



1v1 Outdoor Net Match Play League

League Overview:

- Maximum Players: 10 total
- Format: 1v1 outdoor Net Match Play
- Handicap: Active GHIN handicap required (separate cost of \$55 - sign up at <https://www.ghin.com>)
- Season: 10 rounds over 20 weeks (1 match every 2 weeks)
 - First week starts Monday May 4th (Week 1 ends on May 10)
 - Last regular season day is Sunday Sep 20, 2026
- Playoffs: Top 6 players advance to single-elimination playoffs
 - Seeds 1 and 2 will get bye weeks. Seed 1 will play the highest remaining seed in the semi-finals.
- Buy-in: \$75 per player (+green fees)
- Payouts (based on 10 man field, can vary depending on actual numbers)

Rank	Payout
1st	\$275
2nd	\$175
3rd	\$75

Match Scheduling:

- Players are assigned opponents every 2 weeks.
- Players must coordinate directly to schedule their outdoor match within that window.
- All matches must be played at a City of Columbus Golf Course.
 - Course options and tee times: <https://crpdgolf.com/golf-courses/>
 - Wilson road is an EXCLUDED choice!
- Both players must agree on course, date, and tee time.
- All players must play from the same tees unless agreed otherwise.
- Match ups will be determined by random and the only exception is that you will not play the same opponent twice in the regular season, except in the playoffs.
- Matches not completed within the 2-week window are recorded as double forfeits (0 points each). To be eligible for a forfeit win (1 point), a player must demonstrate a Good-Faith Scheduling Effort, defined as:
 1. The player must initiate contact with the opponent within the first 3 days (72 hours) of the match window.
 2. The player must propose a minimum of three specific, reasonable dates/times for play within the 14-day window.
 3. The opponent must fail to respond or schedule within 7 days of the initial contact.
 - If these conditions are met, the initiating player should contact Tom for a ruling

Handicap & Strokes:

- Use GHIN to determine each player's Course Handicap.
- GHIN is also used to score the match. Click [HERE](#) for a demo.
- The higher-handicap player receives strokes equal to the difference between the two Course Handicaps.
 - Strokes are applied on the most difficult holes based on the course's stroke index. GHIN will take care of this automatically.

Match Play Rules:

- Standard match play rules apply: win, lose, or halve each hole.
- Matches conclude when one player is up more holes than remain.
- If tied after 18 holes, the match is considered halved (no extra holes).

Reporting Results:

- One player reports the match result to the league organizer.
- Both players must post their actual scores to GHIN to maintain accurate handicaps.

Standings & Points:

- Win = 1 point
- Halve = 0.5 point
- Loss = 0 points
- Standings are updated after each round.

Playoffs:

- Top 6 players based on points advance to a single elimination playoffs.
- Playoff matches will also be played at City of Columbus courses.
- The lower seeded player will choose the course of the match
- Playoff matches can not end in a tie. If after 18 holes, the match is tied, a sudden death playoff will occur until a winner is determined.
- Brackets for the playoffs will always “rebracket” to ensure the lowest seed plays the remaining highest seed.
- Tiebreakers:
 1. Total matches won
 2. Head-to-head result
 3. Playoff match

****League Rulebook Addendum: Multi-Way Tiebreakers****

When three or more players finish tied for a playoff position based on total league points, the tie shall be resolved using the following step-by-step procedures in order.

Step 1: Total Match Wins

The first tiebreaker is ****Total Regular Season Wins**** (full 1-point victories, excluding half-point ties).

* The player with the most total wins claims the playoff spot.

* If all tied players have an identical number of total wins, proceed to ****Step 2****.

Step 2: Head-to-Head Play

****Case A: Clear Head-to-Head Winner (Non-Loop)****

If one player holds a winning record against ****all**** other players involved in the tie, that player automatically claims the playoff spot.

****Case B: Circular Loop (Gridlock)****

If the head-to-head matches result in a circular loop where no single player holds a clear record advantage over all others, the tie shall be resolved via a ****Mini Playoff Bracket**** on the course.

Step 3: Mini Playoff Bracket (Circular Loop Resolution)

****1. Seeding for the Bye:****

To ensure fairness when players have completed an unequal number of head-to-head matches, the bye into the tiebreaker final shall be awarded to the player with the highest ****Average Hole Differential per Match**** in head-to-head play:

****2. Bracket Format:****

*** **Match 1 (9 Holes):** Seed #2 vs. Seed #3 (Elimination Match)**

*** **Final Match (9 Holes):** Winner of Match 1 vs. Seed #1 (Bye Holder) for the official playoff spot.**

Note: If any 9-hole mini playoff match ends all square after 9 holes, it shall be decided immediately by sudden-death stroke play starting on Hole 1.

Match Play Basics

- Each hole is a separate contest (win, lose, or halve)
- Player with the best NET score on the hole wins that hole
- A player may concede a hole to their opponent. If a player concedes a hole and picks up their ball, they must record their **Most Likely Score** for handicap purposes.
 - The Most Likely Score is determined by the score the player would most likely have made for the hole, including any penalty strokes, and must not exceed the score that gives the player a net par.
 - **GHIN Posting Clarification:** Both players must post their **Adjusted Gross Score** (AGS) to GHIN after the match to maintain accurate handicaps, which will incorporate the Most Likely Score for conceded holes.
- Match ends when a player is "up" more holes than remain
- If tied after 18 holes, match is considered halved (no sudden death)

Conceded Hole Scoring

- If a player concedes a hole, both players should agree on a fair and likely score from the point of concession and record it for handicap purposes.
- Play All 18 Rule, please play all 18 holes, even if match can not be won to allow for accurate handicapping.
- Player with the best NET score on the hole wins that hole
- A player may concede a hole to their opponent. The player who concedes will mark down a "double par" for their score OR one shot more than their opponent if they have a double par or higher.
- Match ends when a player is "up" more holes than remain
- If tied after 18 holes, match is considered halved (no sudden death)

Breakfast Ball Rule:

- Each player is allowed 1 breakfast ball (a mulligan on the first tee shot of Hole 1 only). No other mulligans permitted.

Lift, Clean, and PLACE Rule

- Casual play rule in effect: "Lift, clean, and PLACE"
- Players may improve lie by lifting, cleaning, and placing ball within ONE club length (or fluffing and improving lie)
- This may change grass type, i.e. may move from rough to fairway if it's within ONE club length. The only exception is bunker play, if it's in the bunker, it must stay in the bunker.
- You may rake the bunker and place the ball if desired.
- No closer to the hole

Score Reporting

- One player must report the final match result (e.g., Player A def. Player B 3&2)
- Both players should still post their individual scores to GHIN (or the scorekeeper can send it to the other golfer in GHIN)
- Submit results via group chat or to the league organizer directly

Conduct and Spirit of Play

- This league is competitive but friendly – good sportsmanship is expected
- Disputes should be resolved between players or brought to the league organizer
- Let's keep it fun, fair, and respectful for all!

Vacation Rule

- Players may complete more than one match within a two-week period if required by travel or other circumstances.
- To qualify for this exception, the player requesting the adjustment must:
 1. The match must be mutually agreed upon by both players.¹
 2. The player must notify the league organizer and their opponent of the need for an adjusted schedule **immediately** upon receiving the match-up.
 3. The make-up match must occur no more than **one week before or one week after** the original match window.
 4. The league organizer must be notified of the adjusted match date
 5. All matches must be made up PRIOR to the start of the final regular season match period.

“White Stakes as Red” Local Rule:

- This rule eases the penalty for OB by treating it like a red-staked hazard:
- You don't have to replay the shot

- You can drop near the point where the ball crossed OB (within 2 club lengths)
- You still take 1 penalty stroke