



**SOUTHERN CAPE
GOLF UNION**

2017 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 22nd February 2017.
- 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 (November).
- 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 500 (One thousand five hundred rand).
- 2.2. In recognition of the difference between the Jaguar / Land Rover 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		
	JAGUAR / LAND ROVER HANDICAPS LEAGUE	SUPER LEAGUE
Estate courses inclusive of a golf cart and light lunch (beverage excluded).	R270	
Estate courses inclusive of a golf cart (exclusive of lunch)		R170
18 Hole golf courses (exclusive of a golf cart, inclusive of a light lunch)	R170	
18 Hole golf courses (exclusive of a golf cart and lunch)		R120

3. STRUCTURE OF THE JAGUAR / LAND ROVER HANDICAPS LEAGUE

- 3.1. Jaguar / Land Rover Handicaps League: 8 (eight) players per Team.
- 3.2. The Jaguar / Land Rover Handicaps League will be played in four Sections. Teams will be allocated into sections based on their geographical location except for the "9-hole" courses who will play each other on 18-hole courses in Section 4 and potentially a club who enters a second Team.
- 3.3. Jaguar / Land Rover 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

- 3.6. The 18 hole courses that League will be played at in Section 1 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 as per the League system are:
- Fancourt
 - George
 - Kingswood
 - Mossel Bay
 - Oubaai
 - Pinnacle Point

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:
- Goose Valley
 - Knysna
 - Pezula
 - Plettenberg Bay
 - Simola Golf Estate

Section 3

- 3.10. The 18 hole courses that League will be played at in Section 3 are:
- Fancourt
 - George
 - Kingswood
 - Mossel Bay
 - Oubaai
 - Oudtshoorn
 - Pinnacle Point
- 3.11. From a geographical perspective the golf courses that form part of Section 1 as per the League system are:
- Fancourt
 - George
 - Kingswood
 - Mossel Bay
 - Oubaai
 - Pinnacle Point

Section 4

- 3.12. The 18 hole courses that League will be played at in Section 4 are:
- Fancourt
 - George
 - Kingswood
 - Mossel Bay
 - Oubaai
 - Oudtshoorn
 - Pinnacle Point
- 3.13. From a golf club perspective the golf courses that form part of Section 4 as per the League system are:
- Albertinia
 - Beaufort West
 - Boggomsbaai
 - Dolphins Creek
 - Garden Route Golf Club
 - Heidelberg
 - Ladismith
 - Laingsburg
 - Prince Albert
 - Riversdale
 - Stilbaai
 - Uniondale
 - Willowmore

- 3.14. The winners and runners-up of Sections 1, 2, 3 and 4 will qualify to play in the 2017 Jaguar / Land Rover Handicaps League Quarter finals.

Quarter final #1	Section 1 Winner versus Section 4 Runner-up
Quarter final #2	Section 2 Winner versus Section 3 Runner-up
Quarter final #3	Section 3 Winner versus Section 2 Runner-up
Quarter final #4	Section 4 Winner versus Section 1 Runner-up

- 3.15. The 2017 Jaguar / Land Rover Handicaps League Semi-Finals will be played by the winners of the above Quarter finals as follows:

Semi-Final #1	Winner of Quarter final #1 versus Winner of Quarter final #4
Semi-Final #2	Winner of Quarter final #2 versus Winner of Quarter final #3

- 3.16. The 2017 Jaguar / Land Rover Handicaps League Final will be contested by the winners of Semi-Final 1 and Semi-Final 2.

3.17 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) | ➤ Knysna 2018 |
| ➤ Goose Valley 2016 | ➤ Mossel Bay 2019 |
| ➤ Kingswood 2017 | ➤ Oubaai 2020 and so forth... |

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	➤ Oudtshoorn
➤ George	➤ Pezula
➤ Goose Valley	➤ Pinnacle Point
➤ Kingswood	➤ Plettenberg Bay
➤ Knysna	➤ Simola Golf Estate
➤ Mossel Bay	
➤ Oubaai	

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 Jaguar / Land Rover 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 Jaguar / Land Rover 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 Jaguar / Land Rover Handicaps League thereafter.
- 5.4. Once a player, who has already played in the Jaguar / Land Rover Handicaps League, and thereafter plays in the Super League, the player will not be allowed to play in the Jaguar / Land Rover Handicaps League again during that League season.
- 5.5. Where clubs enter more than one team in the Super League or Jaguar / Land Rover Handicaps League a player may play in both of the clubs’ teams that are entered within the Super League or Jaguar / Land Rover Handicaps League.

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 Jaguar / Land Rover Handicaps League, League Captains will enter their teams via the entry form whereby players in Foursomes matches 4 & 3 will have to play in singles matches 8, 7, 6 and 5. Therefore it follows that players in Foursomes matches 2 & 1 will have to play in singles matches 4, 3, 2 and 1. If submitted incorrectly by the League Captains the SCGU reserves the right to alter the order of play.
- 7.4. For the Jaguar / Land Rover 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.
- 7.5. 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 Jaguar / Land Rover Handicaps League Singles players will be ranked in accordance with the submission by the League Captains. 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 Jaguar / Land Rover Handicaps League Foursomes matches, the players paired together, will be ranked in accordance with the submission by the League Captains. 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. In Super League 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. **Jaguar / Land Rover 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. **Jaguar / Land Rover Handicaps League:**
- 10.2.1. Players with an official handicap of 3 (three) and greater will be permitted to 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 Jaguar / Land Rover Handicaps League whose handicap drops to below the handicap mentioned under 10.2.1 after a previous game will not be allowed to play in the Jaguar / Land Rover Handicaps League team whilst his handicap is below this handicap mentioned.
- 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 six (6) 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. 6-0 in the Jaguar / Land Rover 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. 6 game points in Jaguar / Land Rover Handicaps League and 3 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 Jaguar / Land Rover 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 Jaguar / Land Rover Handicaps League (Section 1, Section 2, Section 3 and Section 4):
- 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 Jaguar / Land Rover Handicaps League Quarter Final and Semi-Final:
 - 11.9.1 If tied after completion of the Quarter Final / 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 Quarter Final / 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 Quarter Final / 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 Quarter Final / Semi-Final. If the Teams did not play in the same Section then the winner of the Quarter Final / Semi-Final will be determined by a coin toss.
- 11.10 Jaguar / Land Rover Handicaps League Final:
 - 11.10.1 Refer to paragraph 3.16 and 3.17.
 - 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. Players are reminded that Order of Merit points are awarded to the League participants in order to emphasize the importance of playing match play.

14. PRIZES

- 14.1. **Jaguar / Land Rover 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 Jaguar / Land Rover 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 Jaguar / Land Rover 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 and 2016 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.

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