

CGGU SCRATCH LEAGUE CONDITIONS

2021 SEASON

1. Composition

- 1.1 The league is divided into divisions of 8 (eight) 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. All new entrants shall commence in the lowest Division. Should too many teams be entered where it becomes impractical to complete the season successfully, the CGGU reserves the right to decide if a club's team must be excluded, and this decision will be final.
- 1.3 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 permitted**. Clubs may arrange with their opponents to play the match prior to the scheduled date but not a later date. **The clubs must notify the union if there has been any date changes.** Any match not completed by the Monday following the scheduled date, will be logged as completed with neither team being allocated any points.

3. Club Responsibilities

- 3.1 The Club reflected first on the fixture list is to be the host Club for the match. Matches are subject to the home club's local rules and should start at 07:45 am 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 07:45 am. Clubs are responsible for recording the correct tee time on the Scorecapture Online system.**

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- 3.2 The host club should set the course up so that matches are played off the Traditional Championship Tees (in most cases the Yellow Course) and the overall length must not exceed the total length as per the club rating distance on the scorecard. Clubs are requested to vary the tees and not to set up the course totally off the back on all holes.
- 3.3 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.
- 3.4 Host Clubs are obliged to grant courtesy of their course (i.e. at member’s rates) to league team members for 1 practice round at such times from the Sunday to Friday preceding the match as may be suitable to the Club. Players must make application for such facilities as early as possible.
- 3.5 The tee intervals for scratch league must be the same as the club standard tee time intervals.
- 3.6 It is recommended that there must be a minimum gap of 1(one) tee time interval between the last scratch league match and any other players. (Clubs are reminded that in the event of the league matches running late due to unforeseen circumstances, that the league matches will have priority over the rest of the field).

4. Details of play

- 4.1 Play is to be conducted in accordance with the Rules of Golf as set by the R&A. The format of play will be individual match play over 18 holes off scratch. (No handicaps)
- 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 Teams in each Division shall consist of eight players. Each team shall have a designated Captain.
- 4.4 Order of play will be as per the draw.
- 4.5 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.
- 4.6 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. 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.
- 4.7 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.

- 4.8 The number 8 shall play first and thereafter players shall play consecutively in reverse order. Teams may submit any batting order they wish, regardless if they do not have a full team.
- 4.9 Starting Times: In accordance to Rule 5.3a When to Start Round, the Note to this Rule will be in effect. "If a player arrives at his starting point, ready to play, **within 5 minutes after his starting time**, the penalty for failure to start on time is loss of the first hole." Should a player arrive later than 5 minutes after his starting time, the penalty is disqualification.
- 4.10 The use of approved Distance Measuring Devices will be permitted during the play of these league games. This condition will override the local rules of the host club with regard to distance measuring devices.
- 4.11 It is recommended that teams playing in the First Division will be required to have a Manager present for the duration of the fixture.
- 4.12 The use of golf carts are prohibited and players are required to walk at all times during the match.
Exceptions to clause 4.10:
i) If a player is injured during the course of a match he may, by agreement with his opponents, make use of a golf cart to complete the match.
ii) A current (within the calendar year) medical certificate is required to allow for the use of a golf cart where a player is incapable of walking 18 holes. A copy of this letter must be available to the opposing captain on request.
iii) Those courses which have been earmarked as Golf Cart courses. (Eagle Canyon, Eye of Africa and Jackal Creek)
- 4.13 Only local caddies may be used. Clubs to book caddies one week in advance. If there is a shortage of caddies, the visiting Club with the host Clubs approval, may bring their own caddies.
- 4.14 Once a match has reached a result those players **must** discontinue play immediately to assist with pace of play.

5. Participants

- 5.1 This league is open to all male affiliated amateur golfers whose club is a member of the Central Gauteng Golf Union.
- 5.2 A player must be officially handicapped at the Club he is representing.
- 5.3 A player may not play for more than one team in the same round.

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- 5.4 A player may play Betterball League as well as any of the other Leagues available in the CGGU provided they meet the criteria.
- 5.5 A player shall not represent more than one Club in the current season in the same Union.
- 5.6 Where a Club has more than 1 (one) team in a Division, no more than 2 (two) players may be demoted from their previous match, unless written approval has been obtained from the CGGU.
- 5.7 Where a Club has teams in more than 1 (one) Division, no more than 2 (two) players may be demoted from a higher to a lower Division.

In the event of clause 5 being breached during play of the current Scratch League season, the Club shall automatically lose every game in which the defaulting player participated.

6. Weather

- 6.1 If the course is open at the start of the matches, the matches must be played in accordance with Clause 4 - Details of Play.
- 6.2 If the course is deemed unplayable prior to the start of the matches and called off by the Club's Duty Officials, the result will be deemed a half (i.e. 4 GAMES ALL) and will not be rescheduled.
- 6.3 If a match has started and is subsequently called off due to weather conditions, the results will be determined as follows:
 - 6.3.1 Where any of the eight 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;
 - 6.3.2 Where any of the eight matches have not yet reached the 10th tee, those matches will be declared a half.

Note 1: The 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 6.2 and 6.3 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

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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.

7. Results

- 7.1 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.
- 7.2 Should a club not submit and verify their scores by the end of the day of the date being played the following penalty will be imposed:

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

8. Scoring

- 8.1 The overall result will be obtained by awarding 1 (one) point to a player who wins his match and ½ (half) a point if he halves. In the event of a match being all square after 18 holes the match will be declared a half.
- 8.2 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.
- 8.3 In the event of a team defaulting, their opponents will be awarded 4 ½ Games points and two Points towards the log results. The defaulting team will not receive any games points.

9. 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.

10. Ties In The League 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, thereafter;

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- 4) In the tied match between the two teams, the result of the team's No 1 player, thereafter the team's No 2 players and so on until a winner is determined.
- 5) If none of the above result in an outcome the tie will be determined by the flip of a coin.

11. League Finals

The team finishing first in the First Division shall participate in the following years Northern Provinces League Finals.

12. Local Rules

- 12.1 Play will be conducted in terms of the host Club's Local Rules.
- 12.2 Please note Rule 4.8 which allows the use of Distance Measuring Devices.
- 12.3 **NO PREFERRED LIES PERMITTED UNLESS AUTHORISED BY DUTY OFFICIAL.**

13. Promotion And Relegation

At the end of the season, the bottom **two** team in each Division shall be relegated and the top **two** teams of each Division below shall be promoted. The relegation may be negated should fewer teams be entered into the league the following year.

14. General Information

- 14.1 An entry fee determined by the CGGU will be due per team at the start of each season.
- 14.2 Closing dates for entries shall be fixed by the CGGU and all clubs shall be notified thereof.
- 14.3 No Scratch League matches will be considered for 9 holes courses. Where a 9 hole Club enters this league, it is under the condition that all their matches will be played at the opposition venue.
- 14.4 A playing fee for each round of the league season will be waived as the matches will occur on a home and away basis. In the event of matches taking place on a neutral venue, playing fees will have to be paid.
- 14.5 All caddie and cart fees are for the player's own account.

- 14.6 **The host club will provide a halfway house voucher to the value of R 80.00 for each player and will buy 1 (one) round of drinks after the game.**
- 14.7 Visiting players must adhere to the home Club's dress code and soft spikes regulations for the course and clubhouse.
- 14.8 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.

15. Disputes

- 15.1 Should a dispute arise during or after a match regarding either a breach of a rule of golf or a condition of the league, a claim must be made by the players according to the Rules 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.
- 15.2 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 THAT HAS ENTERED AND HAS HAD ITS TEAM ACCEPTED FOR THE CURRENT LEAGUE SEASON
BINDS ITSELF TO COMPLY WITH THESE CONDITIONS**