



CENTRAL GAUTENG GOLF UNION

Phone: 082 559 6119

Email: admin@cggg.co.za

Website: www.cggg.co.za

CENTRAL GAUTENG GOLF UNION **SENIOR SCRATCH LEAGUE CONDITIONS**

2026 SEASON

1. Composition

- 1.1 The league will consist of one division, with a maximum of 6 (six) teams for the 2026 season.
- 1.2 Should more than 6 (six) clubs enter the league in 2027, a second division will be established, and all new entrants will commence in the second division.
- 1.3 Clubs may enter a maximum of 2 (two) teams each, unless otherwise approved by the CGGU, subject to availability. Should the number of entries make it impractical to complete the season successfully, the CGGU reserves the right to exclude a club's team. The CGGU's decision will be final.

2. Date of Play

- 2.1 All matches must be played on the date published on the fixture list, and no extensions will be permitted. Clubs may, by mutual agreement, play a match before the scheduled date, but not after it. The clubs must notify the CGGU in writing of any agreed date change. The final match of the season must be played on the scheduled date and may not be brought forward. Any match not completed by the day following the scheduled date will be recorded as completed, with neither team receiving any points.
- 2.2 Fixtures must start at 12:00, unless an alternative time is agreed in writing by both clubs. In the absence of such written agreement, the starting time will be deemed to be 12:00. Clubs are responsible for recording the correct starting time on the ScoreCapture Online system.

3. Club Responsibilities

- 3.1 The club listed first on the fixture list will be the host club for the match.
- 3.2 The host club must set up the course so that matches are played from the traditional club tees (in most cases, the white course). The overall course length must not exceed the rated distance shown on the club's scorecard.

- 3.3 A maximum of 3 (three) temporary greens may be used by the host club. If more than 3 (three) temporary greens are in use, an alternative venue must be arranged for the fixture, or the home team must play at the away venue. In either case, the original home team whose course is unplayable will be responsible for the full costs of the fixture.
- 3.4 Clubs are responsible for accurately uploading their team players to the ScoreCapture Online system. Team names may be uploaded at any stage before the fixture, but the cut-off time is 23:59 on the day before the scheduled date. Clubs may elect to hide their team from the opposing team; however, the team will become visible 30 minutes before the club's recorded first starting time.
- 3.5 Should a club fail to upload its team by the cut-off time, the following penalty will apply:

A penalty of 1 (one) game point for each offence.

4. Details of play

- 4.1 Play will be conducted in accordance with the Rules of Golf as published by The R&A 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 and better-ball match play over 18 holes, played off scratch (no handicaps). A total of 6 (six) game points will be available in each fixture.
- 4.3 Play will be conducted in accordance with the host club's Local Rules.
- 4.4 The ScoreCapture system will automatically open a round for each player participating in a CGGU League fixture.
- 4.5 A player whose competition match-play round ends before all 18 holes have been played must enter their hole-by-hole gross scores for the completed holes into the HNA system and select the incomplete-round option. The system will then use the WHS expected-score procedure to complete the player's 18-hole gross score. A player who continues playing after their match has ended must not enter stroke-play scores for the remaining holes, as a score comprising competition match play and social stroke play is not an acceptable score for handicap purposes.
- 4.6 Each team will consist of 4 (four) players.
- 4.7 The order of play will be as stipulated in the draw.

- 4.8 Players 4 and 3 will play first, followed by Players 2 and 1. Player 4 will play an individual match against Player 4 from the opposing team, while Player 3 will play an individual match against Player 3 from the opposing team. At the same time, Players 4 and 3 will play a better-ball match against Players 4 and 3 from the opposing team. The same format will apply to Players 2 and 1. Teams may submit their players in any order, including when they are unable to field a full team.
- 4.9 Starting times will be governed by Rule 5.3a, When to Start Round, including the exceptions to that Rule. If a player arrives at the starting point, ready to play, no more than 5 (five) minutes after their starting time, the general penalty will be applied to the player's first hole (loss of hole in match play). If the player arrives more than 5 (five) minutes after their starting time, the penalty is disqualification. The other exceptions contained in Rule 5.3a remain applicable.
- 4.10 If a player arrives more than 5 (five) minutes after their starting time, the player is disqualified from their individual match under Rule 5.3a. However, provided their partner started the better-ball match on time, the late player may still join the better-ball match in accordance with Rule 23.4. The player may join only between the play of two holes and before any player in the better-ball match has started the next hole. If the player arrives after any player has started a hole, they may not play for the side until the next hole.
- 4.11 The two individual matches and the better-ball match played by each group are separate matches. The status and result of each match must be determined independently. A stroke made by a player counts in both that player's individual match and the better-ball match, provided the player remains involved in both matches.
- 4.12 Concessions will apply as follows:
- 4.12.1 A concession of a player's next stroke by either opponent applies to the better-ball match.
 - 4.12.2 If the concession is made by the player's opponent in the individual match, it applies to both the individual match and the better-ball match.
 - 4.12.3 If the concession is made by the other opponent, it applies only to the better-ball match.
 - 4.12.4 A concession of a hole or match must clearly identify the match to which it applies. A concession is final and cannot be declined or withdrawn.
- 4.13 A player whose next stroke or hole has been conceded in one match may continue playing if required in the other match. If a player continues after their next stroke has been conceded in the better-ball match and doing so could assist their partner, Rule 23.6 applies.

- 4.14 Players paired together in the better-ball match are partners under Rule 23 and may give each other advice while that match remains in progress. This applies even when the advice may also assist the player in their individual match. Once the better-ball match has ended, the players may not continue giving each other advice during an individual match that remains in progress, unless otherwise permitted by the Rules.
- 4.15 Order of play in each individual match is governed by Rule 6.4a. In the better-ball match, partners may play in the order their side considers best when it is their side's turn to play, as permitted by Rule 23.6. Where these orders conflict, the players should agree on an order of play before a stroke is made. If a player plays out of turn without agreement, the right to cancel the stroke under Rule 6.4a is considered separately in each affected match.
- 4.16 A player must not lift their ball or discontinue play of a hole merely because the hole has been decided in one match if their score may still be required in the other match.
- 4.17 A breach of the Rules and any resulting penalty must be considered separately in the individual match and the better-ball match. Rule 23.9 determines whether a penalty in the better-ball match applies only to the player or also to the player's partner or side.

5. Conditions of play

- 5.1 Preferred lies should not ordinarily be in effect for Senior Scratch League matches. They may be permitted only when abnormal course conditions justify their use.
- 5.2 All matches forming part of a fixture must start from the same tee.
- 5.3 The use of golf carts is permitted.
- 5.4 Only local caddies may be used. The penalties for a breach are: first offence - warning; second offence - loss of hole; and third offence - disqualification. Clubs must book caddies 1 (one) week in advance. If there is a shortage of caddies, the visiting club may, with the host club's approval, bring its own caddies.
- 5.5 No player or their caddie may caddie for a player in another match during the same round.
- 5.6 Playing music during league matches is prohibited.
Model Local Rule G-8 applies to all CGGU League matches. Rule 4.3a(4) is modified as follows:
During a round, a player must not listen to content of any nature on any audio device.

Penalty: first offence - warning; second offence - general penalty (loss of hole); third offence - disqualification.



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6. Participants

- 6.1 This league is open to male affiliated amateur golfers whose club is a member of the Central Gauteng Golf Union and who have attained the age of 50 years by the date of the fixture.
- 6.2 A player must have an official Handicap Index at the club they represent.
- 6.3 A player may not represent more than 1 (one) club in the same league season within the Union.
- 6.4 Eligibility requirements for players with disabilities using Rule 25: Any golfer registered with SADGA (South African Disabled Golf Association) is permitted to participate in CGGU Leagues. The player's category of disability and eligibility determine which modified Rules in Rule 25 may be used.

If Clause 6 is breached during the current Senior Scratch League season, the club will automatically lose every game in which the ineligible player participated.

7. Weather

- 7.1 If the course is open when the matches are due to start, play must proceed in accordance with Clause 4 - Details of Play.
- 7.2 If the course is declared unplayable before the matches start and the fixture is called off by the club's duty official, the fixture will be declared a half (3 game points each) and will not be rescheduled.
- 7.3 If a match has started and play is subsequently abandoned because of weather or course conditions, the results will be determined as follows:
 - 7.3.1 If fewer than 9 (nine) holes have been completed, the match will be declared a half.
 - 7.3.2 If 9 (nine) or more holes have been completed, the result 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) will determine whether weather or course conditions require play to be delayed, suspended, abandoned or resumed. Players must be advised once a determination has been made. If play is prevented or abandoned, Clauses 7.2 and 7.3 will be used to determine the results.



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Note 2: If a club's course has been closed because of weather or playability in the days before a fixture and remains closed on the day of the fixture, the club must advise the visiting club or team in sufficient time to avoid unnecessary travel. Every reasonable effort must be made to provide such notice. Failure to advise the visiting team will result in the fixture being awarded to the visiting team.

Note 3: Players are expected to remain at the host club until the club official abandons play for the day.

8. Results

- 8.1 The ScoreCapture Online result sheet must be completed, verified by both team captains and submitted on the date of play. Instructions for submission are available in the ScoreCapture League Manual.
- 8.2 Should a club fail to submit and verify the results by the end of the day on which the fixture is played, the following penalty will apply:

A penalty of 1 (one) game point for each offence.

9. Scoring

- 9.1 The overall result will be determined by awarding 1 (one) game point to the player or pairing that wins a match and 1/2 (half) a game point to each side for a halved match. A match that is all square after 18 holes will be declared a half.
- 9.2 A team that wins a fixture will receive 2 (two) league points. If the fixture is halved, each team will receive 1 (one) league point.
- 9.3 If a team defaults a fixture, its opponents will receive 3 1/2 (three and a half) game points and 2 (two) league points. The defaulting team will receive no game points or league points.
- 9.4 If a team defaults by failing to play a fixture during the season, it must submit a written explanation to the CGGU Executive. If the CGGU Executive determines that the default may affect the outcome of the division, it may impose additional penalties or sanctions at its discretion.



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10. Withdrawals

- 10.1 If a team withdraws during the season, the results of all matches played by that team will be declared null and void, and the league log will be adjusted accordingly. Its remaining matches will be cancelled, and the team will remain on the log with zero points.
- 10.2 The season commences once the fixture schedule has been published. A team that withdraws after this date must submit a written explanation to the CGGU Executive. If the CGGU Executive determines that the withdrawal may affect the outcome of the division, it may impose additional penalties or sanctions at its discretion.

11. Ties in the League Log

- 11.1 If 2 (two) or more teams have the same number of league points in the log standings, the following criteria will apply, in order, to determine their positions:
 - 11.1.1 The team with the most game points; thereafter
 - 11.1.2 The result of the fixture between the tied teams; thereafter
 - 11.1.3 The team with the most halved fixtures; thereafter
 - 11.1.4 If the fixture between 2 (two) tied teams was halved, the result of the individual match involving each team's Player 1 will be used, followed by the result involving Player 2, then Player 3 and Player 4, until the tie is broken; thereafter
 - 11.1.5 If none of the above criteria produces an outcome, the tie will be determined by the toss of a coin.

12. Promotion and Relegation

- 12.1 If more than 1 (one) division is established for the 2027 season, the bottom team in the 2026 division will be relegated to the lower division.

13. General Information

- 13.1 An entry fee, as determined by the CGGU, will be payable per team at the start of each season. (No entry fees for 2026)
- 13.2 The CGGU will determine the closing date for entries and notify all clubs.
- 13.3 All halfway-house, caddie and cart fees are for the player's own account. Where a club is a cart-only facility, it must provide complimentary carts to the visiting team. Eye of Africa is currently the only cart-only course in the CGGU. Other clubs must hire carts to



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visiting teams at members' rates. Teams may agree, on a reciprocal basis, not to charge one another for carts.

- 13.4 No playing fee will be charged for league fixtures played on a home-and-away basis. If a fixture is played at a neutral venue, playing fees will be payable.
- 13.5 If a club cancels a scheduled fixture with less than 72 hours' notice, that club will forfeit the fixture and will be invoiced by the opposing club for lost revenue at the opposing club's members' rates.
- 13.6 Visiting players must comply with the host club's dress code for the course and clubhouse.
- 13.7 Players may complete their round after their match has concluded, provided that they do not delay play or interfere with or assist any other match still in progress.
- 13.8 All match-play scores must be submitted for handicap purposes. Players must follow the HNA Handicap Manual when submitting their scores. Refer to Clause 4.5.
- 13.9 The host club is responsible for either using live scoring on the day or manually entering each player's hole-by-hole scores after the round. Each player must have a score recorded on the system so that the CGGU can verify that the correct score has been submitted for handicap purposes.

14. Disputes

- 14.1 If a dispute arises during or after a match concerning a breach of the Rules of Golf or these League Conditions, a ruling request must be made in accordance with Rule 20.1b and must identify whether the issue affects an individual match, the better-ball match or both. If a valid ruling request is made, the dispute must be resolved before the result becomes final. A result becomes final once both teams have verified it on ScoreCapture.
- 14.2 If the teams are unable to resolve a dispute, they must submit it in writing to the CGGU on the day it arises. A dispute not reported within this time will not be considered.

The CGGU reserves the right to impose any penalty it considers appropriate for a club's failure to comply with these League Conditions or for any occurrence not covered by them.

A CLUB THAT ENTERS THE LEAGUE AND HAS ITS TEAM ACCEPTED FOR THE CURRENT SEASON AGREES TO COMPLY WITH THESE CONDITIONS.