



Overview

- **Players:** 20 total (2 teams of 10 players)
 - **Teams:**
 - Team A (10 players)
 - Team B (10 players)
 - **Format Duration:** 14 days
(Alternate Shot=Mon-Fri | Four-ball = Sat-Tues | Singles = Wed-Sun)
-

Structure of Play

The event consists of **3 match types**, with a total of **14 points** up for grabs.

Match Type	# of Matches	Players per Match	Total Points
Alternate Shot	2	2 vs 2	2 (1 per match)
Four-ball	2	2 vs 2	2 (1 per match)
Singles Match Play	10	1 vs 1	10 (1 per match)
Total:	14		14 Points

*The previous winners need 7 points to retain and the challengers 7.5 points to win the trophy.
If tied 7-7, the previous winners retain the title (unless alternate tie breaker was agreed to).*

Team Setup

Players make the team based on their most recent season points prior to team selection.

The player with the highest season points will be Team Captain and the next six (6) players with the highest season points will make the team in rank of highest season points. If the team captain wishes NOT to play in the tournament, the next seven (7) players make the team. The last three (3) players will be Captain's Pick for a total of 10 players. Team Captains must notify each other as to whether they will play in the tournament prior to any official match.

Team/Player Match Making:

Teams will take turns setting the first match of each match type. The other team captain will set the next match of the match type and this will continue until all the matches have been set.

Match Formats Explained

0. Team Captains must decide on Tournament Rules

- Which scoring number is used for each match type
- How is a tie-breaker decided

1. Alternate Shot: *Teams must use 8 different players to compete in the alternate shot and four-ball*

- **Teams:** 2 matches of 2v2.
- **Playstyle:** Teams will decide which player tees off on odd and even holes. After teeing off, the other player hits the ball and they take turns until the ball is in the hole. The order remains the same through the entire game, even in the event of a penalty.
- **Matches:** Team captains will submit their teams' playing order into the website system blindly. Once all submissions are made, the system will display the match ups.
- **Scoring 1:** The team with the most holes won gets 1 point or 0.5 each for a tie.
- **Scoring 2:** The team with the lowest gross score wins 1 point or 0.5 each for a tie.

2. Four-ball (Best Ball)

- **Teams:** 2 matches of 2v2.
- **Playstyle:** All four players play their own ball. The player with the lowest score wins the hole for their team.
- **Matches:** Team captains will submit their teams' playing order into the website system blindly. Once all submissions are made, the system will display the match ups.
- **Scoring 1:** The team with the most holes won gets 1 point or 0.5 each for a tie.
- **Scoring 2:** The team with total lowest score of all holes gets 1 point or 0.5 each for a tie.

3. Singles Match Play

- **Teams:** 10 individual head-to-head matches (1 vs 1).
 - **Playstyle:** Match Play (or Stableford).
 - **Matches:** The challenging team captain will select one player from each team setting the first match. The team captains will go back and forward setting a match until all 10 matches have been established.
 - **Scoring:** Match Play = 1 point per individual win, 0.5 each for a tie.
 - **Optional Scoring:** Stableford = 1 point for player with most match points, 0.5 each for a tie.
-

Scoring & Tiebreakers

- **Match Win = 1 Point**
- **Match Tie (halved match) = 0.5 Point for each team**
- **Previous winners need 7 Points and the challenging team needs 7.5 to win the cup**

Tiebreaker Rule (7–7 Tie)

- **Option 1:** Previous winners retain the title.
 - **Option 2:** A **sudden-death playoff** can be played:
 - Choose one player (Captain's choice) from each team.
 - Sudden-death match play starting at hole one until a player wins a hole.
 - **Option 3:** A single **round of CTPP** can be played:
 - Choose two players (Captain's choice) from each team.
 - Lowest total combined feet from the pin wins the trophy.
-