

CGGU BETTERBALL LEAGUE CONDITIONS

2021 SEASON

1. Composition

- 1.1 The league is divided into divisions of 10 (ten) teams per Division after promotion and relegation has been applied based on the previous season's results and after entries has closed for the new season.
- 1.2 Clubs may be restricted to enter a maximum amount of teams based on availability or otherwise approved by the CGGU.
- 1.3 All new entrants shall commence in the lowest Division.
- 1.4 The CGGU retains the right to adjust the number of teams in the lowest Division. This may result in fewer or more games being played during the season depending on the final numbers. The bottom division is to be considered as a feeder division in order to encourage league participation.

2. Date of play

All matches must be played on the date as published on the fixture list **and no extensions will be allowed under any circumstances**. Clubs may arrange with their opponents to play the match prior to the scheduled date but not a later date. Any match not completed by the Monday following the scheduled date, will be logged as completed with neither team being allocated any points.

3. Clubs responsibilities

- 3.1 The host club should set the course up so that matches are played off the Traditional Club Tees (in most cases the White Course) and the overall length must not exceed the total length as per the club rating distance on the scorecard.
- 3.2 A maximum of 3 (three) temporary greens may be used by the home club, failing which, an alternative venue must be arranged for the fixture or the "home" team must also play at the away venue.
- 3.3 In the event of a course being deemed unplayable, the club's home side must also play at the away venue and bear 50% (fifty percent) of the costs to the host club. Should the visiting club not be prepared to pay this portion, they will forfeit the points of the 4 games.

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- 3.4 Clubs are responsible for accurately uploading their correct team players on the Scorecapture Online System. The uploading of team names can be done at any stage before the fixture, but there will be a cut-off at 23:59 the day before the scheduled date. This is to allow the system to correctly calculate handicaps on the date of play. Clubs may elect to “hide” their team from the opposing team, but these will become visible 30 mins before the club’s recorded first tee time.
- 3.4 Should a club not upload their team by the cut-off time the following penalties will be imposed:

First time - Warning, 2nd time - 1 GAME point penalty, 3rd time - 2 GAMES point penalty, etc.

4. Details of play

- 4.1 Play is to be conducted in accordance with the rules of golf as approved by The R&A Rules of Golf and all matches are to be played on a four-ball match play format over 18 holes.
- 4.2 Players are required to comply with the host club’s Covid-19 Risk Mitigation Protocols. Clubs should abide by the GolfRSA Risk Mitigation Guidelines.
- 4.3 **The maximum handicap for BB League is 24.0 Handicap Index.** All players must reduce their Course Handicap to **75% of their handicap**. Please refer to the handicap table on the website for the correct calculated handicaps. Once this **75% adjustment** is made the lowest handicap will be reduced to scratch and the rest of the players in the match will reduce their adjusted handicaps by that amount.
- 4.4 All players are required to open their round prior to the start of each match. The home club should assist and request players to open their rounds.
- 4.5 Players who chose to complete their round once the match is completed may not take a score higher than what a nett par (2 stableford points) would give them. Should the player take a score that will give them more than a nett par, then that score will count. I.e. you cannot take a score higher than a two pointer for handicap purposes.
- 4.6 The Scorecapture Online System will automatically calculate handicaps the morning of the scheduled round. Teams who arrange to play a fixture prior to the scheduled date must notify the Union to ensure the correct calculation of handicaps.
It is still the player’s responsibility to ensure that they are playing off the correct handicap. Players should check their current handicap on the HNA system prior to commencing play.
- 4.7 Each team shall comprise of sixteen players, eight of these players shall play at home and the other eight shall play away. Each team shall have a designated home and away Captain.

- 4.8 A team may elect to play its home games at a neutral venue or at the away venue provided that this is agreed to by both clubs concerned. Should teams play at the away venue, the visiting team must cover their own cost. Should the teams play at a neutral venue the cost will be for both teams. Should teams not agree to play as above, they will then play as per the league schedule.
- 4.9 Security concerns: The away Club is to address their concern with the home/host venue that has a security or perceived security problem. Should the issue not be mutually resolved then the match in question is to be played at a neutral venue.
- 4.10 Matches are subject to the home club's local rules and should start at 7:45am or at an alternative time agreed to by both clubs concerned. **Unless agreed via written communication and agreed upon by both clubs it will be assumed that the tee times will start at 7:45am. Clubs are responsible for recording the correct tee time on the Scorecapture Online system.**
- 4.11 Order of play will be visiting team first followed by the home team.

5. Conditions of play

- 5.1 Clubs in most cases should have no placing for Betterball League. Only if there is an abnormal condition on the course will this be permitted.
- 5.2 All matches for a specific fixture must start on the same tee. Where a club has more than one team at home, that team may use a different starting tee.
- 5.3 No player or his caddie may caddie for any other member of another match during the same round.
- 5.4 Only local club caddies may be used.
- 5.5 The use of golf carts are permitted.
- 5.6 The use of conforming distance measuring devices are permitted. This condition will override the local rules of the host club with regard to distance measuring devices. The use of these devices will also be extended to the player's partner and the sharing of information obtained by means of these devices.

6. Participants

- 6.1 The league is open to all male affiliated amateur golfers whose club is a member of the Central Gauteng Golf Union.
- 6.2 A player must be officially handicapped at the club he is representing.

- 6.3 A player may play Betterball League as well as any of the other Leagues available in the CGGU provided they meet the criteria.
- 6.4 No player shall represent more than one club in the same season.
- 6.5 **Where a club has more than one team in the Betterball league the interchanging of players between teams is not permitted during the season.**

In the event of clause 6 being breached, the club shall be deemed to have lost every individual game in which the defaulting player participated in breach of either of those clauses. There is no time limit on applying this penalty.

7. Weather

- 7.1 If both teams' courses are open at the start of the match, the match must be played in accordance with clause 5 – "Conditions of play".
- 7.2 If both courses are deemed unplayable prior to the start of the match and called off by the respective club's duty officials, the result will be deemed a half (i.e. 4 games all) and will not be rescheduled.
- 7.3 If a match has started at either of the two venues and is subsequently called off due to weather conditions, the results will be determined as follows:
 - 7.3.1 Where any of the four matches progressed through 9 holes, the results of the match will be determined in accordance with the standing of each of the matches at the time of abandonment;
 - 7.3.2 Where any of the four matches have not yet reached the 10th tee, those matches will be declared a half.
- 7.4 In the event that the one course is playable and the other course is closed due to weather conditions, the following will apply:
 - 7.4.1 Where the course is open, the matches must be played as per the fixture list;
 - 7.4.2 Where the course is closed, the result of that half of the fixture, will be deemed to be a half i.e. 2 (two) games all;
 - 7.4.3 The halved (two games all) result from the course that is deemed closed due to weather and the result from the played games at the open course will constitute a valid fixture result.

Note 1: The appointed club official (club manager, duty club manager or golf director) of the club will determine if weather conditions prevent or cause delay, abandonment or resumption of play. Once any of the aforementioned determinations are made

the players must be advised accordingly. Should the decision be to prevent or abandon play, the rules as defined in clauses 7.2, 7.3 and 7.4 must be used to determine the results of the day.

Note 2: A club that has its course closed due to weather/ playability in the days prior to a fixture and that remains closed on the day of the fixture must advise the visiting club or its team of such closure, in good time, to avoid unnecessary travel for those visiting players. All reasonable effort must be made to undertake this courtesy. Failure to advise the visiting team of such closure, will result in the match being awarded to the visiting team.

Note 3: Players are expected to remain at the home club until such time as the club official calls off play for the day.

8. Results

- 8.1 The Scorecapture Online result sheet must be completed and verified by both the home and away team captains and submitted on the date of play. Details on how to submit via the Scorecapture Online process is available in the Scorecapture League Manual.
- 8.2 Should a club not submit their scores by the end of the day of the date being played and **must verify their team's result** the following penalty will be imposed:

First time - warning, 2nd time - 1 GAME point penalty, 3rd time - 2 GAMES point penalty, etc.

9. Scoring

- 9.1 The overall result will be gained by awarding 1 (one) point for each game that is won and ½ (half) point for each game that is halved. In the event of a match being all square after 18 holes the match will be declared a half.
- 9.2 Two points shall be awarded to the winning team of a match. In the event of the match being halved, one point shall be awarded to each team.
- 9.3 In the event of a team defaulting, their opponents will be awarded (4½) Games Points and two Points towards the log results and the defaulting team will not receive any points.

10. Withdrawals

Should a team withdraw during the season the results of the matches played by the team will be null and void and logs will be adjusted accordingly. The remaining matches will be cancelled.

11. Ties in the log

Should two or more teams have the same points in the log standings, the following will apply in order of preference to determine the winning team:

- 1) The team with the most Games Points, thereafter;
- 2) The result between the two tied teams, thereafter;
- 3) The team with the most halved matches;
- 4) If none of the above result in an outcome the tie will be determined by the flip of a coin.

12. Promotion and relegation

At the conclusion of the league season, the top 2 (two) teams in each division will be promoted to the next division. The bottom 2 (two) teams in each division will be relegated to the next division down. By default there is no promotion in the top division and no relegation in the bottom division.

13. General information

- 13.1 An entry fee predetermined by the CGGU will be payable by each team at the start of the season.
- 13.2 Closing dates for entries shall be determined by the CGGU and all clubs shall be notified thereof.
- 13.3 Playing fees will be waived by clubs as games are played on a home and away basis. In the event that a club plays their home leg away or at a neutral venue, the applicable costs will have to be covered.
- 13.4 All Caddie and cart fees are for the player's own account.
- 13.5 The host club will provide a halfway house voucher to the value of R80.00 for each player and will buy 1 (one) round of drinks after the game.**
- 13.6 Visiting players must adhere to the home club's dress regulations for the course and clubhouse.
- 13.7 All Matchplay scores are required for handicapping purposes. Players must be aware of the guidelines in the HNA Handicap Manual to ensure that they correctly submit their scores.

14. Disputes

- 14.1 Should a dispute arise during or after a match regarding either a breach of a rule of golf or of a condition of the league, a claim must be made by the players according to the Rules

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of Golf (Rule 20.1b). If a valid claim is made the teams must resolve the dispute before the result is final. A result will be considered final once both teams have verified the scores on Scorecapture.

- 14.2 Should a situation arise that the teams are unable to resolve the dispute they should submit this in writing to the CGGU within 2 days after the situation arose. Failure to notify the union in time will result in the claim not being considered.

The CGGU retains the right to impose such penalties for the non-compliance by any Club, of any condition, as it may deem appropriate.

**A CLUB WHICH HAS ENTERED AND HAS HAD ITS TEAM ACCEPTED FOR THIS LEAGUE
BINDS ITSELF TO COMPLY WITH THESE CONDITIONS**

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