

**Four-Ball stroke play (aka 2 man Best Ball) &
Two-Best-Balls-of-Four Stroke Play (aka 4 man 2 Best Balls)**
(rev. 9-20-2024)

In Four-Ball stroke play (aka **2manBB**), two competitors play as partners, each playing their own ball. The lowest net score of one partner, is the team score for the hole.

In the **4man2BB** event, a team is comprised of 4 players, each play their own ball and the two lowest net balls on each hole is the score for the hole.

Common Rules

- . The SIR branch 159 6-inch bump rule is in effect for this event.
- . Each team of players is competing against the entire field. The team with the lowest net score wins the tournament.
- . Play is with full Course Handicap (unless tournament is set with a different formula). Ties are decided using the USGA tie-breaker rule.
- . Each player will be given a handicap stroke hole, based upon his Course Handicap, and apply to his gross score for each hole.
- . Pairings are done using a computer application pairing program (BlueGolf), and are subject final to adjustments by the Event Chairman or the Golf Chairman.
- . On the day of the tournament, no-shows, last minute add-ons or cancellations are handled by the Monthly Tournament Chairman, MTC.
- . Event Chairman will use one blind draw to complete any team with one missing player. Each player score is postable to GHIN for handicap purposes.
- . Hole Not Completed: At least one player must complete each hole or the team will be disqualified. The player who picks up his ball before holing out, shall enter his score as 2 times the par value (posting software will calculate the correct score before it is posted into GHIN).