

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 player plays their own ball; the better score on the team counts for that hole
- Foursomes (Alternate shot): 2-player teams, partners alternate hitting the same ball
- Singles: one on one match play a match

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; • Halve (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:

- You can alternate golf balls in Foursomes
- You can play 3BC concurrently, but must putt out on all holes.