



RULES OF KNOCK OFF SAVAGE MATCH PLAY

- 1a The game is played with a golf putter, golf balls, a lawn bowls jack and black golf hole sized disc
- 1b The game is played on a lawn bowls green
- 1c Participants must use a coloured or marked golf ball that can be identified
- 1d Play can be undertaken in singles matchplay or pairs
- 1e In pairs matchplay, the team mates will be play alternate shot
- 2a A coin toss will decide which player or team sets the jack, the position to be played from at each end is set by the player or team who rolls out the jack. The jack is then placed on the centre of the black hole sized disc
- 3a The aim of the game is to hit the ball onto the jack, dislodging it from the black disc before the opposition
- 3b After the first putts from each player or team, the player or team furthest from the jack plays next, if they dislodge the jack from the disc, known as Knock Off, they win the hole and go 1 up, 2 up etc.
- 3c The only way to tie one end is if both players Knock Off the jack at their first putt
- 3d The losing team at each end sets the jack position and then putts after the opposition, thus having direct influence on who has the second putt
- 4a The playing area is between the marked lines or boundaries of the lane, all areas outside of these lines including the gutter are deemed to be Out of Bounds. If a ball comes to rest outside the playing area and has gone out of bounds the player places the ball as near as possible to where it last crossed the boundary under one stroke penalty. If a ball goes Out of Bounds via the gutter it can be placed within one club length of the gutter and played under one stroke penalty.
- 4b Seven ends constitutes the length of a match, if the score is tied after this time then sudden death extra holes are to be played.
- 4b The game is won by a player or team having won more holes than there are left to play, for example three holes up, two to play (3/2)