**Rules differences between Stroke Play and Match Play.**

Generally, there are no two-stroke penalties in Match Play, only loss of hole.

**Rule 2-4: Concession of Next Stroke, Hole or Match.** A player may concede the opponent’s next stroke, or the hole, or the match, any time prior to the conclusion of the hole or match. Please follow this procedure on very short putts or when a player is clearly in command of the hole, there should be no reason to concede the match, unless you become injured and cannot play on.

**Rule 2-5: Claims**. If there is a doubt or dispute between the players and no duly authorized representative of the Committee is available within a reasonable time, the player must make a claim to be considered by the Committee at a later time. A claim must be made **prior** to any player in the match teeing off from the next teeing ground or on the last hole before all players leave the putting green. No later claim shall be considered unless it is based on facts previously unknown to the player making the claim and the player making the claim had been given wrong information, by an opponent.

**Rule 3-3:** Play of a second ball under “Doubt as to Procedure” is NOT an option in Match Play.

**Rule 4-4a: Maximum of Fourteen Clubs**. If a player is in breach of the “Fourteen Club” rule, in match play, at the conclusion of the hole at which the breach was discovered, the state of the match shall be adjusted by deducting one hole for each hole at which a breach occurred. Maximum deduction per round: two holes.

**Rule 7-1: Practice**. In Match Play a player is allowed to practice on the competition course before a round/match.

**Rule 9-2: Information as to Strokes Taken.** Always keep your opponent informed on penalties you incur during the play of a hole, unless you are obviously proceeding under a Rule involving a penalty and this has been observed by your opponent. If you fail to inform your opponent, you shall be deemed to have given wrong information. An opponent is entitled to ask you how many strokes you have taken, during the play of a hole. If you give wrong information and do not make a correction prior to your opponent playing his next stroke, you shall lose the hole. This is the same after the play of a hole and wrong information must be corrected before either player tees off on the next hole.

**Rule 10-1c: Playing Out of Turn.** In match play, the ball farther from the hole is played first. The winner of a hole tees off first on the next hole. If a player plays out of turn **anywhere** on the course, his opponent MAY immediately require him to cancel the stroke and replay in the correct order. No penalties apply.

**Rule 10-3: Provisional Ball.** If a player plays a Provisional Ball from the Teeing Ground, he shall do so after his opponent has played his first stroke. If not, Rule 10-1c applies.

**Rule 11-4: Playing from outside the Teeing Ground.** If a player, when starting a hole, plays from outside the teeing ground, the opponent may immediately require the player to cancel the stroke so played and play a ball from within the teeing ground, without penalty.

**Rule 15-3a: Wrong Ball.** In match play, if a player plays a stroke with a wrong ball, he loses the hole.

**Rule 17-2: Unauthorized Attendance of Flagstick**. In match play, an opponent or his caddie shall not, without the authority or prior knowledge of the player, attend, remove or hold up the flagstick while the player is making a stroke or his ball is in motion.

**Rule 18-3: Ball moved by opponent, caddie or equipment**. In search there is no penalty, replace the ball. Other than search, if the opponent moves or touches the player’s ball, the opponent shall incur a penalty stroke.

**Rule 19-2: Ball in motion deflected or stopped by Player, Caddie or Equipment**. If a player’s ball is accidentally deflected or stopped by himself, his caddie, or equipment, he shall incur a penalty of one stroke.

**Rule 19-3: Ball in motion deflected or stopped by Opponent, Caddie or Equipment**. If a player’s ball is accidentally deflected or stopped by an opponent, his caddie or his equipment, no penalty is incurred. The player may play the ball as it lies or, before another stroke is played by either side, cancel the stroke and play a ball without penalty as nearly as possible at the spot from which the original ball was last played.

**Rule 20-7a: Wrong Place**. If a player makes a stroke from a wrong place, he shall lose the hole