

## Major Differences in the Rules between Team Play and Stroke Play Competitions

(Modified Four-Ball Match Play)

USGA Rules of Golf App may be used during play

MATCH PLAY – General Penalty is LOSS of HOLE	STROKE PLAY– General Penalty is a 2-stroke penalty
Player and opponent	Player and Fellow Player
<p>Rule 20.1b (2) and (3.2d): <b>Rules Dispute/ Asking for a ruling</b> – must be settled between players without undue delay otherwise make a claim and seek ruling later. (Cannot play a second ball). See EBTP Rules Section for more info.</p>	<p>Rule 20.1c (3): <b>Rules Issue in Stroke Play</b> Playing 2 balls when uncertain what to do – may play a second ball, following certain procedures and seek answers later.</p>
<p>Rule 3.2b: May <b>concede a hole</b> or a match at any time; concession of the opponent’s next stroke provided the ball is at rest. No need to finish a hole in all cases. A concession is final and cannot be declined or withdrawn. (For handicap, record “most likely score” on conceded holes.)</p>	<p>Rule 3.3c: <b>Failure to hole out</b> will result in a requirement to rectify before making a stroke from the next teeing ground, otherwise player is disqualified.</p>
<p>Rule 3.2d : <b>Tell Opponent about Number of Strokes Taken or Penalty Incurred.</b> Player must give opponent(s) the correct number of strokes taken when asked. If wrong, penalty is loss of hole for the <u>side</u> if the opponent(s) makes a stroke or takes some other action such as conceding a stroke or hole BEFORE the players correct the wrong information. Player must inform opponent of a penalty stroke in a timely manner. Penalty: Loss of hole-Player Knowingly giving wrong information could result in disqualification.</p>	<p>Rule 3.3b: <b>Scoring in Stroke Play</b> After each hole, the marker should confirm with the player the number of strokes on that hole (including strokes made and penalty strokes). After round ends, player and marker certify the scores per hole. If returned score is lower than actual score, player is disqualified.</p>
<p>Rule 4.1b (1) <b>Limit of 14 clubs</b>- For EBTP ONLY because we play for points. This is NOT true for real singles or 4 ball match play. If more than 14 clubs are in your bag and discovered <b>after only 1 hole</b>, Penalty: Loss of Hole - (1 Gross, 1 Net) If more than 14 clubs are in your bag for <b>2 holes or more</b>, the maximum Penalty: Loss of 2 Holes - (2 Gross and 2 Net) For any additional holes, there is no penalty. In the unlikely event a team has no points to deduct (or only 1 point when two need to be deducted) because the other side has won every hole, there will be only the one point or no deductions.</p>	<p>Rule 4.1 <b>Limit of 14 clubs</b> Two Penalty Strokes for each hole where breach happened, with a maximum of 4 penalty strokes in the round. Player must take any club exceeding 14 clubs out of play. If a player makes a stroke with a club that is still being carried after being taken out of play, they are disqualified.</p>
<p>Rule 4.1b (2) <b>No Sharing of Clubs</b> Players must not share or borrow clubs used by anyone else who is playing on the course. <b>Exception:</b> Rule 23.7 (Four-Ball only) You and your partner are allowed to share clubs, so long as the total number of clubs you have together is not more than 14. For EBTP ONLY because we play for points. This is NOT true for real singles or 4 ball match play. If partners share a club <b>after only 1 hole</b>, Penalty: Loss of Hole - (1 Gross, 1 Net) If partners share a club for <b>2 holes or more</b>, the maximum Penalty: Loss of 2 Holes - (2 Gross and 2 Net) For any additional holes, there is no penalty. In the unlikely event a team has no points to deduct (or only 1 point when two need to be deducted) because the other side has won every hole, there will be only the one point or no deductions.</p>	<p>Rule 4.1b (2) <b>Limit of Clubs</b> Players must not share or borrow clubs used by anyone else who is playing on the course. Two Penalty Strokes for each hole where breach happened, with a maximum of 4 penalty strokes in the round.</p>
<p>Rule 4.3 (1) <b>Allowed &amp; Prohibited Equipment</b> Distance measuring devices are allowed, excluding elevation, wind apps, heat or putt maps. See EBTP Cell Phone Policy below.</p>	<p>Rule 4.3 (1) <b>Allowed &amp; Prohibited Equipment</b> Distance measuring devices and cellphones are allowed.</p>
<p>Rule 5.2a: Player may <b>practice on the course</b> before a round or between rounds on any day of a match-play competition.</p>	<p>Rule 5.2b: Player <b>may not practice on the course</b> on any day of a stroke-play competition. Penalty: General Penalty on first hole. Additional practice strokes – disqualification</p>

<b>MATCH PLAY – General Penalty is LOSS of HOLE</b>	<b>STROKE PLAY– General Penalty is a 2-stroke penalty</b>
Rule 5.6: <b>Slow Play penalties</b> may be assessed by the Marshall/Committee under EBTP guidelines (Max. 4 hr. + 45-minute round). At second warning, both teams will pick up, split the points on the hole and immediately move to the next hole.	Rule 5.6: <b>Slow Play penalties</b> assigned in stages based on guidelines issued by the Committee.
Rule 6.1b (1): If a <b>ball is played from outside teeing ground</b> or from a <b>wrong teeing ground</b> , there is no penalty and the opponent may recall the stroke. If both players on a side play from outside the teeing ground, only the last ball played may be recalled.	Rule 6.1: If a <b>ball is played from outside teeing ground</b> or from a <b>wrong teeing ground</b> , there is a General Penalty and must rectify, otherwise player is disqualified.
Rule 6.3c (1): If you <b>play a wrong ball</b> , Penalty: Loss of hole-player.	Rule 6.3c (1): If you <b>play a wrong ball</b> , you receive General Penalty and must rectify, otherwise be disqualified.
Rule 6.4a: <b>Order of play</b> is determined on the tee by draw/honor (First hole: toss a tee; After that, the low gross score on the last hole goes first). When not on the tee, it is determined by who is farthest from the hole. If a player plays out of turn, the opponent may recall the stroke, but there is no penalty. Ready golf is not permitted. You may invite an opponent to play out of turn to speed up play. But if you do so, you forfeit your right to recall the shot. Rule 23.6 <b>Side’s Order of Play</b> Players may play in the order the side considers best. This means that when it is a player’s turn to play, under 6.4a (match play), either the player or her partner may play next. <b>Exception: Continuing Play of Hole after Stroke Conceded in Match Play.</b> * A player must not continue play of a hole after the player’s next stroke has been conceded if this would help their partner. * If the player does so, their score for the hole stands without penalty, but the partner’s score for the hole cannot count for the side.	Rule 6.4b: <b>Order of play</b> is determined on the tee by draw/honor, and when not on the tee, it is determined by who is farthest from the hole. There is no penalty for playing out of turn.
Rule 7.4: <b>Ball Search</b> If <b>searching for your OR your opponent’s ball</b> and it is accidentally moved, no penalty. Maximum search time is 3 minutes. Rule 9.5b: <b>Ball Lifted/ Moved by Opponent in Match Play.</b> If you touch or move opponent’s ball when not searching, you receive 1 penalty stroke and ball must be replaced.	Rule 9.5b: <b>Ball Lifted/ Moved by Opponent in Stroke Play</b> If you touch or move a fellow competitor’s ball when not searching, no penalty, and ball must be replaced. Rule 9.6: <b>Ball Lifted or Moved by Outside Influence:</b> Moving a <b>fellow-competitor’s ball</b> , during a search or otherwise, there is no penalty. Ball must be replaced on original spot. Maximum search time is 3 minutes.
Rule 11.1a <b>Ball in Motion Accidentally Hits Person or Outside Influence</b> – if you putt and your ball strikes another ball, also on green, there is no penalty. Play your ball as it lies. Ball at rest is replaced where it originally lay.	Rule 11.1a <b>Ball in Motion Accidentally Hits Person or Outside Influence</b> <b>Exception: On the putting green</b> – if you putt and your ball strikes your fellow-competitor’s ball, also on green, you get the General Penalty.
Rule 14.7a: If a player makes a <b>stroke from the wrong place</b> , Penalty: Loss of hole-player	14.7a: <b>Playing from a wrong place</b> has two stages General Penalty (2- strokes) for doing it and if it is a serious breach, must rectify, otherwise the player is disqualified.
<p><b>EBTP Reminders:</b></p> <p><b>Cell Phone Policy:</b> Cell phones must be set to silent mode. They may be used as distance measuring devices, for rules review and for on-course emergency only. If a phone rings or is used as a phone the hole is LOST by the Team represented by the player with the phone and WON by the other team. EBTP Rule: Loss of hole – Team.</p> <p><b>Model Local Rule E-5 Alternative to Stroke &amp; Distance for Lost Ball of Out of Bounds Ball.</b> For 2-stroke penalty, see EBTP Rules Section for more info.</p>	