

**Four-Ball stroke play (aka 2 man Best Ball) &  
Two-Best-Balls-of-Four Stroke Play (aka 4 man 2 Best Balls)**  
(rev. 3-14-2017)

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 (TPP), and are subject final to adjustments by the Handicap 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.
- . Scoring Chairman will use one blind draw to complete any team with one missing player. Each player score is postable 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 X, and write the most likely number of strokes to complete the hole not to exceed the ESC value which is 7 strokes for a course handicap of 10-19 or 8 strokes for a course handicap of 20-29.