

2026 Corpus Christi City Match Play Championship – Notice to Players

MATCH PLAY CHAMPIONSHIP SCHEDULE:

Day 1- October 17th morning (Qualifying round) --- ONLY THE LOWEST 16 SCORES IN THE QUALIFIER ADVANCE TO THE 1ST ROUND OF THE MATCH PLAY

Day 2- October 18th morning (1st round of Match Play)

Day 2- October 18th afternoon (2nd round of Match Play)

Day 3- October 31st morning (Semifinals)

Day 4- November 1st morning (Finals) ----- Please note that daylight saving time ends on this day

GENERAL TOURNAMENT PLAY:

Day 1- October 17th morning (Qualifying round)- The Qualifying round is stroke play to determine the top 16 players who will then compete in the 1st round of Match Play on Day 2. The player with the lowest qualifying round score earns a #1 seed and the player with the 16th lowest qualifying round score earns a #16 seed. If players shoot the same score, a scorecard playoff will be used to break the tie. Players who made the lowest score on the number 1 handicap hole (hole #9) will be awarded a higher seed. If the number 1 handicap hole does not break all ties, then the player who made the lowest score on the number 2 handicap hole (hole #17) will be awarded the higher seed, and so on until all ties are broken. Please arrive on site at least 15 minutes before your scheduled tee time to pick up your official scorecard and to check in with the tournament staff who will be staged in the restaurant portion of the Oso Beach Clubhouse. You can **PAY CASH** at this time if you wish to participate in any of the optional side games that will take place on only Day 1 (Qualifying round) of the Match Play Championship. Please arrive at the back tee area of hole #1 at least 10 minutes before your scheduled tee time in preparation to start your round. If you miss your tee time you will be disqualified from the competition. You are not allowed to keep your own official score but should always keep a record of your score in case disputes arise. Please exchange your official scorecard with another player in your group who will record your official score. You should receive the official scorecard of a different player in your group to be their official scorekeeper. You should not be the official scorekeeper for the same player who is your official scorekeeper---so 2 players in the group should not keep each other's official score unless they are playing as a twosome. The tournament committee will select the order of play for hole #1 on Day 1. After hole #1, the "Honors system" should be followed as much as possible so that the player with the low score on the completed hole will tee off first on the next hole. However, when agreed to by the members of the group, "Ready golf" is acceptable as needed so that the group does not hold up play unnecessarily. The low 16 scores will make it into the 1st round of the Match Play Championship. If you do not have 1 of the lowest 16 scores after the Day 1 stroke play Qualifying round your Match Play Championship is over. Tee times for Day 2 will be posted on the website, emailed and/or texted to the 16 players who qualified for the 1st round of the Match Play Championship. Players may also text *Chad Sweigart 361-522-8132* or *Riley Riethman 817-944-1556* after 8:00 PM if they failed to receive their Day 2 morning tee time.

Day 2- October 18th morning (1st round of Match Play): Please check in with the tournament committee in the clubhouse to get your official Day 2 scorecard at least 15 minutes before your scheduled tee time and then make your way to the first tee at least 10 minutes before your scheduled tee time. Please come into the clubhouse as a group immediately after completing play each day to turn in your scorecards so that the individual players of the group are free to leave the course after verifying individual scores. All 1st round winners will be re-paired in their bracket based on the remaining seeds in preparation for the 2nd round in the afternoon.

Day 2- October 18th afternoon (2nd round of Match Play): Please check in with the tournament committee in the clubhouse to get your official Day 2 afternoon scorecard at least 15 minutes before your scheduled tee time and then make your way to the first tee at least 10 minutes before your scheduled tee time. Please come into the clubhouse as a group immediately after completing play each day to turn in your scorecards so that the individual players of the group are free to leave the course after verifying individual scores.

Day 3- October 31st morning (Semifinals): Please check in with the tournament committee in the clubhouse to get your official Day 3 scorecard at least 15 minutes before your scheduled tee time and then make your way to the first tee at least 10 minutes before your scheduled tee time. Please come into the clubhouse as a group immediately after completing play each day to turn in your scorecards so that the individual players of the group are free to leave the course after verifying individual scores.

Day 4- November 1st (daylight saving time ends) morning (Finals): Please check in with the tournament committee in the clubhouse to get your official Day 4 scorecard at least 15 minutes before your scheduled tee time and then make your way to the first tee at least 10 minutes before your scheduled tee time. The winner will receive a trophy and a cash prize while the runner-up will receive a medal and a cash prize.

TIE BREAKERS: If there is a tie after the 18-hole Finals match, a sudden death playoff will commence to determine the Match Play Champion. The playoff will begin on the first hole unless the first hole is unavailable due to regular recreational play at the time of the playoff. If a sudden death playoff is unable to be started or completed due to weather or darkness, a scorecard playoff will have to be used to determine a champion. The tournament committee will make the final decision on whether darkness or weather conditions will suspend a playoff.

AWARDS CEREMONY: Will occur in the clubhouse area immediately after the Finals match is completed.

CADDIE POLICY: Any player may walk and carry/push their golf bag, utilize a caddie and/or ride on a golf cart. **There are only 2 carts allowed per group and any player who wants a private cart must pay for it out of pocket (if the course has any carts available for rent).**

Pre-ROUND WARM-UP: There is no driving range at Oso Beach Golf Course, *but players may stop by the S2G Golf facility at 933 Airline Rd, Suite A, to warm-up (in the air conditioning) for free on one of their simulators on October 17, 2026 Day 1 of the Match Play Championship (stroke play qualifier). Please arrive as early possible ahead of your tee time as there may be other players ahead of you warming up. Warm-up times will be limited to 15 minutes if there are players waiting.* Please call S2G to verify a 7:00 AM opening time on Saturday October 17. Players are allowed to use the open field to the left of the 1st fairway at Oso Beach

as a warm-up area to hit chip shots before the tournament groups begin play. Once tournament groups start teeing off, this area will no longer be open for warming up since the field is in play and players teeing off the 1st hole frequently hit their tee shots into this field. There is a practice chipping green/bunker behind the clubhouse and a practice putting green.

HEALTH AND WELLNESS: Adequate preparation for a golf tournament is crucial. The tournament committee recommends that all players are equipped with light snacks (i.e. granola bars, crackers, fruit, etc.) as well as a refillable water bottle for each day of the golf tournament. It is suggested that all golfers wear sunscreen and a hat to avoid overexposure from the sun. Additionally, it is recommended that golfers drink plenty of fluids the evening prior to each tournament to help prevent heat exhaustion. There are multiple large water coolers, ice bins, and wet towel bins around the course to help with hydration and staying cool. The clubhouse restaurant has food and drinks for sale along with offering free cups of ice water.

SPECTATOR/PARENT CODE OF CONDUCT:

Spectator carts will be rented on a first-come, first-served policy inside the golf shop.

Spectators/parents must not provide swing advice or tips to players during a round or between the play of holes.

Spectators/parents are encouraged to carry/provide hydration and nutritional support to their player.

Spectators/parents must not demean, verbally assault, or punish players while on-site at the host facility.

Spectators/parents are required to remain a reasonable distance from players throughout the round. Staying on the cart path, regardless of whether the spectator is riding or walking, is required except when around the putting green.

Spectators/parents should not interfere with any group advancing from behind, nor should they converse with any player other than words of encouragement or congratulation. Spectators/parents are encouraged to provide players with positive encouragement and cheers throughout the round to create a positive experience. Spectators/parents may forecaddie and assist players with ball searches throughout the round. Spectators/parents must not drive the golf cart off the cart path while fulfilling these duties.

Spectators/parents with carts must always keep all wheels of the golf cart on the cart path. The only exception to this rule is when a hole does not have a cart path, in which case, they shall follow the direction of the on-site staff and keep a reasonable distance away from the players.

Spectators/parents are not caddies and as such may not perform the duties of a caddie, including but not limited to, tending the flagstick, raking bunkers or providing tips. For the safety of all players, spectators, parents and other guests, all non-service animals are not permitted at this event. Violators of this policy will be asked to remove the animal from the premises immediately.

Spectators/parents can consult with players about rulings but are not the final decision maker for rulings. All the players in the group should first discuss the ruling question to try to resolve it. However, if a consensus is unable to be reached by the group and a rules official is not in the area, the player should take a picture of the original lie/ball in question before stroking the original ball. After stroking the original ball, the player should then put a second ball into play after taking the expected relief in question from the original lie. Once on the green, the player will first hole out the original ball before holing out the second ball.

SIDE GAMES: Any side games offered will take place only on Day 1 during the stroke play Qualifying round and **YOU MUST PAY IN CASH** for all your side games before you tee off on Day 1.

Regular Skins (\$20 entry fee) games- If you make the lowest score on any hole that is not matched by any other players also competing in the skins competition, you win a skin. If there are no outright winners for the skins competition, the prize \$ will be equally divided between all players who made birdie or better on the number 1 handicap hole (hole #9). If the number one handicap hole does not produce any birdies or better scores, then the skins will be awarded to all players who made birdie or better on the number 2 handicap hole (hole #17), and so on until a winner(s) is identified.

2 man team low ball (\$60 entry fee per team) game- Team up with another player (with each player paying half of the team entry fee and splitting the winnings) and the committee will compare scorecards after the completion of play to determine the 2 man team's lowest score on each hole to produce the team low ball total score in hopes of beating the other 2 man teams low ball total score. Depending on the number of teams that enter, this side game may pay out the 1st, 2nd and 3rd place teams. A player may pay the entire team entry fee for himself and another player (in hopes of keeping all the potential prize money), but he must give the other player an option to buy into the team prior to the competition. A player, or interested party, may pay the entire team entry fee and pick 2 random players who have not already been chosen as a team in hopes of that team combining to win the 2 man team low ball total score, but those players picked must be given an option to buy into that team prior to the competition. A player, or interested party, may only pay for part, or all of, not more than 5 different teams. A player who buys into multiple 2 man teams is eligible to collect the winnings from each of those teams if they all place in the money.

Low score on Par 3s and low score on the Par 5s (\$10 entry fees for each) games- These are 2 separate games with 2 separate entry fees, but they operate the same. The individual player(s) who has the lowest total score on the five Par 3s wins/splits the entire purse. The individual player(s) who has the lowest total score on the three Par 5s wins/splits the entire purse.

Closest to the Pin (CTP) competition (no additional entry fee)- Will be offered free of charge only on Day 1 (if a minimum of 40 contestants enter the Match Play Championship) with the CTP hole(s) to be determined before any groups tee off on Day 1.