



**SOUTHERN CAPE  
GOLF UNION**

## **2023 LEAGUE RULES**

### **1. ENTERING TEAMS:**

- 1.1. Any Club affiliated to the SOUTHERN CAPE GOLF UNION (SCGU) may enter.
- 1.2. The completed entry form and proof of payment is to be submitted via fax or email to the SCGU.
- 1.3. The SCGU will do final selection of the Teams and allocation to each Section(s).
  - 1.3.1. Selection will aim at the widest possible inclusion of Clubs. As many different Club's Teams as possible will be accommodated.
  - 1.3.2. Multiple entries by a Club may be limited by the SCGU in order to fit all fixtures into the season. A ballot system at the discretion of the SCG may apply.
- 1.4. SCGU shall provide all Clubs with the League Fixtures as soon as is practical after receipt of the entries.
- 1.5. Dates will be arranged in order not to clash with other SCGU fixtures, outside of school holidays and avoiding public holiday weekends as far as possible.
- 1.6. If a Club withdraws from the League after the entry closing date no refund will be given. In addition, the Club in question may face sanction and penalties from the SCGU if in the opinion of the Executive such withdrawal adversely affects the proper functioning of the League. This sanction may result in a Club being barred from entering a Team for subsequent League seasons.

### **2. ENTRY FEES AND MATCH FEES:**

- 2.1. The Entry fee per Handicaps League, Senior Super League or Super league team is R2 100 (Two thousand one hundred rand).

<b>MATCH FEES</b>		
	<b>HANDICAPS LEAGUE / SENIOR SUPER LEAGUE</b>	<b>SUPER LEAGUE</b>
Estate courses inclusive of a golf cart and light lunch (beverage excluded).	R420	
18 Hole golf courses exclusive of a golf cart, inclusive of a light lunch (beverage excluded).	R320	

### **3. STRUCTURE OF THE HANDICAPS LEAGUE**

- 3.1. Handicaps League: 6 (six) players per Team.
- 3.2. The Handicaps League will be played in four Sections. Teams will be allocated into sections based on their geographical location except for the "9-hole" courses who will play each other on 18-hole courses in Section 4 and potentially a club who enters a third Team (if approved by SCGU as per point 1.3.2).
- 3.3. Handicaps League will be played over 36 holes (18 holes foursomes and 18 holes singles match play).
- 3.4. The courses for League matches will be determined on a rotational basis dependent on the number of Team entries received, which will in turn determine the number of fixtures required to complete the League.
- 3.5. In all cases, as far as possible, Teams will play against 1 club only, however if the number of clubs that have entered and the number of fixtures determine that it is not practical to play it in that format, "2-way" games (i.e. 2 matches on a particular day) may be implemented to facilitate the playing of league as a last resort.

**Section 1**

- 3.6. The 18-hole courses that League will be played at in Section 1 are:
- Fancourt
  - George
  - Kingswood
  - Mossel Bay
  - Oudtshoorn
  - Oubai
  - Pinnacle Point
- 3.7. From a geographical perspective the golf courses that form part of Section 1 as per the League system are:
- Fancourt
  - George
  - Kingswood
  - Mossel Bay
  - Oudtshoorn
  - Oubai
  - Pinnacle Point

**Section 2**

- 3.8. The 18-hole courses that League will be played at in Section 2 are:
- Goose Valley
  - Knysna
  - Pezula
  - Plettenberg Bay
  - Simola Golf Estate
- 3.9. From a geographical perspective the golf courses that form part of Section 2 as per the League system are:
- Goose Valley
  - Knysna
  - Pezula
  - Plettenberg Bay
  - Simola Golf Estate

**Section 3**

- 3.10. The 18-hole courses that League will be played at in Section 3 are:
- Fancourt
  - George
  - Kingswood
  - Mossel Bay
  - Glenwood
  - Oubai
  - Pinnacle Point
  - Riversdale
  - Hessequa
- 3.11. From a geographical perspective the golf courses that form part of Section 3 as per the League system are:
- Fancourt
  - George
  - Kingswood
  - Mossel Bay
  - Oubai
  - Pinnacle Point

**Section 4**

- 3.12. The 18-hole courses that League will be played at in Section 4 are:
- Fancourt
  - George
  - Kingswood
  - Mossel Bay
  - Oudtshoorn
  - Oubai
  - Pinnacle Point
- 3.13. From a golf club perspective, the golf courses that form part of Section 4 as per the League system are:
- Albertinia
  - Beaufort West
  - Boggomsbaai
  - Dolphins Creek
  - Heidelberg
  - Ladismith
  - Prince Albert
  - Stilbaai
  - Uniondale
  - Willowmore
  - SAPS Club (SA Police)
  - Infantry
  - Riversdale
  - \*Clubs with third Teams
- 3.14. \*Reminder that in Section 4 the “9-hole” courses will play each other on 18-hole courses and potentially a club who enters a third Team.
- 3.15. The winners and runners-up of Sections 1, 2, 3 and 4 will qualify to play in the 2023 Handicaps League Quarter finals.

Quarter final #1	Section 1 Winner versus Section 4 Runner-up
Quarter final #2	Section 2 Winner versus Section 3 Runner-up
Quarter final #3	Section 3 Winner versus Section 2 Runner-up
Quarter final #4	Section 4 Winner versus Section 1 Runner-up

3.16 The 2023 Handicaps League Semi-Finals will be played by the winners of the above Quarter finals as follows:

Semi-Final #1	Winner of Quarter final #1 versus Winner of Quarter final #4
Semi-Final #2	Winner of Quarter final #2 versus Winner of Quarter final #3

3.17 The 2023 Handicaps League Final will be contested by the winners of Semi-Final 1 and Semi-Final 2.

3.18 The venue of the League Final will be determined alphabetically from the 18-hole courses upon which League are played. The roster would therefore continue as follows:

- Fancourt 2015 (swapped with George 2014)
- Goose Valley 2016
- Kingswood 2017
- Knysna 2018
- Mossel Bay 2019
- **Oubaai 2020**
- Oudtshoorn 2021
- Pezula 2022 and so forth...

#### **4. STRUCTURE OF THE SENIOR SUPER LEAGUE**

- 4.1. Super League: 4 (four) players per Team.
- 4.2. Dependent on the number of entries received, the Senior Super League will be played in one Section.
- 4.3. Senior Super League will be played over 36 holes (18 holes foursomes and 18 holes singles match play).
- 4.4. The courses for the Senior Super League matches will be determined on a rotational basis dependent on the number of Team entries received, which will in turn determine the number of fixtures required to complete this League.
- 4.5. If the number of clubs that have entered and the number of fixtures determine that it is not practical to play matches against 1 club only, "2-way" games (i.e. 2 matches on a particular day) may be implemented to facilitate the playing of this League. In the 2023 League System it was stated that the Senior Super League must not exceed 4-5 Fixtures.
- 4.6. The 18-hole courses that Senior Super League will be played at are:
  - Fancourt
  - George
  - Goose Valley
  - Kingswood
  - Knysna
  - Mossel Bay
  - Oubaai
  - Oudtshoorn
  - Pezula
  - Pinnacle Point
  - Plettenberg Bay
  - Simola Golf Estate

#### **5. STRUCTURE OF THE SUPER LEAGUE**

- 5.1. Super League: 6 (six) players per Team.
- 5.2. Dependent on the number of entries, Super League will be played in an "A-Division" and "B-Division" as determined by the SCGU. Promotion and relegation would apply in the latter case and the bottom team position of the "A-Division" would drop down to the "B-Division" and vice versa. This would be determined on points and a games count. Dependent on the number of entries received the number of Teams promoted or relegated may change at the discretion of the SCGU.
- 5.3. The allocation of a specific Club's Teams into the A-Division and B-Division (if applicable) will be done at the discretion of the SCGU based on an evaluation of the players' handicaps and Order of Merit positions.
- 5.4. As from 2019 the Super League matches will take place over one weekend (Friday, Saturday & Sunday) with the 18 holes singles match play format remaining per match on 18-hole golf courses only.
- 5.5. The number of Team entries received, will determine the number of fixtures required to complete the new look Super League.
- 5.6. In all cases Teams will be required to play "3-way" and "2-way" games, which are currently used at IPTs.
- 5.7. SCGU may enter up to 2 (two) Invitational Teams to make provision for low handicap golfers that find themselves not included in a team. It is the players' obligation to represent his club in the first instance before being eligible for the Invitational Teams.

#### **6. SELECTION OF PLAYERS**

- 6.1. Only members in good standing at a Club affiliated to the SCGU will be considered for selection.
- 6.2. In the event that a player is a member of more than one Club in the SCGU he may play for the Club of his choice. He is however limited to playing for only one Club during a season, irrespective of whether he plays in the Handicaps League / Senior Super League / Super League. A player does not necessarily have to be handicapped at the Club for which he plays League.

- 6.3. Players who participate in the Handicaps League, or players whose handicap falls within the parameters of paragraph 11.2, are allowed to play in the Senior Super League / Super League during the League season. However, players who play in the Senior Super League / Super League during the League season will not be able to play in the Handicaps League thereafter.
- 6.4. Once a player, who has already played in Handicaps League, and thereafter plays in the Senior Super League / Super League, the player will not be allowed to play in the Handicaps League again during that League season.
- 6.5. Where clubs enter more than one team in the Handicaps League / Senior Super League / Super League a player may play in both clubs' teams that are entered.

## **7. ARRANGING MATCHES**

- 7.1. All matches are to be played on the dates as laid down in the League Fixtures.
- 7.2. Matches not played as scheduled:
  - 7.2.1. Match not played due to the course being closed for play by management of the Club or due to adverse weather conditions: Match shall be declared a draw (refer to paragraph 12.4 and 12.5) if the SCG, at their discretion, is unable to arrange another fixture.
  - 7.2.2. Any dispute in this regard shall be referred to the SCGU who will make a final decision.
- 7.3. The SCGU shall arrange the Starting Time of the League Fixtures.
- 7.4. Adverse Weather Conditions:
  - 7.4.1 If the golf course is not accessible by golf cart due to heavy rain, you may be required to walk.
  - 7.4.2 The team refusing to walk will forfeit their game to the opposing team.
  - 7.4.3 The exception to rule 7.4.1 will be on the following courses: Pinnacle Point Estate, Simola Golf Estate and Pezula Championship Golf Course.
- 7.5. The Golf Club Managers / Team Captains shall enter the Team players' names for the League matches on the Wednesday (12h00) before the League fixture for the ensuing weekend. The Club Managers / Team Captains shall ensure that the order of play is in line with the provisions of paragraph 9.1 and 9.2.
- 7.6. SCGU shall notify the Golf Club Managers and Team Captains of the starting times and order of play of the matches by the Thursday (12h00) before the League Fixture for the ensuing weekend and it shall be the responsibility of the Club Managers / Team Captains to notify their players of such times.
- 7.7. If a match is forfeited for any reason, the defaulting Team will be penalised by a deduction of points on the overall log from the points accumulated to date (refer to paragraph 12). Teams may face further sanction if in the opinion of the SCGU that such forfeit results in proper playing of the League being adversely affected. (See paragraph 1.7).

## **8. ENTRY PROCEDURES PER MATCH**

- 8.1. The Team Names Entry Form will be emailed to all the League Captains and Club Managers on the Monday prior to that week's League match.
- 8.2. The Team Names Entry Form must be returned to the SCGU office by 12h00 on the Wednesday prior to that week's League match.
- 8.3. For the Handicaps League (6-man Teams) and the Senior Super League (4-man Teams), League Captains will now be allowed to enter their teams via the entry form "in an order in which they deem fit". If submitted incorrectly by the League Captains, the SCGU reserves the right to alter the order of play.
- 8.4. For the Handicaps League and Senior Super League, the official HNA Handicap Index of each League player will be HNA verified by the SCGU on the Thursday prior to that week's League match. Our Scoring Program will then calculate your Course Handicap and that handicap shall apply for that week's League match.
- 8.5. The official League Draw will be emailed to all the League Captains and Club Managers also on the Thursday prior to that week's League match. It will also be available on the SCGU website [www.scgu.co.za](http://www.scgu.co.za).

## **9. ORDER OF PLAY**

- 9.1. In Handicaps League and Senior Super League Singles players will be ranked in accordance with the submission by the League Captains. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicap indexes and correct where necessary.
- 9.2. In Handicaps League and Senior Super League Foursomes matches, the players paired together, will be ranked in accordance with the submission by the League Captains. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicap indexes and correct where necessary.
- 9.3. In Super League Singles, players will be ranked in handicap index order, i.e. the lowest handicap index shall be ranked 1 and the highest handicap index player ranked 6. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicaps and correct where necessary.
- 9.4. In Super League the highest ranked players from each Team shall tee off first and the lowest ranked players shall tee off last. The SCGU will provide the order of play.

- 9.5. Note: Team members playing in the same four-ball (during singles) may not ask for or give advice to their fellow Team members.

## **10. RULES OF PLAY**

- 10.1. Matches shall be played in accordance with the Rules of Golf as laid down by the R&A. It is advisable that players should be in possession of a Rule Book in order to resolve any Rules related issues. With the format being match play players should be able to resolve matters amongst themselves.
- 10.2. Any disputes that cannot be settled between the players shall be referred to the SCGU League representative on the day for an expert ruling. Any such ruling shall be final.
- 10.3. The host Club's Local Rules will apply to the matches. The SCGU will add any Additional Local Rules if necessary. These Rules will be available from the SCGU League representative or the Clubs' starters.
- 10.4. **Handicaps League - Golf carts:**
- 10.4.1. Golf carts will be allowed.
- 10.4.2. For golf courses without enough golf carts, only players in possession of a medical certificate will be allowed the use of a golf cart on a first come first-served basis. The League Captains must arrange permission thereof with the SCGU. The granting of such will remain at the discretion of the SCGU.
- 10.4.3. Players without an RSA driver's license will be drawn with a valid driver's license holder.
- 10.4.4. Adverse Weather Conditions – Refer to Rule 7.4
- 10.5. **Senior Super League - Golf carts:**
- 10.5.1. Golf carts will be allowed.
- 10.5.2. For golf courses without enough golf carts, only players in possession of a medical certificate will be allowed the use of a golf cart on a first come first-served basis. The League Captains must arrange permission thereof with the SCGU. The granting of such will remain at the discretion of the SCGU.
- 10.5.3. Players without an RSA driver's license will be drawn with a valid driver's license holder.
- 10.6. **Super League - Golf carts:**
- 10.6.1. Dependent on the venue of the match the SCGU will notify the Club Managers and Team Captains whether golf carts will be permissible. An overriding factor that will be taken into account is whether all players can be accommodated on a golf cart or not.
- 10.6.2. Players without an RSA driver's license will be drawn with a valid driver's license holder.
- 10.6.3. If the SCGU decision determines that all players must walk, then no player in possession of a medical certificate will be allowed to play using a golf cart. This decision is in line with SCGU, SAGA & GolfRSA tournament policies.
- 10.7. All players are hereby made aware of the exemption of liability as laid out in 15.5 and in addition shall be required to sign the golf cart usage indemnity form as provided by the host clubs. The player therefore acknowledges that he will be liable for any costs of damages as a result of his use thereof.
- 10.8. The use of Distance Measuring Devices (D.M.D's) will be permitted. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect his play (e.g. elevation changes, wind speed, etc), the player is in breach of Rule 4-3a(1). Penalty for breach: First offence: Two strokes, Second offence: Loss of match.
- 10.9. Submit acceptable scores for handicap purposes as soon as possible after the round is completed and before midnight local time. (Refer to explanation at the bottom of the league rules)

## **11. HANDICAPS**

- 11.1. The official HNA Handicap Index shall apply.
- 11.2. **Handicaps League:**
- 11.2.1. Players with an official Handicap Index of 2.5 (two-point five) and greater will be permitted to play in this League (as at the date of entry provided for under point 1.2). Players should be reminded of the provisions under paragraphs 6.3 and 6.4.
- 11.2.2. Players are limited to a Handicap Index of 18.9 (eighteen-point nine). A player with a Handicap Index higher than 18.9 may play, but he will be limited to an 18.9 (eighteen-point nine) Handicap Index.
- 11.2.3. Singles matches: The full difference in Course Handicap between two opposing players shall be applied.
- 11.2.4. Foursomes' matches: The Course Handicaps of the players paired together in a team will be added together and divided by two (decimals will be rounded down).
- 11.2.5. Players who have already played a game in the Handicaps League whose Handicap Index drops to below the Handicap Index mentioned under 11.2.1 after a previous game will not be allowed to play in the Handicaps League team whilst his Handicap Index is below this number mentioned.
- 11.2.6. The SCG reserves the right to alter a player's Handicap Index.
- 11.3. **Senior Super League and Super League:**
- 11.3.1. The players will play each other from a scratch handicap.

## **12. SCORING**

- 12.1. League points (in line with GolfRSA Inter Provincial Tournaments):
  - 12.1.1. Individual Games (Singles) shall be scored as follows:
    - 12.1.1.1. Win = 1 game point
    - 12.1.1.2. Halved game = ½ a game point
    - 12.1.1.3. Lost game = 0 game points.
- 12.2. A Team accumulating more than six (6) combined game points will be declared the winner of a specific match. Log points will be allocated as follows:
  - 12.2.1.1. Win = 2 points
  - 12.2.1.2. Draw = 1 point
  - 12.2.1.3. Loss = 0 points
- 12.3. In the event of a walkover / forfeit (as contemplated in paragraph 7.6) only half the games count will be awarded, i.e. 4.5-0 in the Handicaps League and 3-0 in the Senior Super League and 3-0 in the Super League, but on the overall log the Team that received the forfeit would get 2 points on the overall log.
- 12.4. Equal individual game points will be awarded to each Team for a match declared a draw in terms of paragraph 7.2, i.e. ½ point per individual game. 4.5 game points in Handicaps League and 3 game points in Senior Super League and 3 game points in Super League.
- 12.5. Equal overall log points will be awarded to each Team for a match declared a draw in terms of paragraph 7.2, i.e. 1 overall log point for the Handicaps League, Senior Super League and Super League.
- 12.6. The Team with the highest number of points on the overall log at the end of the Handicap League season will be declared the winner of the respective section.
- 12.7. The Senior Super League and Super League Team with the highest number of overall log points (within that Division) will be declared the winner. With reference to paragraph 5.2 this will determine the relegation and promotion of Club Teams.
- 12.8. In the event of ties, for the Handicaps League (Section 1, Section 2, Section 3 and Section 4):
  - 12.8.1. The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
  - 12.8.2. In the event of there still being a tie for a particular place, the result of the match between the two Teams will decide the particular position / winner.
  - 12.8.3. If still tied & time permits, one nominated player from each Team shall contest a sudden death play-off (No Handicap shots).
  - 12.8.4. If adverse weather conditions cause a play-off not to be played, then a coin toss shall decide the winner of the Section.
- 11.9 Handicaps League Quarter Final and Semi-Final:
  - 11.9.1 If tied after completion of the Quarter Final / Semi-Final and time permits, one nominated player from each Team shall contest a sudden death play-off (No Handicap shots).
  - 11.9.2 If adverse weather conditions cause a play-off or the Quarter Final / Semi-Final not to be played, then the result between the Teams (if they played in the same section) will determine the winner of the Quarter Final / Semi-Final. If the Teams are then still tied, then the Team that finished highest on the log (in the same Section) will be declared the winner of the Quarter Final / Semi-Final. If the Teams did not play in the same Section, then the winner of the Quarter Final / Semi-Final will be determined by a coin toss.
- 11.10 Handicaps League Final:
  - 11.10.1 Refer to paragraph 3.17 and 3.18.
  - 11.10.2 If tied after completion of the Final and time permits, one nominated player from each Team shall contest a sudden death play-off (No Handicap shots).
  - 11.10.3 If adverse weather conditions cause a play-off or the final not to be played, then the Teams shall share the title.
- 11.11 In the event of ties, for the Senior Super League and Super League:
  - 11.11.1 The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
  - 11.11.2 In the event of there still being a tie for a particular place, the result of the match between the two Teams will decide the particular position / winner.
  - 11.11.3 If still tied & time permits, one nominated player from each Team shall contest a sudden death play-off.
  - 11.11.4 If adverse weather conditions cause a play-off not to be played, then a coin toss shall decide the winner.
- 11.12 At the end of a match each Team Captain is required to complete the official result sheet. Signed result sheets must be handed to the SCGU League representative on the day.

### **13. DRESS CODE**

- 13.1. As far as possible Teams should be identifiable by wearing similar team attire.
- 13.2. The following will be allowed:
  - 13.2.1. Soft spikes.
  - 13.2.2. Golf specific shorts.
  - 13.2.3. Only recognised golf attire will be allowed.

### **14. ORDER OF MERIT (SENIOR SUPER LEAGUE AND SUPER LEAGUE)**

- 14.1. Selection criteria: Players who wish to represent the SCGU at Provincial level must participate in at least 50% of the Senior Super League and Super League matches. The SCGU may at its discretion disregard the requirement to play in 50% of the League matches should extenuating circumstances exist.

### **15. PRIZES**

- 15.1. **Handicaps League:**
  - 15.1.1. Each player of the winning Club of the Handicaps League Final will receive a R650 (Six hundred and fifty rand) voucher and a medal.
  - 15.1.2. Each player of the Runner-up Club of the Handicaps League Final will receive R300 (Three hundred rand) voucher and a medal.
- 15.2. **Senior Super League:**
  - 15.2.1. Each player of the winning Club of the Senior Super League will receive a R650 (Six hundred and fifty rand) voucher and medal.
- 15.3. **Super League:**
  - 15.3.1. Each player of the winning Club of the Super League will receive a R650 (Six hundred and fifty rand) voucher and medal.

### **16. GENERAL**

- 16.1. Food and beverage: Refer to the table provided under paragraph 2 above.
- 16.2. A request is made to all players to please respect the courtesy granted by the host Clubs by undertaking to repair all divots and pitch marks, and not to litter the golf course and surrounds.
- 16.3. The SCGU reserves the right to refuse any entry.
- 16.4. The SCGU further reserves the right to add additional League Rules if required.
- 16.5. **Exemption of Liability:**

The Southern Cape Golf Union, Host Club and Facility, SAGA & GolfRSA and their management will not be held responsible for any damages, loss, including; Personal loss and or other forms of loss, harm or injury sustained as stipulated below:

  - 15.5.1 Physical and/or emotional injuries suffered during the tournament/championship, due to any acts of God, suffered as a direct result thereof, including aspects such as being struck by lightning, etc.
  - 15.5.2 Physical injuries of any kind suffered by any person, including a player or spectator sustained by own negligence, or otherwise.
  - 15.5.3 Emotional injuries sustained due to any loss, including death, suffered because of any of the above injuries sustained personally or by a spectator.
  - 15.5.4 Damages suffered to any property of a player.
  - 15.5.5 The player acknowledges the exemption of liability of the Union and its management as listed above when he agrees to the Conditions of Entry. He also acknowledges the contents of the above, he understands it, and exempts the Southern Cape Golf Union, Host Club and Facility, SAGA & GolfRSA from any liability as indicated above.

## Handicaps League Rules: 10.9

### **Players Responsibility (Singles Match Play Only)**

A player is expected to:

- Act with integrity by following the Rules of Handicapping and to refrain from using, or circumventing, the Rules of Handicapping for the purpose of gaining an unfair advantage,
- Attempt to make the best score possible at each hole,
- Submit acceptable scores for handicap purposes as soon as possible after the round is completed and before midnight local time,
- Submit acceptable scores to provide reasonable evidence of their demonstrated ability,
- Play by the Rules of Golf, and
- Certify the scores of fellow players.

### **When a Hole is Not Played**

There are various circumstances that may result in a round not being completed and some holes not being played. For example, due to:

- Fading light or bad weather,
- Player injury or illness,
- A match finishing before the final hole,
- A hole being declared out of play by the Committee for maintenance or reconstruction purposes.

### **Minimum Number of Holes Valid in Order to Submit Score for Handicap Purposes**

Where the minimum number of holes has been completed and the reason for a player not playing a hole is valid, the player must use the following table to produce an 18-hole score:

<b><u>Number of holes played</u></b>	<b><u>Scaling up</u></b>	<b><u>What score(s) to record for holes not played</u></b>
At least 10 holes	Scale up to 18-hole score	Add net par plus one additional stroke for the first hole not played (or equivalent Stableford points).
At least 14 holes	Scale up to 18-hole score	Add net par (or equivalent Stableford points).

If the outcome of a competition has been decided before all holes have been completed and the player decides to play any of the remaining holes, the actual scores for those remaining holes must be recorded.

### **Penalty Imposed for Not Entering Scores and Responsibilities of Players**

Players

- Players are responsible for entering their own scores.

Captains

- Captains of league teams take responsibility on behalf of their club to ensure all paperwork is completed and scores of their players are entered into HNA.

Player Penalty:

- 1<sup>st</sup> Offense - First and Final Warning
- 2<sup>nd</sup> Offense - Disqualified from league season.

Club Offense

- 1<sup>st</sup> Offense - First Warning
- 2<sup>nd</sup> Offense - Final Warning (If it is the same player)
- 3<sup>rd</sup> Offense - Team disqualified from league.