



**SOUTHERN CAPE
GOLF UNION**

WOMEN'S DIVISION

SILVER AND BRONZE MATCH PLAY LEAGUE RULES 2020

1. ENTERING TEAMS

1. Open to all affiliated clubs in the Southern Cape Golf Union (SCGU) whose clubs affiliation fees have been paid in full for the applicable calendar year.
2. The SCGU shall provide all Clubs with League Fixtures as soon as is practicable after confirmation of participation from the clubs.
3. Dates will be arranged in order not to clash with other SCGU or National fixtures, outside of school holidays and avoiding public holiday weekends as far as possible.
4. If a Club withdraws from the League, 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 function of the League. This sanction may result in a Club being barred from entering a team for subsequent League seasons.

2. PARTICIPATING CLUBS

1. Silver League Four-Ball Match Play: Fancourt, George, Knysna, Mossel Bay, Oubaai (Oubaai and Kingswood is a combined team and only players from these two clubs will be eligible for team selection), and Plettenberg Bay.
2. Bronze League Four-Ball Match Play: George, Knysna, Mossel Bay, Plettenberg Bay, and Fancourt.
3. Teams will play against 1 team only at a time

3. STRUCTURE OF THE LEAGUE

1. Only members in good standing at a Club affiliated to the SCGU will be considered for selection.
2. In the event that a player is a member of more than one Club in the SCGU she may play for the Club of her choice. She is however limited to playing for only one Club during a season. A player does not necessarily have to be handicapped at the Club for which she plays League.
3. Silver League: 6 (six) players per team.
4. Bronze League: 6 (six) players per team.
5. The Silver and Bronze League will be played starting March, April, May July and August.
6. Both Silver and Bronze will play Four-Ball Match Play, and the game will be played over 18 holes.
7. Players and opponents should confirm, prior to the start of the match, that if a match has reached its conclusion before the 18th hole, the said players either return to the clubhouse or continue to complete 18 holes.
8. In the event of a team forfeiting their game the opposing team will receive 2 match points and 6 game points.
9. In the unlikely event of a team withdrawing during the season, all matches played against that club will count.

4. HANDICAPS

1. Every player must hold a current official, verifiable golf handicap index. (HNA)
2. Silver League: Handicap Index 18.0 and under
3. Bronze League: Handicap Index 14.0 – 28.0
4. A maximum of 14 shots to be given to an opponent.
5. Each player is allocated their Full Course Handicap as verified on the Friday prior to the game. The lowest handicapped player shall play off scratch and her Course Handicap shall be deducted from each of the remaining three players.

5. RULES OF PLAY

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 Rule related issues. As the format is match play, players should be able to resolve rule queries amongst themselves.
2. The host Club's Local Rules will apply to the matches
3. 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 4-3a (1). Penalty for breach: First offence: Loss of hole, Second offence: Loss of match.
4. **GOLF CARTS**
Silver and Bronze league players are permitted to use golf carts. If applicable, reciprocity of golf carts to be arranged between clubs by the League Captains. Should a course be closed for the use of golf carts, but open to walking, the players will be required to walk.

6. SELECTION OF PLAYERS

Definition:

Four-Ball Match Play, - When selecting a team, only players who fall within the Silver or Bronze handicap index parameters can be selected.

Order of play is based on current Handicap Index. To determine the order of play for the pairings. The handicaps of the players paired together in a team will be added together and divided by two (decimals will be rounded down).

The pairing with the highest HI will go of 1st and the lowest HI last

7. ARRANGING MATCHES

1. The league venues and starting times will be booked by SCGU as per the 2020 League Fixture List. Host Lady Captain should then confirm dates and start times with her club.
2. The League Captains are to forward via email their players names on the Team Names Form for the league on the Wednesday by 12h00 prior to the Monday's league matches to **sheila@scgu.co.za**. If changes to the team happen due to unforeseen circumstances. It is to be amended by the League Captain of the team on the day of play.
3. The League Captains are to ensure that the order of play is in line with section 6.
4. Handicap Indexes will be verified by the SCGU on the Friday prior to the League match taking place on the Monday. The players Handicap Index is then to be converted on the day to the Course Handicap for the game.
5. The official league draw will be emailed to all of the Lady Captains and League Captains by the Friday afternoon prior to that week's league match.
6. All matches are to be played on the dates as laid down in the 2020 League Fixture List
7. All matches to be played on the **red course**.

8. MATCHES NOT PLAYED AS SCHEDULED:

1. Matches not played due to the course being closed for play by management of the Club due to adverse weather conditions. If the course is open then game must be played.
2. Should a game have to be rescheduled this decision can only be done on the day of play. SCGU will then attempt to reschedule the game.
3. In the unlikely event SCGU are not able to reschedule a new date all matches will be considered a draw for that match.

9. POINTS AND SCORING

Scoring for the Better ball / Match Play games shall be scored as follows:

Win = 1 game point

Halved game = ½ a game point

Lost game = 0 game points.

Scoring for the Match shall be as follows:

2 points for a win

1 points for a draw

0 points for a loss

In the event of a tie at the conclusion of the season, the amount of games won will be taken into account.

1. At the end of a match each League Captain is required to complete the official result sheet.
2. Signed result sheets shall be emailed to **sheila@scgu.co.za** by the home League Captain on the day of play.

10 DRESS CODE

1. As far as possible Teams should be identifiable by wearing similar team attire
2. The following will be allowed
 - a. Soft spikes
 - b. Golf specific shorts
 - c. Only recognised golf attire will be allowed

11 GENERAL

1. Food and beverage: To be arranged by the League Captain of the hosting club.
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
3. The SCGU further reserves the right to add additional League Rules if required