as partners each playing their own ball. The scramble portion of this game allows both players to select the best ball played after each shot from within one (1) club length from tee to green and until ball is holed out.

EXAMPLE: On a par four, both players drive their balls. "A's" ball is declared the best ball; "B" picks up his ball and proceeds to where "A's" ball is located; both players play their next shot from within one club length of where "A's" ball came to rest, not nearer to the hole; the ball may be lifted, cleaned and placed. The same procedure continues until the ball is in the hole.

**NOTE: A ball can be relocated (placed) from rough to fairway or from rough to fringe of the green but NOT to the short cut of the green**

Ball in a penalty area or a bunker, the one club length placement is not allowed.

If the declared best ball is in a penalty area and the decision is to play it without penalty, the first ball must be played from where it lies; the second ball shall be placed as close as possible to where the first ball came to rest.

A ball in a bunker, the first ball is played from where it lies; the second ball is placed as near as possible to the spot where the first ball came to rest. The bunker (sand) may be raked prior to placing the second ball.

A ball on the green must be played from where it lies. No club length is allowed. Lift, clean and place applies to all balls without penalty except the first ball in a penalty area or bunker.

Skins: both players share the skins as a team.

## TWO MAN SHAMBLE @ Sawmill Mon June 28th

This game is Two Man Aggregate score competition where both players tee off.

They then select their preferred tee ball.

Both balls may be lifted, cleaned and placed, within one club length not nearer to the hole and may be moved from the rough to fairway or from rough to the fringe of the green but not onto the short cut of the green.

The two players then play their own ball until conclusion of the hole.

The aggregate score of both players is recorded on the scorecard.

If both balls are driven into a penalty area, and the decision is to play it without penalty, the proceeding play must be played out of the penalty area by both players. The ball chosen must be played from where as it lies. The second ball must be placed as close as possible to where the first ball came to rest not nearer to the hole... lift, clean and place applies to the second ball without penalty.

If both balls are driven into a penalty area and both cannot be played, then the team has a choice, either concede the hole or take the penalty strokes and play the balls from the point of entry in accordance to the rules of golf.

A ball is on the green must be played from where it lies. No club length is allowed.

If the selected tee shot lies in a bunker, the first ball must be played from where it lies; the second ball is to be placed as near as possible to the spot where the first ball came to rest. The bunker (sand) may be raked prior to placing the second ball.

Skins Game: Skins are the aggregate score of the two players. Both players share the skin.

## TWO MAN CHAPMAN - @ Southbrook TBA

Two players play as partners. Both players hit their ball from the tee.

They then alternate balls for the next shot; player "A" hits "B's" ball and player "B" hit "A's" ball.

Thereafter, they play one ball until holed out with players alternating their play.

Example: If the best second ball was hit by player "A" then player "B" hits the third shot, then player "A" the fourth shot and so on until the ball is holed out.

One score is recorded and the side with the lowest number of strokes will win the hole. The skin is a team skin

## TWO MAN BETTER BALL - @Links of Dover Mon July 12

May often be referred to as Four Ball Match Play or Four Ball Stroke Play.

Two competitors play as partners each playing their own ball.

The lower score of the two partners is the score for the hole.

In match play, the lowest score wins the hole.

**If one partner fails to complete the play of a hole, there is no penalty.**

**REPRESENTATION OF SIDE:** A side may be represented by either partner for all or any part of a stipulated round; both partners need not be present. An absent competitor may join his partner between holes, but not during the play of a hole.

**SCORING:** The marker is required to record, for each hole only, the gross score of whichever partner's score is to count.

The gross scores to count must be individually identifiable; otherwise, the side shall be disqualified.

Only one of the partners needs to be responsible for complying with rule 6-6b.

**ORDER OF PLAY:** Balls belonging to the same side may be played in the order the side considers best.

**Skins:** both players share the skins as a team.