



2016 LEAGUE RULES

1. ENTERING TEAMS:

- 1.1. Any Club affiliated to the SOUTHERN CAPE GOLF UNION (SCGU) may enter.
- 1.2. The completed entry form and proof of payment is to be submitted via fax or email to the SCGU by no later than 12h00 Wednesday 30th March 2016.
- 1.3. The SCGU will do final selection of the Teams and allocation to each Section(s).
 - 1.3.1. Selection will aim at the widest possible inclusion of Clubs. As many different Club's Teams as possible will be accommodated.
 - 1.3.2. Multiple entries by a Club may be limited by the SCGU in order to fit all fixtures into the season. A ballot system at the discretion of the SCGU may apply.
- 1.4. The SCGU shall provide all Clubs with the League Fixtures as soon as is practicable after receipt of the entries.
- 1.5. In future the completed entry forms and proof of payment is to be submitted at the League Captains meeting (October / November) and the League Fixtures will be presented at the Annual General Meeting (December).
- 1.6. Dates will be arranged in order not to clash with other SCGU fixtures, outside of school holidays and avoiding public holiday weekends as far as possible.
- 1.7. If a Club withdraws from the League after the entry closing date no refund will be given. In addition the Club in question may face sanction and penalties from the SCGU if in the opinion of the Executive such withdrawal adversely affects the proper functioning of the League. This sanction may result in a Club being barred from entering a Team for subsequent League seasons.

2. ENTRY FEES AND MATCH FEES:

- 2.1. The Entry fee per Handicaps or Super league team is R1 400 (One thousand four hundred rand).
- 2.2. In recognition of the difference between the Handicaps League and Super League, 36 holes versus 18 holes, the following fees are payable per player and by the players at a League fixture:

MATCH FEES		
	HANDICAPS LEAGUE	SUPER LEAGUE
Estate courses inclusive of a golf cart and light lunch (beverage excluded).	R250	
Estate courses inclusive of a golf cart (exclusive of lunch)		R150
18 hole golf courses (exclusive of a golf cart, inclusive of a light lunch)	R150	
18 hole golf courses (exclusive of a golf cart and lunch)		R100
9 hole golf courses (exclusive of a golf cart, inclusive of a light lunch)	R100	

3. STRUCTURE OF THE HANDICAPS LEAGUE

- 3.1. Handicaps League: 8 (eight) players per Team.
- 3.2. The Handicaps League will be played in three Sections. Teams will be allocated into sections based on their geographical location except for the "9-hole" courses and potentially a club who enters a second Team.
- 3.3. Handicaps League will be played over 36 holes (18 holes foursomes and 18 holes singles match play).
- 3.4. The courses for League matches will be determined on a rotational basis dependent on the number of Team entries received, which will in turn determine the number of fixtures required to complete the League.
- 3.5. In all cases, as far as possible, Teams will play against 1 club only, however if the number of clubs that have entered and the number of fixtures determine that it is not practicable to play it in that format, "2-way" games (i.e. 2 matches on a particular day) may be implemented to facilitate the playing of league as a last resort.

Section 1 and Section 3

- 3.6. The 18 hole courses that League will be played at in Section 1 and 3 are:
- Fancourt
 - George
 - Kingswood
 - Mossel Bay
 - Oubaai
 - Oudtshoorn
 - Pinnacle Point
- 3.7. From a geographical perspective the golf courses that form part of Section 1 and 3 as per the League system are:
- Dolphins Creek
 - Fancourt
 - George
 - Kingswood
 - Ladismith
 - Mossel Bay
 - Oubaai
 - Pinnacle Point
 - Riversdale
 - Stilbaai

Section 2

- 3.8. The 18 hole courses that League will be played at in Section 2 are:
- Goose Valley
 - Knysna
 - Pezula
 - Plettenberg Bay
 - Simola Golf Estate
- 3.9. From a geographical perspective the golf courses that form part of Section 2 as per the League system are:
- Boggomsbaai
 - Goose Valley
 - Knysna
 - Pezula
 - Plettenberg Bay
 - Simola Golf Estate
- 3.10. The winners of Section 1, Section 2 and Section 3 (log leaders – refer to 11.8) will qualify to play in the 2016 Handicaps League Semi-Finals.
- 3.11. The 4th Semi-Finalist will be determined by the result of the 2016 Handicaps League Quarterfinals, which will be played by the 3 (runner up) log leaders of Section 1, Section 2 and Section 3 in a “2-way” format. The winner of the Handicaps League Quarterfinals shall be determined by the winner of this fixture. In the event of there still being a tie:
- 3.11.1 The Team with the highest number of games won (games count) on the day against both opposing Teams shall determine the winner.
- 3.11.2 In the event of there still being a tie and time permits such, a player from each team will be selected to have a sudden death playoff.
- 3.11.3 In the event of there still being a tie, then lastly a coin toss will determine the winner of the League Quarter finals.
- 3.12 The 2016 Handicaps League Semi-Finals will be played by the winners (log leaders) of Section 1, Section 2, Section 3 and the winner of the “2-way” Quarter Final as follows:
- 3.12.1. Semi-Final 1: Winner of Section 1 versus Winner of “2-way” Quarter-Final.
- 3.12.2. Semi-Final 2: Winner of Section 2 versus Winner of Section 3.
- 3.13 The 2016 Handicaps League Final will be contested by the winners of Semi-Final 1 and Semi-Final 2.
- 3.14 The venue of the League Final will be determined alphabetically from the 18 holes courses upon which League are played. The roster would therefore continue as follows:
- Fancourt 2015 (swapped with George 2014)
 - Goose Valley 2016
 - Kingswood 2017
 - Knysna 2018
 - Mossel Bay 2019
 - Oubaai 2020 and so forth...
- 3.15 The Clubs listed below are not included under the geographical allocations above as they have not previously participated in League or are not participating in the 2016 Handicaps League. Should these Clubs wish to enter the 2017 Handicaps League, they should apply in writing to the SCGU for inclusion. Subject to approval these Clubs will be allocated into a Section at the discretion of the SCGU. These Clubs are:
- Beaufort West
 - Garden Route Golf Club
 - Laingsburg
 - Oudtshoorn
 - Prince Albert
 - Uniondale
 - Willowmore

4 STRUCTURE OF THE SUPER LEAGUE

- 4.1 Super League: 6 (six) players per Team.
- 4.2 Dependent on the number of entries, Super League will be played in an “A-Division” and “B-Division” as determined by the SCGU. Promotion and relegation would apply in the latter case and the bottom team position of the “A-Division” would drop down to the “B-Division” and vice versa. This would be determined on points and a games count. Dependent on the number of entries received the number of Teams promoted or relegated may change at the discretion of the SCGU.
- 4.3 The allocation of a specific Club’s Teams into the A-Division and B-Division (if applicable) will be done at the discretion of the SCGU based on an evaluation of the players’ handicaps and Order of Merit positions.
- 4.4 Super League will be played over 18 holes singles match play on 18-hole golf courses.
- 4.5 The courses for League matches will be determined on a rotational basis dependent on the number of Team entries received, which will in turn determine the number of fixtures required to complete the League.
- 4.6 In all cases Teams will be required to play “3-way” and “2-way” games, which are currently used at IPTs.
- 4.7 SCGU may enter up to 3 (three) Invitational Teams to make provision for low handicap golfers that find themselves not included in a team. It is the players’ obligation to represent his club in the first instance before being eligible for the Invitational Teams.
- 4.8 The 18 hole courses that League will be played at are:
 - Fancourt
 - George
 - Goose Valley
 - Kingswood
 - Knysna
 - Mossel Bay
 - Oubaai
 - Oudtshoorn
 - Pezula
 - Pinnacle Point
 - Plettenberg Bay
 - Simola Golf Estate

5 SELECTION OF PLAYERS

- 5.1 Only members in good standing at a Club affiliated to the SCGU will be considered for selection.
- 5.2 In the event that a player is a member of more than one Club in the SCGU he may play for the Club of his choice. He is however limited to playing for only one Club during a season, irrespective of whether he plays in the Super League or Handicaps League. A player does not necessarily have to be handicapped at the Club for which he plays League.
- 5.3 Players who participate in the Handicaps League, or players whose handicap falls within the parameters of paragraph 10.2, are allowed to play in the Super League during the League season. However, players who play in the Super League during the League season will not be able to play in the Handicaps League thereafter.
- 5.4 Once a player, who has already played in the Handicaps League, and thereafter plays in the Super League, the player will not be allowed to play in the Handicaps League again during that League season.

6 ARRANGING MATCHES

- 6.1 All matches are to be played on the dates as laid down in the League Fixtures.
- 6.2 Matches not played as scheduled:
 - 6.2.1 Match not played due to the course being closed for play by management of the Club or due to adverse weather conditions: Match shall be declared a draw (refer to paragraph 11.4 and 11.5) if the SCGU, at their discretion, is unable to arrange another fixture.
 - 6.2.2 Any dispute in this regard shall be referred to the SCGU who will make a final decision.
- 6.3 The SCGU shall arrange the Starting Time of the League Fixtures.
- 6.4 The Golf Club Managers / Team Captains shall enter the Team players’ names for the League matches on the Wednesday (12h00) before the League fixture for the ensuing weekend. The Club Managers / Team Captains shall ensure that the order of play is in line with the provisions of paragraph 8.1 and 8.2.
- 6.5 The SCGU shall notify the Golf Club Managers and Team Captains of the starting times and order of play of the matches by the Thursday (12h00) before the League Fixture for the ensuing weekend and it shall be the responsibility of the Club Managers / Team Captains to notify their players of such times.
- 6.6 If a match is forfeited for any reason, the defaulting Team will be penalised by a deduction of points on the overall log from the points accumulated to date (refer to paragraph 11). Teams may face further sanction if in the opinion of the SCGU that such forfeit results in proper playing of the League being adversely affected. (See paragraph 1.7).

7 ENTRY PROCEDURES PER MATCH

- 7.1 The Team Names Entry Form will be emailed to all of the League Captains and Club Managers on the Monday prior to that week's League match.
- 7.2 The Team Names Entry Form must be returned to the SCGU office by 12h00 on the Wednesday prior to that week's League match.
- 7.3 For the Handicaps League the official SAGA Handicap of each League player will be HNA verified by the SCGU on the Thursday prior to that week's League match and that handicap shall apply for that week's League match.
- 7.4 The official League Draw will be emailed to all of the League Captains and Club Managers also on the Thursday prior to that week's League match. It will also be available on the SCGU website (www.scgu.co.za).

8 ORDER OF PLAY

- 8.1 In Handicaps League Singles players will be ranked in handicap order, i.e. the lowest handicap shall be ranked 1 and the highest handicapped player ranked 8. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicaps and correct where necessary.
- 8.2 In Handicaps League Foursomes matches, the players paired together, will be ranked in handicap order as calculated in terms of paragraph 10.2.4, i.e. the lowest combined handicap of a pair shall be ranked 1 and the highest combined handicap of a pair will be ranked 4. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicaps and correct where necessary.
- 8.3 In Super League Singles, players will be ranked in handicap order, i.e. the lowest handicap shall be ranked 1 and the highest handicapped player ranked 6. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicaps and correct where necessary.
- 8.4 The highest ranked players from each Team shall tee off first and the lowest ranked players shall tee off last (eg: player 8, player 7, player 6 and so forth). The SCGU will provide the order of play.
- 8.5 Note: Team members playing in the same four-ball (during singles) may not ask for or give advice to their fellow Team members.

9 RULES OF PLAY

- 9.1 Matches shall be played in accordance with the Rules of Golf as laid down by the R&A. It is advisable that players should be in possession of a Rule Book in order to resolve any Rules related issues. With the format being match play players should be able to resolve matters amongst themselves.
- 9.2 Any disputes that cannot be settled between the players shall be referred to the SCGU League representative on the day for an expert ruling. In terms of RULE 34-2, this ruling shall be final.
- 9.3 The host Club's Local Rules will apply to the matches. The SCGU will add any additional Rules if necessary. These Rules will be available from the SCGU League representative or the Clubs' starters.
- 9.4 **Handicaps League - Golf carts:**
 - 9.4.1 Golf carts will be allowed.
 - 9.4.2 For golf courses without sufficient golf carts, only players in possession of a medical certificate will be allowed the use of a golf cart. The League Captains must arrange permission thereof with the SCGU. The granting of such will remain at the discretion of the SCGU.
 - 9.4.3 Players without a RSA driver's license will be drawn with a valid driver's license holder.
- 9.5 **Super League - Golf carts:**
 - 9.5.1 Dependent on the venue of the match the SCGU will notify the Club Managers and Team Captains whether golf carts will be permissible. An overriding factor that will be taken into account is whether all players can be accommodated on a golf cart or not.
 - 9.5.2 Players without a RSA driver's license will be drawn with a valid driver's license holder.
 - 9.5.3 If the SCGU decision determines that all players must walk then no player in possession of a medical certificate will be allowed to play using a golf cart. This decision is in line with SCGU and SAGA tournament policies.
- 9.6 The use of Distance Measuring Devices (D.M.D's) will be permitted. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect his play (e.g. elevation changes, wind speed, etc), the player is in breach of Rule 14-3. Penalty for breach: First offence: Two strokes, Second offence: Loss of match.

10 HANDICAPS

- 10.1 The official SAGA Handicap shall apply.
- 10.2 **Handicaps League:**
 - 10.2.1 Players with an official handicap of 5 (five) and greater will play in this League (as at the date of entry provided for under 1.2). Players should be reminded of the provisions under paragraphs 5.3 and 5.4.
 - 10.2.2 Players are limited to a handicap of 20 (twenty). A player with a handicap higher than twenty may play, but he will be limited to a 20 (twenty) handicap.
 - 10.2.3 Singles matches: The full difference in handicap between two opposing players shall be applied.
 - 10.2.4 Foursomes' matches: The handicaps of the players paired together in a team will be added together and divided by two (decimals will be rounded down).
 - 10.2.5 Players who have already played a game in the Handicaps League whose handicap drops to below a 5 handicap after a previous game by not more than 1 shot (i.e. a 4 handicap) may still be entered into a Handicaps League team at the discretion of the SCGU. The SCGU will however still retain the right to refuse such entry at their discretion. The player shall however play off the 4 handicap on the day.
 - 10.2.6 The SCGU reserves the right to alter a player's handicap.
- 10.3 **Super League:**
 - 10.3.1 The players will play each other from a scratch handicap.

11 SCORING

- 11.1 League points (in line with SAGA Inter Provincial Tournaments):
 - 11.1.1 Individual Games (Singles) shall be scored as follows:
 - 11.1.1.1 Win = 1 game point
 - 11.1.1.2 Halved game = ½ a game point
 - 11.1.1.3 Lost game = 0 game points.
- 11.2 A Team accumulating more than four (4) combined game points will be declared the winner of a specific match. Log points will be allocated as follows:
 - 11.2.1.1 Win = 2 points
 - 11.2.1.2 Draw = 1 point
 - 11.2.1.3 Loss = 0 points
- 11.3 In the event of a walkover / forfeit (as contemplated in paragraph 6.6) only half the games count will be awarded, i.e. 4-0 in the Handicaps League and 3-0 in the Super League, but on the overall log the Team that received the forfeit would get 2 points on the overall log.
- 11.4 Equal individual game points will be awarded to each Team for a match declared a draw in terms of paragraph 6.2, i.e. ½ point per individual game. 4 game points in Handicaps League and 2 game points in Super League.
- 11.5 Equal overall log points will be awarded to each Team for a match declared a draw in terms of paragraph 6.2, i.e. 1 overall log point for the Handicaps League and Super League.
- 11.6 The Team with the highest number of points on the overall log at the end of the Handicap League season will be declared the winner of the respective section.
- 11.7 The Super League Team with the highest number of overall log points (within "A-Division" and "B-Division") will be declared the winner. With reference to paragraph 4.2 this will determine the relegation and promotion of Club Teams.
- 11.8 In the event of ties, for the Handicaps League (Section 1, Section 2 & Section 3):
 - 11.8.1 The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
 - 11.8.2 In the event of there still being a tie for a particular place, the result of the match between the two Teams will decide the particular position / winner.
 - 11.8.3 If still tied & time permits, one nominated player from each Team shall contest a sudden death play-off. (No Handicap shots).
 - 11.8.4 If adverse weather conditions cause a play-off not to be played then a coin toss shall decide the winner of the Section.
- 11.9 Handicaps League Semi-Final:
 - 11.9.1 If tied after completion of the Semi-Final and time permits, one nominated player from each Team shall contest a sudden death play-off. (No Handicap shots).
 - 11.9.2 If adverse weather conditions cause a play-off or the Semi-Final not to be played then the result between the Teams (if they played in the same section) will determine the winner of the Semi-Final. If the Teams are then still tied then the Team that finished highest on the log (in the same Section)

will be declared the winner of the Semi-Final. If the Teams did not play in the same Section then the winner of the Semi-Final will be determined by a coin toss.

- 11.10 Handicaps League Final:
 - 11.10.1 Refer to paragraph 3.14 and 3.15.
 - 11.10.2 If tied after completion of the Final and time permits, one nominated player from each Team shall contest a sudden death play-off. (No Handicap shots).
 - 11.10.3 If adverse weather conditions cause a play-off or the final not to be played then the Teams shall share the title.
- 11.11 In the event of ties, for the Super League (“A-Division” and “B-Division” winners):
 - 11.11.1 The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
 - 11.11.2 In the event of there still being a tie for a particular place, the result of the match between the two Teams will decide the particular position / winner.
 - 11.11.3 If still tied & time permits, one nominated player from each Team shall contest a sudden death play-off.
 - 11.11.4 If adverse weather conditions cause a play-off not to be played then a coin toss shall decide the winner.
- 11.12 At the end of a match each Team Captain is required to complete the official result sheet. Signed result sheets must be handed to the SCGU League representative on the day.

12 DRESS CODE

- 12.1 As far as possible Teams should be identifiable by wearing similar team attire.
- 12.2 The following will be allowed:
 - 12.2.1 Soft spikes.
 - 12.2.2 Golf specific shorts.
 - 12.2.3 Only recognised golf attire will be allowed (no collarless shirts).

13 ORDER OF MERIT (SUPER LEAGUE)

- 13.1 Selection criteria: Players who wish to represent the SCGU at Provincial level must participate in at least 50% of the Super League matches. The SCGU may at its discretion disregard the requirement to play in 50% of the League matches’ should extenuating circumstances exist.
- 13.2 Players will earn Order of Merit points in the Super League matches on the following basis:
 - 13.2.1 Points for participating in each match.
 - 13.2.2 Points for a game won.
 - 13.2.3 Points for a game halved.
- 13.3 The Order of Merit points for the 2016 / 2017 season will be adjusted upwards to emphasize the importance of playing match play.

14 PRIZES

- 14.1 Handicaps League:**
 - 14.1.1 At the 2015 Captains League meeting it was stated that it should be considered an honour to represent your club in League and in recognition thereof, the following applies;
 - 14.1.2 Each player of the winning Club of the Handicaps League Final will receive a R500 (Five hundred rand) voucher and a medal.
 - 14.1.3 Each player of the Runner-up Club of the Handicaps League Final will receive R250 (Two hundred and fifty rand) voucher and a medal.
- 14.2 Super League:**
 - 14.2.1 At the 2015 Captains League meeting it was stated that it should be considered an honour to represent your club in League and in recognition thereof, the following applies;
 - 14.2.2 Each player of the winning Club of the Super League “A-Division” Final will receive a R500 (Five hundred rand) voucher and medal.
 - 14.2.3 Each player of the winning Club of the Super League “B-Division” Final will receive a R250 (Two hundred fifty rand) voucher and a medal.

15 GENERAL

- 15.1 Food and beverage: Refer to the table provided under paragraph 2 above.
- 15.2 A request is made to all players to please respect the courtesy granted by the host Clubs by undertaking to repair all divots and pitch marks, and not to litter the golf course and surrounds.
- 15.3 The SCGU reserves the right to refuse any entry.
- 15.4 The SCGU further reserves the right to add additional League Rules if required.

Updated: 2 June 2016