

SBIC 2024 Year Long Team Match Play Four-ball Tournament.

Sandy Burr Inner Club will be offering a Yearlong 2 member Team Match Play Four-ball Tournament this Year. Entry into the Tournament is optional and will require matches to be played during the months of May through October (if you make the playoffs). The format will be a Four-ball match play with full handicaps at the time of your match. You pick your partner, fill out an entry form, submit with your entry fee via Venmo to the Tournament Chairman (Bob Backman). Either a paper copy or email copy to sbicbackman@comcast.net is acceptable.

Below are additional rules and details of the format of the tournament, any questions direct them to the Tournament Chairman:

Tournament Rules

- 2 person teams, sign-up and pay by April 30th.
- 32 Teams is the maximum once there are 32 teams the sign-up is closed.
- Fill out a Sign-up sheet with you and your partners information.
- Submit either a paper copy or email copy. Submit \$25 per player entry fee payment for each team member no later than April 30th.
- Once all teams have entered and payment made, Teams will be arranged by total combined Handicap order and a modified blind draw will be conducted to place the teams in 2 brackets of 16 Teams of equally distributed handicaps. The brackets will be used to determine each Teams qualifying opponents.
- Each team plays no more than 4 qualifying matches from May to end of August, within their bracket.
- Once 2 Teams in a bracket chose to play each other, the Teams select when they wish to play the matches. For example, a Team could play 2 matches in May and 2 matches in August, or 1 a month. The Teams work out the schedule.
- Each Team selects up to 4 Teams within their bracket to play their qualifying matches. All 4 matches must be played by end of August.
- All results will be posted on SBIC Website.
- Your match must be against different opponents each qualifying match and within your bracket.
- Matches must be played on a weekend.
- Once selected, one of the teams is to notify Tournament Director minimum one week prior to the weekend selected. Tournament Chairman will pair them as a foursome on that day selected.
- Both Teams can participate in the regular tournament on that day and Swimming.
- A separate (do not use same scorecard for weekend day tournament) scorecard should be kept for each match and signed by a member of each team. Turn in all Match Play Scorecards separately to the scorer on day of your match.
- Note: even though conceding of a hole without putting out in Match play is acceptable, if the normal day tournament does not allow this, all holes must be putted out by all players!
- Handicaps as of Friday before weekend of play. Player Tee position same as for normal Tournaments.
- Scoring for the match play will be 1 pt for the lowest teams score front 9, 1 pt back 9, and 1 pt overall.
- Ties for either front 9, back 9 or overall equal 0.5 each team.
- No substitutes are allowed for matches. If a player can't make the match, their partner must play the match as a single against the other Team.
- If teams can't arrange their match, notify Tournament Chairman and he will be final arbitrator of a resolution. If notification of Tournament Chairman isn't made prior to end of August of a conflict the Team score at and of August will stand.
- At the end of August, the top 4 qualifying Teams of each bracket will make the playoffs. Selection will be based on total points won or based on tiebreakers listed below.
- A blind draw will be used to set the playoffs bracket.
- The playoff will be Ryder Cup fourball format. In the playoffs If after 18 holes a match is tied, sudden death holes will be used. If Sudden Death is not feasible USGA back 9,6,3,1 tie-breaker will be used.
- All Playoff matches must be played– Quarterfinals, Semifinals and Finals by end of October.
- Payouts to top four teams.

Qualifying Round Tie-breaker Criteria

1. Head-to-head
2. Verses same opponents
3. Total matches won
4. Total front and back 9 points
5. Total back 9 points
6. Total front 9 points