



CENTRAL GAUTENG GOLF UNION

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MID-AMATEUR LEAGUE CONDITIONS

2026 SEASON

1. Composition

- 1.1 The league is divided into 5 (five) divisions with a maximum of 6 (six) teams per division after promotion and relegation has been applied based on the previous season's results and after entries have closed for the new season.
- 1.2 Clubs may be restricted to enter a maximum of 2 (two) teams each unless otherwise approved by the CGGU based on availability. 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 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

- 2.1 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. The only exception to this is the last match of the season which must be played on the scheduled date and may not be moved earlier.** Any match not completed by the day following the scheduled date, will be logged as completed with neither team being allocated any points.
- 2.2 Fixtures should start at 12:00pm 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 12:00pm. Clubs are responsible for recording the correct tee time on the Scorecapture Online system.**



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3. Club Responsibilities

- 3.1 The Club reflected first on the fixture list is to be the host Club for the match.
- 3.2 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.
- 3.3 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. In either case the original home team, whose course is unplayable, will be responsible for the full costs of that fixture.
- 3.4 In the event of a course being deemed unplayable, in the first half of the year, the teams may swap venues with each other but must consult with the Union.
- 3.5 Should this happen for any return match, the match must be played at the opponents’ course again and the visiting team must cover the full costs for both teams. For weather delays refer to Point 7.
- 3.6 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.
- 3.7 Should a club not upload their team by the cut-off time the following penalties will be imposed:
1 GAME point penalty for each offence.

4. Details of play

- 4.1 Play is to be conducted in accordance with the Rules of Golf as set by The R&A Rules of Golf and these League Conditions which are deemed to be the Terms of the Competition for this league.
- 4.2 The format of play will be individual match play over 18 holes off scratch. (No handicaps)
- 4.3 Play will be conducted in terms of the host Clubs Local Rules.
- 4.4 The Scorecapture system will automatically open a round for each player for a CGGU League fixture.
- 4.5 Players who finish a competition match play round, before the full 18 holes have been played, must enter their **hole-by-hole gross scores for the completed holes in the HNA system**, and then select the incomplete round option on the HNA system. The system will then use the WHS expected score



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algorithm, to complete the 18 holes gross score for the player. **Players who go on to complete the round after the match has ended, should not enter their stroke play scores for the remaining holes, because the combination of a competition match play and social stroke play score, is not an acceptable score**

- 4.6 Teams in shall consist of eight players. Each team shall have a designated Captain.
- 4.7 Order of play will be as per the draw.
- 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.

5. Conditions of play

- 5.1 Clubs in most cases should have no placing for Mid-Amateur 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 The use of golf carts is permitted.
- 5.4 Only local caddies may be used. Penalty for breach of this will be: 1st offence – warning, 2nd offence – loss of hole, 3rd offence disqualification. 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.
- 5.5 No player or his caddie may caddie for any other member of another match during the same round.

6. Participants

- 6.1 This league is open to all male affiliated amateur golfers whose club is a member of the Central Gauteng Golf Union and who has attained at least the age of 30 years on the tee.
- 6.2 A player must be officially handicapped at the Club he is representing.
- 6.3 A player may not play for more than one team in the same round.



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- 6.4 A player who represents his Club in the current Handicap or Scratch League season may represent his Club in the current Mid-Amateur League season or vice versa.
- 6.5 A player shall not represent more than one Club in the current season in the same Union.
- 6.6 Where a Club has more than 1 (one) team in the league, no more than 2 (two) players may be demoted from their previous match, unless written approval has been obtained from the CGGU.
- 6.7 Eligibility Requirements for Players with Disabilities to use Rule 25. Any registered disabled golfer through SADGA (South African Disabled Golf Association) is permitted to participate in CGGU Leagues. It is a player's category of disability and eligibility that determine whether they can use specific modified Rules in Rule 25.

In the event of clause 6 being breached during play of the current Mid-Amateur League season, the Club shall automatically lose every game in which the defaulting player participated.

7. Weather

- 7.1 If the course is open at the start of the matches, the matches must be played in accordance with Clause 4 - Details of Play.
- 7.2 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.
- 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 If any match has not completed nine holes, that match will be declared a half.
- 7.3.2 The result of matches, where more than nine holes have been completed, will be determined by the state of the match when play is discontinued.

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 7.2 and 7.3 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

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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 and verify them by the end of the day of the date being played the following penalty will be imposed:
1 GAME point penalty for each offence.

9. Scoring

- 9.1 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.
- 9.2 Two points shall be awarded to the winning team of a fixture. In the event of the fixture being halved, one point shall be awarded to each team.
- 9.3 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.
- 9.4 Should a team default by not playing a fixture during the season, a written request must be submitted to the CGGU Executive detailing the reason for this. Should the CGGU Executive feel that the team defaulting may in some way affect the outcome of that division, additional penalties or sanctions may be imposed on that team at the CGGU Executive's discretion.

10. Withdrawals

- 10.1 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. That team will then remain on the log with zero points.



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- 10.2 Should a team withdraw during the season (the season starts once the schedule has been published), a written request must be submitted to the CGGU Executive detailing the reason for this. Should the CGGU Executive feel that the team withdrawing may in some way affect the outcome of that division, additional penalties or sanctions may be imposed on that team at the CGGU Executive's discretion.

11. Ties in the League Log

- 11.1 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:
- 11.1.1 The team with the most Games Points, thereafter;
 - 11.1.2 The result between the two tied teams, thereafter;
 - 11.1.3 The team with the most halved matches;
 - 11.1.4 If the results between the two tied teams result in one game won and one game lost, then the result will go to the second played match. If both matches between the two tied teams are halved, then in the first match as per the schedule between the two teams, the result of the team's No 1 player, thereafter in the second tied match as per the schedule between the two teams, the result of the team's No 1 players, then the team's No 2 players and so on until a winner is determined.
 - 11.1.5 If none of the above result in an outcome the tie will be determined by the flip of a coin.

12 Promotion And Relegation

- 12.1 At the end of the season, the bottom **two** teams 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.

13. General Information

- 13.1 An entry fee determined by the CGGU will be due per team at the start of each season.
- 13.2 Closing dates for entries shall be fixed by the CGGU and all clubs shall be notified thereof.
- 13.3 All caddy and cart fees are for the player's own account. Where a club is a cart only facility, that club must offer the opposition team complimentary carts. (Eye of Africa is the only cart only course in CGGU). **Clubs are to hire out carts at members rates to the visiting teams. Teams may agree to not charge each other on a reciprocal basis for carts.**
- 13.4 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.



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- 13.5 In the event of a Club cancelling a scheduled match with less than 72 hours' notice, that Club will forfeit the match and will also be invoiced by the opposing Club for lost revenue at the Club's Member rates.
- 13.6 Visiting players must adhere to the home Club's dress code regulations for the course and Clubhouse.
- 13.7 Players are permitted to complete their round once their match has concluded, provided they do not cause delay and do not interfere or assist with the other match which is still ongoing.
- 13.8 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. Please refer to clause 4.4 for handicapping.
- 13.9 The host club is responsible for either doing livescoring 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 the union too check that the correct score has been submitted for handicapping purposes.

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 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 on the day that 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, or any occurrence not covered by the conditions 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