



## WOMEN'S GOLF

### **SILVER AND BRONZE MATCH PLAY LEAGUE RULES 2025**

#### **1. ENTERING TEAMS**

1. Open to all affiliated club members of the Southern Cape Golf Union (SCGU) whose club's affiliation fees have been paid in full for the applicable calendar year.
2. The SCGU shall provide all Clubs with proposed League Fixture dates as soon as is practicable after confirmation of participation from the clubs.
3. Dates should be arranged in order not to clash with other SCGU 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. MATCH FEES**

1. 18 Hole golf course's inclusive of a golf cart and light lunch. – **R350 p/p.**

#### **3. PARTICIPATING CLUBS**

##### **1. Silver League Four-Ball Match Play:**

Goose Valley, Plettenberg Bay, Knysna, George, Fancourt1, Fancourt 2, Pinnacle Point1, Pinnacle Point2, Mossel Bay1, Mossel Bay2, Oubaai. (11 teams)

- Section 1: Goose Valley, Plettenberg Bay, Knysna, George, Fancourt1
- Section 2: Fancourt 2, Pinnacle Point1, Pinnacle Point2, Mossel Bay1, Mossel Bay2, Oubaai.

##### **2. Bronze League Four-Ball Match Play:**

George1, George2, Goose Valley, Fancourt, Pinnacle, Plettenberg Bay, Mossel Bay, Oubaai, Knysna1, Knysna2, Kingswood (11 teams)

- Section 1: Goose Valley, Plettenberg Bay, Knysna1, Knysna2, Kingswood
- Section 2: George1, George2, Fancourt, Pinnacle Point, Oubaai, Mossel Bay

3. Matches will be played between two teams (one on one)

#### **4. 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 whom she plays League.
3. Silver League: 4 (Four) players per team.
4. Bronze League: 6 (six) players per team.
5. The Silver and Bronze League will be played starting April - September.
6. Silver League will play singles match play and Bronze league will play Four-Ball Match Play 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 18<sup>th</sup> hole, the said players either return to the clubhouse or continue to complete 18 holes.
8. The Silver League will be played in two sections (Subject to the number of entries received).
9. The Bronze League will be played in two sections (subject to the number of entries received).

10. Matches will take place on a Home & Away basis with Southern Cape Golf Union providing the time frames in which matches must be played. Captains of teams, together with their club manager must arrange the dates between themselves.
11. SCGU will supply the captains with result sheets which need to be completed by the captains and sent to [isabella@scgu.co.za](mailto:isabella@scgu.co.za) and [karl@scgu.co.za](mailto:karl@scgu.co.za) no later than 48 hours after the event.
12. Captains will be responsible for completing the order of play form (singles Matchplay & better-ball Matchplay) and handicap conversions BEFORE teeing off in the morning. All players must play from the RED tee markers.
13. The stipulated playing fee as per league rule 2.1 must be applicable to all matches. By entering a league team, the club agrees to host a fixture at the stipulated rate.
14. SCGU will not send a Union representative to the league game. The hosting club manager will be the rules official on the day. Should the club manager require assistance, they can phone any SCGU official.
15. Captains will be responsible for their players entering scores into HNA after each league game. (Refer to explanation at the bottom of the league rules)
16. Venues for both Silver and Bronze League Semi Finals and Finals will be determined by SCGU on a neutral golf course.
17. The top two teams in each section will compete against each other in a semi-final. The winner of each section will go into the finals.
18. The winner of section 1 and winner of section 2 will qualify to play in the finals for both silver and bronze league.

<b>SECTION 1 WINNER</b>	<b>VS</b>	<b>SECTION 2 WINNER</b>
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19. In the event of ties, for the Silver and Bronze League (Section 1 and Section 2)
  - The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
  - 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.

## 5. **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 28.0 and under
4. A maximum of 14 shots to be given to an opponent.

## 6. **RULES OF PLAY**

1. Matches shall be played in accordance with the Rules of Golf (2023) with special reference to **Rule 23**. 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.
2. The host Club's Local Rules will apply to the matches. SCGU will add any additional Rules if necessary. These Rules will be available from the Clubs' starters.
3. The use of Distance Measuring Devices (D.M. D's) will be permitted. If, however 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. In the event of a walkover only half the game's count will be awarded, i.e., 6-0 will then count as 3 points of game's log and, on the overall log the Team that received the forfeit would get 1 point.
5. In the unlikely event of a team withdrawing during the season, all matches played against that club will be declared null and void.
6. When selecting a team, only players who fall in the silver or bronze handicap index parameters can be selected.
7. No player may play in more than one division scheduled for a specific month.

8. Should a club fail to field a full team of 4 (silver) or 6 (bronze) players for any reason whatsoever, the match should continue with the available players, and the points for the games not played will be given to the opposing team.

## **7. SILVER SINGLES MATCH PLAY AND BRONZE FOUR-BALL MATCH PLAY COMPETITION AND SELECTION OF PLAYERS**

### **Definition:**

1. **Singles Match Play (Silver Division)** – One person from each side competes against each other in singles match play.
2. **Four-Ball Match Play (Bronze Division)** – Two partners compete together as a side, with each player playing their own ball, and a side's score for a hole is the lower score of the two partners nett score on that hole. (Rule 23.1)
3. **WHS Rules of Handicapping will be applicable to the 2025 league season, and players will play off:**  
**Singles Match Play / Silver League: NO HA Play off Course Handicap.**  
**Better Ball Match Play / Bronze League: 90% of their handicap (Appendix C).**
4. In Better Ball Match Play the player with the lowest Playing Handicap shall play off scratch and her Playing Handicap shall be deducted from each of the remaining three players' Playing Handicaps to determine the handicap they are playing off.
5. Team members in single match play may not ask for any advice from playing partners in the same fourball.
6. Team members playing in the same four-ball may ask for or give advice to their fellow team member. Players from the same team in a different fourball may not give advice outside of their fourball.

## **8. GOLF CARTS**

1. Silver and Bronze league players are permitted to use golf carts. Golf carts to be arranged between clubs by the League Captains. Refer point 2.

## **9. ARRANGING MATCHES**

1. The Home & Away league venues and starting times will be booked by the League Captains and club managers as per the 2025 League Fixture List.
2. The League Captains are to forward, via email, the Results of the league matches no later than 48 hours after the games have taken place to [isabella@scgu.co.za](mailto:isabella@scgu.co.za) and [karl@scgu.co.za](mailto:karl@scgu.co.za).
3. Order of play – Singles Match Play. The lowest handicap index / course handicap must play number one in the team and players be ranked from 1 – 4 according to their course handicap.
4. Order of play – Four-Ball Match Play. The combined playing handicap will determine the order of play with the lowest teeing off first and the highest last. SCGU will have the right to amend such order if submitted incorrectly and SCGU will further monitor the handicap indexes and correct where necessary.
5. Handicap Index will be verified by the captains on the day of the League match, the Handicap Index will be converted to the Course Handicap (Silver Div) and Playing Handicap (Bronze Div). The pairings will be ranked accordingly. Players will play off 90% of their course handicap in bronze league and play off their full course handicap in Silver League.
6. All matches are to be played as laid down in the 2025 League Fixture List.
7. All matches to be played off the **red course**.
8. Signed result sheets shall be emailed to [isabella@scgu.co.za](mailto:isabella@scgu.co.za) or [karl@scgu.co.za](mailto:karl@scgu.co.za) by the home League Captain on the day of play.

## **10. MATCHES NOT PLAYED AS SCHEDULED:**

1. Matches not played due to the course being closed for play by management of the Club or due to adverse weather conditions:
  - a) Matches may be rescheduled in extreme cases only, provided both captains are in agreement and provided that the match is played before the next scheduled league fixtures. If the match is not played within the above time limit both teams will forfeit their match points. (Weather forecast of possible 30% of rain is not reason enough to reschedule a match).

- b) **Isabella Ferreira or Karl Voppichler of SCGU shall be advised by e-mail or WhatsApp of any postponed league matches.**
2. Any dispute in this regard shall be referred to the SCGU Executive Committee who will make a final decision.

#### **11. POINTS AND SCORING BETTER BALL MATCH PLAY**

1. Scoring for the Better ball Match Play games shall be scored as follows:  
This applies to individual and overall results.  
Win = 2 game point (3 Points for an Away win and 2 Points for a home win)  
Halved game = 1 game point  
Lost game = 0 game points.
2. In the event of a tie at the conclusion of the season, the games won will be taken into account.
3. At the end of a match each League Captain is required to complete the official result sheet.
4. Signed result sheets shall be emailed to [isabella@scgu.co.za](mailto:isabella@scgu.co.za) or [karl@scgu.co.za](mailto:karl@scgu.co.za) by the home League Captain on the day of play.

#### **12. 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.

#### **13. 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 Southern Cape Golf Union further reserves the right to add additional League Rules if required.

#### **FYI - Rules: 4. 15**

#### **Players Responsibility (Singles Match Play Only)**

A player is expected to:

- Act with integrity by following the Rules of Handicapping and to refrain from using, or circumventing, the Rules of Handicapping for the purpose of gaining an unfair advantage,
- Attempt to make the best score possible at each hole,
- Submit acceptable scores for handicap purposes as soon as possible after the round is completed and before midnight local time,
- Submit acceptable scores to provide reasonable evidence of their demonstrated ability,
- Play by the Rules of Golf, and
- Certify the scores of fellow players.

#### **When a Hole is Not Played**

There are various circumstances that may result in a round not being completed and some holes not being played. For example, due to:

- Fading light or bad weather,
- Player injury or illness,
- A match finishing before the final hole,
- A hole being declared out of play by the Committee for maintenance or reconstruction purposes.

#### **Minimum Number of Holes Valid in Order to Submit Score for Handicap Purposes**

Where the minimum number of holes has been completed and the reason for a player not playing a hole is valid, the player must use the following table to produce an 18-hole score:

<b><u>Number of holes played</u></b>	<b><u>Scaling up</u></b>	<b><u>What score(s) to record for holes not played</u></b>
At least 10 holes	Scale up to 18-hole score	Add net par plus one additional stroke for the first hole not played (or equivalent Stableford points).
At least 14 holes	Scale up to 18-hole score	Add net par (or equivalent Stableford points).

If the outcome of a competition has been decided before all holes have been completed and the player decides to play any of the remaining holes, the actual scores for those remaining holes must be recorded.

### **Penalty Imposed for Not Entering Scores and Responsibilities of Players**

#### Players

- Players are responsible for entering their own scores.

#### Captains

- Captains of league teams take responsibility on behalf of their club to ensure all paperwork is completed and scores of their players are entered into HNA.

#### Player Penalty:

- 1<sup>st</sup> Offense - First and Final Warning
- 2<sup>nd</sup> Offense - Disqualified from league season.

#### Club Offense

- 1<sup>st</sup> Offense - First Warning
- 2<sup>nd</sup> Offense - Final Warning (If it is the same player)
- 3<sup>rd</sup> Offense - Team disqualified from league.