

DCSGC Ryder Cup Info & Rules

\$20 Entry Fee, (no checks, please), payable via cash, Venmo @rschaef07, or Zelle 415-717-2583.

1st & 2nd place payout

The Ryder Cup uses match play, not stroke play, & points are awarded per match.

DCSGC Ryder Cup Difference:

- We have 4 teams of 6 players, & each team plays the other 3 teams once in each format
- Team Standings will be determined by points won

Team formats:

- Fourball (Better ball): 2-player teams, each play their own ball; the better score counts for that hole
- Foursomes (Alternate shot): 2-player teams, partners alternate hitting the same ball
- Singles: one on one match play.
- **The captain decides which teammates pair up together for the pair specific events.**

Points format (36 total points possible):

- 3 Fourball matches against each team (3 x 3 = 9 matches each, 9 points)
- 3 Foursomes matches against each team (3 x 3 = 9 matches each, 9 points)
- 18 Singles matches (6 x 3 = 18 matches each, 18 points)

Scoring each match:

- Win a match = 1 point;
- Tie a match = ½ point each;
- Lose a match = 0 points

Tiebreaker ??:

- TBD 1
- TBD 2

Match play details:

- Each match is decided hole-by-hole (win a hole by having the lower net score on it), not by total strokes.
- A match ends early once one side is up by more holes than remain to be played (e.g., "4 & 3" means 4 up with 3 holes left).
- If all 18 holes are played and the match is tied, it's declared "halved" and each team gets ½ point

Winning the Cup: Team with most points.

Local Rules:

- All DCSGC local rules apply
- You can play 3BC concurrently, but must putt out on all holes
- **Play any tee box, but please let your captain know by Friday (if he's making scorecards)!**

Alternate Shot Rules:

- You can alternate golf balls in Foursomes
- **Alternate shot simply means whoever hit/putt last; it is their teammates turn next.**