

Tie Breaking Procedures

Ties for major championships or the final position on a provincial team will be broken by a sudden death playoff. The hole(s) designated for the playoff will be discussed by the Event Chairman with the Host Club Pro Shop in advance. However the hole(s) may not be finalized until the scope of any playoff is determined and the course availability at the time of the playoff is known.

If due to weather, darkness or other cause, a playoff cannot be held to determine a Champion, then co-winners shall be declared (example Alberta Junior Champion).

In the event of a tie in a gross score competition that is not to be decided by a playoff, then a winner shall be declared by matching scorecards.

If conditions are such that a play off may not be conducted for a **team position** on that day or that course the following options should be evaluated in sequence to conduct a playoff:

1. Another nearby course on that day.
2. That course or another course on the next day.
3. An appropriate course prior to the event for which the players were competing.
4. Include all tied players in the event.
5. Ties for team position will be broken according to Rule 33-6 and Appendix 1, as follows:

Matching Scorecards

Ties will be broken according to Rule 33-6 and Appendix 1, as follows:

In the event of a tie in a gross score competition that is not to be decided by a playoff, then a winner shall be declared by matching scorecards.

To break a tie in stroke play gross score competition by matching scorecards, examine the holes as they appear on the scorecard. A winner will be determined on the basis of the best score in the following sequence:

- i) last 18 holes
- ii) last 9 holes (10-18)
- iii) last 6 holes (13-18)
- iv) last holes 3 (16-18)
- v) last hole (18)
- vi) first 9 holes (1-9)
- vii) last 6 holes on front nine (4-9)
- viii) last 3 holes on front nine (7-9)
- ix) last hole on front nine (9)
- x) 18th hole, 17th hole, 16th hole, etc.
- xi) In a multi round competition, repeat the same procedure using the 2nd last 18 played, etc.

To break a tie in net competition follow the same procedure and deduct the appropriate portion of the course handicap and include the fractions.

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|------|----------------------|---------------------------|--------|
| i) | last 18 holes | less full course handicap | |
| ii) | last 9 holes (10-18) | less 1/2 course handicap | (9/18) |
| iii) | last 6 holes (13-18) | less 1/3 course handicap | (6/18) |
| iv) | last 3 holes (16-18) | less 1/6 course handicap | (3/18) |

*To break ties for pairing purposes or for order of tee off within a group refer to the above method of matching scorecards.

Gross Stroke or Match Play Competition

A hole-by-hole play-off shall be played to determine the winner.

Net Stroke Play

A series of 3-hole competitions shall be played with the winner being the player with the lowest net score aggregate for the 3 holes. Handicap strokes will be taken as they appear on the scorecard.

Net Match Play

A series of 3-hole competitions shall be played with the winner being the player who won the most holes in the 3-hole match. Handicap strokes will be taken as they appear on the scorecard.

Conducting a Playoff

If a play-off is likely to occur, the Tournament Rules Chair will ask one or two Rules officials to go ahead of the play and check the holes on which the play-off will be conducted, making sure that the bunkers and the putting green are in appropriate condition. The Tournament Rules Chair will normally conduct the play-off.

Generally, the play-off will start at the 1st hole and continue in the normal sequence of holes, unless it is determined that the location of the holes is such that such an order would be inconvenient. In all cases, the holes selected for an eventual play-off should be announced prior to the start of the event.

The order of play at the first tee of the play-off will be determined by lot, the players involved in the play-off being asked to pick a numbered piece of paper. The first player to post the score will be asked to select first and will go in the order indicated on the paper. The player picking #1 must play first, #2 second, and so on.

The groups shall consist of a maximum of 5 players or less.

Remind the players that they are still competing in a stroke play competition.

Play-off for Individual Events

A play-off will be conducted if two or more players are tied for the championship, final place or places on a team or final place or places in stroke play qualifying for championships or match play.

For example, if three players are tied for the last two match play positions, the three players play off for the last two positions in the match play brackets.

The first player with a score lower than either of the two other two players will be designated to the second last position. If the other two players are still tied, the play-off will continue until one player is eliminated. If two players tie but their score has eliminated the third player, their positions for match play are determined by matching scorecards.

Play-off for Team Competitions –

Two Team Play-off

- Lot will determine order of play. Team members will play alternately. For example if Team A wins the draw, Team A hits first and Team B hits next. The pairing would thus go A – B, A - B. Pairing of groups will be the responsibility of the tournament committee.
- After the first hole (or third hole in net competitions), if the teams are still tied, they will continue using the same format.
- No competitor or team captain may give advice to a fellow competitor.

Three Team Play-off

- Competitors are divided into two groups; one player from each team in each group; a total of three players in each group.
- Order of play will be drawn by lot with Team A playing first, Team B playing second and Team C playing third. Each subsequent pairing shall play in the same order as the first pairing. Pairing of groups will be the responsibility of the tournament committee.
- The first group shall wait for the other group to complete play of the first play-off hole (or third hole in net competitions).
- If the teams are still tied, they will continue using the same format.
- No competitor or team captain may give advice to a fellow competitor.

Four Team Play-off

- Competitors are divided into two groups; one player from each team in each group; a total of four players in each group.
- Order of play will be drawn by lot with Team A playing first, Team B playing second, Team C playing third and Team D playing fourth. Each subsequent pairing shall play in the same order as the first pairing. Pairing of groups will be the responsibility of the tournament committee.
- The first group shall wait for the other group to complete play of the first play-off hole (or third hole in net competitions).
- If the teams are still tied, they will continue using the same format.
- If one team is eliminated, the format will revert to the three team play-off format. If two teams are eliminated, the format reverts to the two team play-off format.
- No competitor or team captain may give advice to a fellow competitor.

Play-off for Team Competitions - Interclub

Two Team Play-off

- Best three of four scores to count
- Competitors are divided into two groups; two players from each team in each group.
- Lot will determine order of play. Team members will play alternately. For example if Team A wins the draw, Team A hits first and Team B hits next. The pairing would thus go A – B, A - B. Pairing of the second group will be in the same order as the first pairing. Pairing of groups will be the responsibility of the tournament committee.
- After completion of the first play-off hole, the first group shall wait for the second group to complete play of the hole.
- If the teams are still tied, they will continue using the same format.
- No competitor or team captain may give advice to a fellow competitor.

Three Team Play-off

- Best three of four scores to count
- Competitors are divided into four groups; one player from each team in each group; a total of three players in each group.
- Order of play will be drawn by lot with Team A playing first, Team B playing second and Team C playing third. Each subsequent pairing shall play in the same order as the first pairing. Pairing of groups will be the responsibility of the tournament committee.
- Each group shall wait for the other groups to complete play of the first play-off hole.
- If the teams are still tied, they will continue using the same format.
- If one team is eliminated, the format will revert to the two team play-off format.
- No competitor or team captain may give advice to a fellow competitor.

Four Team Play-off

- Best three of four scores to count
- Competitors are divided into four groups; one player from each team in each group; a total of four players in each group.
- Order of play will be drawn by lot with Team A playing first, Team B playing second, Team C playing third and Team D playing fourth. Each subsequent pairing shall play in the same order as the first pairing. Pairing of groups will be the responsibility of the tournament committee.
- Each group shall wait for the other groups to complete play of the first play-off hole.
- If the teams are still tied, they will continue using the same format.
- If one team is eliminated, the format will revert to the three team play-off format. If two teams are eliminated, the format reverts to the two team play-off format.
- No competitor or team captain may give advice to a fellow competitor.