



CENTRAL GAUTENG GOLF UNION

Phone: 082 559 6119

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Website: www.cggg.co.za

Postal address: PO Box 2124, Cresta, 2118

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LADIES SUNDAY LEAGUE CONDITIONS

2022 SEASON

1. Composition

- 1.1 The league is divided into divisions of 5 (five) or 6 (six) teams per Division, depending on the number of entries.
- 1.2 Clubs may be restricted to enter a maximum amount of teams based on availability or otherwise approved by CGGU.
- 1.3 The league will be done as a random draw.
- 1.4 CGGU retains the right to adjust the number of teams in the Divisions. This may result in fewer or more games being played during the season depending on the final numbers and will only be done at the start of the league season.

2. Date of play

- 2.1 League Captains to arrange dates and tee-off times as per the Fixture Lists provided by CGGU.
- 2.2 The Home Club to notify the Opposing Club of all arrangements in writing as soon after the arrangements have been confirmed. The Home Club should reconfirm the tee times with the opposition within the week before the scheduled match. The Captains must update the tee times on the Scorecapture system.
- 2.3 "Fixture period" means the period of time allocated by CGGU in which a match has to be completed. Example: February / March is a fixture period and the match must be completed anytime from the 1st February to 31st March.

3. Club responsibilities

- 3.1 The Home Club MUST set the course up so that matches are played off the Traditional Forward Tees (in most cases the Red 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, the course will be declared unplayable. (Refer to 3.3 and 3.4).



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- 3.3 In the event of a course being deemed unplayable, as in paragraph 3.2 in the first half of the year, the teams may swap venues with each other but must consult with the League Committee.
- 3.4 Should this happen for any return match, the match must be played at the opponents' course again. For weather delays refer to paragraph 7.
- 3.5 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 is 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 (thirty) minutes before the club's recorded first tee time.
- 3.6 Should a club not upload their team by the cut-off time the following penalties will be imposed:
- First time - 1 POINT penalty, 2nd time - 2 POINTS penalty, 3rd time - 3 POINTS penalty, etc.**
- 3.7 Clubs should abide by the GolfRSA Risk Mitigation Guidelines.
- 3.8 In the event of security concerns, the Home/Opposing Club is to address their concern with the home/opposing 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 the oppositions' venue.

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.
- 4.3 **The maximum handicap for Betterball League is 22.0 Handicap Index.** All players must play off a Playing Handicap equivalent to **85% of their Course Handicap**. Please refer to the handicap table on the website for the correct calculated handicaps. Once this **85% 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 The Scorecapture System has the lowest handicap players listed as Player 5 & 6 and the highest as Players 1 & 2.
- 4.5 Should a club not be able to field a full team, they can decide which position they would like the single player to play in, provided this is done before the teams are released to each other. The remaining two pairs must, however, still play in the Combined Handicap Order. The single player may play in any position on her Playing Handicap for the day.



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- 4.6 All players are required to open their round prior to the start of each match. **The Home Club should assist and request all players to open their rounds.**
- 4.7 The Combined Course Handicap Index will determine the order of play on the day bearing in mind that 22.0 is the maximum allowed Handicap Index.
- 4.8 The matches to be played in Combined Handicap Index order with the lowest combined Course Handicap Indexes of each match playing as pairing 1 and highest combined Course Handicap Indexes playing as pairing 3.
- 4.9 Players who choose 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 lower than a two pointer for handicap purposes.
- 4.10 The Scorecapture Online System will automatically calculate handicaps the morning of the scheduled round.
- 4.11 **It remains 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.**
- 4.12 Each team shall comprise of 6 (six) players. Each team shall have a designated Captain.
- 4.13 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. 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 her 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 Subject to paragraph 14.4, the use of golf carts is permitted.

6. Participants

- 6.1 The League is open to all female affiliated amateur golfers whose club is a member of CGGU.



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- 6.2 A player may play Weekday as well as Sunday Ladies League, provided they meet the criteria.
- 6.3 No player shall represent more than one club in the same season in the same league.
- 6.4 **Where a club has more than one team in the League the interchanging of players between teams is not permitted during the same fixture period.**
- 6.5 A player entering the Sunday or Weekday League may represent any Gauteng club of which she is a golfing member, not necessarily her home club, but only one club per League Season per section, i.e. she may, with permission from her Home Club Captain, play Sunday League for one club and Weekday league for another but will not be allowed to play Sunday League for two different clubs or Weekday league for two different clubs in a League Season. Written permission from the home club (only if a member of two Gauteng Clubs) must be emailed to leaguesecretary@ladiesgolfgauteng.co.za for all matches where a player is not representing her home club.
- 6.6 If a player joins another club during a league year and has already played league for her original club in that year, she may not play league for the new club in the same division (Sunday or Weekday). She may only play league for the new club in that Division if she has resigned from the previous club.
- 6.7 All correspondence granting permission to play for a club other than her Home Club must be forwarded to leaguesecretary@ladiesgolfgauteng.co.za or any other address communicated from time to time.
- 6.8 All matches for a specific fixture must start on the same tee.
- 6.9 Any person not playing in the match is considered a spectator and must always remain 30 (thirty) metres from any players and are not allowed on the tee boxes, fairways, greens or carts.
- 6.10 **In the event of a player committing a breach in terms of any of the provisions of paragraph 6, the club shall be deemed to have lost every individual game in which the defaulting player participated in. Any such breach must be reported to the League Committee within 2 (two) days of the date of the match for it to be considered.**

7. Weather

- 7.1 If a team's course is open at the start of the match, the match must be played in accordance with paragraph 5.
- 7.2 If a course is deemed unplayable prior to the start of the match and called off by the respective club official (club manager, duty club manager or golf director), the result will be deemed a half (i.e. 1.5 games all) and will not be rescheduled.



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7.3 If a match has started and is subsequently called off due to weather conditions, the results will be determined as follows:

7.3.1 Where any of the games have progressed through 9 holes, the results of the match will be determined in accordance with the standing of each of the games at the time of abandonment;

7.3.2 Where any of the games have not yet completed 9 holes, those games will be declared a half.

7.4 The appointed club official 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 paragraphs 7.2 or 7.3 must be used to determine the results of the day.

7.5 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.

7.6 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 Results **MUST** be emailed to (leaguesecretary@ladiesgolfgauteng.co.za) immediately after the conclusion of the match. The following information must be given:

8.2.1 The names of both clubs including the numbers, i.e. Randpark **2**;

8.2.2 The Fixture period stating both months, i.e. **Feb/Mar**;

8.2.3 The Division number and the final scores, or send a copy of a written result sheet.

8.3 Should a club not submit their scores by the end of the day of the date being played the following penalty will be imposed:

First time - 1 POINT penalty, 2nd time - 2 POINTS penalty, 3rd time - 3 POINTS penalty, etc.



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9. Scoring

- 9.1 One point shall be awarded for each game won. In the event of a game being halved, half a point (0.5) shall be awarded for each game halved. In the event of a match being all square after 18 holes the match will be declared a half.
- 9.2 In the event of a team defaulting, their opponents will be awarded **3** Points and the defaulting team will not receive any Points. The League Committee must be contacted without delay in the event of a default.
- 9.3 Every league player's score has to be entered immediately after a game and if a player has an open round or is known to have played a game and not opened a round and entered the score, she will incur a 1 point penalty for her team, whether they have made any or no points. Penalties will also apply for scores entered on the day of a match even if it's entered before the match starts.
- 9.4 One point will be deducted for each player (even within the same team) that has not captured a score from a previous round whether it was an open round or the player is known to have played a round elsewhere and not captured a score for it.
- 9.5 If a score for a game prior to a league match is entered after the match or the morning of the match and it is brought to the League Committee's attention, whether that score would or would not have made a change to the player's handicap, 1 point will be deducted from their club's final score on that day for each player with an open round.
- 9.6 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.
- 9.7 **The Home Club is responsible for either doing live scoring on the day or after the round manually inputting each player's hole by hole scores. Either way each player should have a score on the system which can allow CGGU to check that the correct score has been submitted for handicapping purposes.**

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

- 11.1 Should 2 (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:



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- a) The team with the most points, thereafter;
- b) The team with the highest individual matches won during the League season shall be the winner.
In the event of there still being a tie;
- c) The team with the most halved matches;
- d) If none of the above result in an outcome the tie will be determined by the flip of a coin.

11.2 The League will be determined by playing Quarter, Semi and Final matches, whichever are applicable.

11.3 If the divisions don't all have the same number of teams, the following count out procedure will be followed:

11.3.1 The average of the total points scored during the League season, will decide the winner, (the total points scored for the year divided by the number of games played). In some cases, this will have to be calculated to several decimal points, until a winner is decided.

11.4 Where there is an odd number, or more than 4 (four) divisions in a league, the play-offs will be as follows:-

11.4.1 **Three divisions:** The 3 (three) winning divisional teams plus the team with the next highest average from any of the divisions will be drawn to play in the semi-finals, with the winners contesting the finals.

11.4.2 **Five divisions:** The top 3 (three) divisional winners (highest average number of points decided as in paragraph 11.3.1 above) will have a bye into the semis and the two remaining winners, will contest the quarter-finals. The winner of the quarter-finals will go through, together with the 3 (three) top teams who had byes, to contest the semis and the finals.

11.4.3 **Six divisions:** The top 2 (two) divisional winners (highest average number of points decided as in paragraph 11.3.1 above) will have a bye into the semis and the 4 (four) remaining winners, will contest the quarter-finals. The 2 (two) winners of the quarter-finals will go through, together with the 2 (two) top teams who had byes, to contest the semis and the finals.

12. Quarter Finals, Semi-finals and Finals

12.1 The League Committee shall fix the dates and venues of all finals. The choice of venue may not be disputed.

12.2 All matches to be played to a result, i.e. no halved matches.



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12.3 Teams who qualify for the quarters, semis or finals must adhere to the following:
“At least 5 (five) players must have played 2 (two) or more matches for the team during the year and, if necessary, a “wild card” may be included. Only 1 (one) wild card per team. The wild card may be drawn from other club members who have not played in that particular league team during that year (See paragraph 12.4 below). This may only be done in consultation with a member of the League Committee.

12.4 **Wild card:** - The player may not have played in any other Sunday team during the year, but can come from any Weekday team.

12.5 Should the clubs be concerned that their teams do not comply, they are urged to contact the League Committee for a ruling and support. The League Committee will reserve the right to check teams ahead of matches.

12.6 The teams, as well as the names of reserves, must be submitted to the League Committee not less than 3 (three) days before the matches, to confirm that all players are eligible.

12.7 Any breach of League Rules in quarter-finals, semi-finals and finals will result in disqualification of the team concerned.

13. Promotion and relegation

There is no promotion and relegation in this League.

14. General information

14.1 An entry fee predetermined by the CGGU will be payable by each team at the start of the season.

14.2 Closing dates for entries shall be determined by the CGGU and all clubs shall be notified thereof. **No late entries will be allowed.**

14.3 Playing fees will be waived by clubs as games are played on a home and away basis.

14.4 All Caddie and cart fees are for the player’s own account except when playing as a visitor at Eagle Canyon or Jackal Creek. Eagle Canyon and Jackal Creek will provide carts for visiting teams free of charge, on a sharing basis, as these courses are considered cart courses. The opposing clubs are under no obligation to provide carts free of charge to the players of the cart courses, but should they agree thereto, carts must be provided under the same conditions to both teams on the day of the match being played.

14.5 **The Home Club will provide a halfway house voucher to the value of R90.00 for each player and will buy 1 (one) round of drinks after the game.**



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14.6 Visiting players must adhere to the home club's dress regulations for the course and clubhouse.

15. Disputes

15.1 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 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 where the teams are unable to resolve the dispute, they should submit this in writing to the League Committee within 2 (two) days after the situation arose. Failure to notify the League Committee 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**