



WOMEN'S GOLF

BRONZE FOURSOMES MATCH PLAY LEAGUE 2016

1. PARTICIPATING CLUBS

George, Knysna, Mossel Bay, Plettenberg Bay

2. ELIGIBILITY

Open to all affiliated club members of the Southern Cape Golf Union (SCGU) whose clubs affiliation fees have been paid in full for the applicable calendar year.

3. STRUCTURE OF THE BRONZE FOURSOMES MATCH PLAY LEAGUE

Definition:

Foursomes is competed in teams of two, each team using one ball and taking alternate shots until the hole is completed. Team members also take turns in teeing off on each hole, i.e. one player will take the tee shot on odd-numbered holes, and the other on even-numbered holes. Penalty strokes do not affect the order of play.

3.1 The format of the league is **Foursomes match play**.

3.2 Teams consist of 4 (four) players which equates to 2 foursomes teams.

3.3 The Foursomes League shall be played from May – July only.

3.4 The Foursomes League will be played over 27 holes.

3.5 A Foursomes League player may only represent one SCGU affiliated club during the Foursomes scheduled period of play.

3.6 All matches to start on the 1st Tee i.e. first 18 holes start on hole no 1 and further 9 holes to complete the 27 holes, shall also commence on hole no 1.

4. HANDICAPS

4.1 Every player must hold a current official, verifiable golf handicap. (HNA)

4.2 Handicap limit for Bronze Foursomes Match Play League is 19 – 32.

4.3 To calculate the Foursomes team handicap, add both player's handicaps and then divide by 2. If the team handicap has a decimal of 0.5 the team handicap is rounded up.

4.4 For example: Team 1 handicaps are 22 and 23 that equals to 45 divided by 2 equals to 22.5, therefore the Club A Team 1 handicap is 23. Club B Team 1 handicaps are 26 and 31 that equals to 57 divided by 2 equals to 28.5 and rounded up to 29. Therefore Club A Team 1 has to give Club B Team 1 6 strokes for the first 18 holes and the following 9 holes the amount of strokes that fall within the 9 holes e.g. holes 3 and 5 are stroke 2 and 6 respectively, Club B Team 1 then get 2 strokes on the final 9 holes.

5. RULES OF PLAY

5.1 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.

5.2 The host Club's Local Rules will apply to the matches. The SCGU Women's Golf will add any additional Rules if necessary. These Rules will be available from the Clubs' starters if applicable.

5.3 The use of Distance Measuring Devices (D.M.D's) will be permitted. Players are reminded that Devices that also measure conditions other than distance only would constitute a breach of Rule 14-3 and not permitted, whether used or not.

- 5.4 In the unlikely event of a team withdrawing during the season, all matches played against that club will be declared null and void.

6. GOLF CARTS

Players are permitted to use golf carts. If applicable, reciprocity of golf carts to be arranged between clubs by the League Captains.

7. TEAM COMPETITION AND SELECTION OF PLAYERS

- 7.1 Games shall be played at 3 venues with both teams from the 4 participating clubs playing at the same venue. i.e. 16 players, 8 Foursomes teams in total, 4 x 4 balls.
- 7.2 When selecting a team, only players who fall in the Bronze handicap parameters can be selected and if their handicaps fall within the Silver division (19 – 22) parameter they shall not be eligible to play for the Silver league in the period that the Foursomes are played. Loss of match if affected.

8. ARRANGING MATCHES

- 8.1 The SCGU Women's Golf League Manager shall book the league venues and arrange the starting times of the Bronze Foursomes league fixtures as per the 2016 League Fixture List.
- 8.2 The League Captains shall forward by email the players' names on the Team Names Form for the Bronze Foursomes league on the Thursday by 12h00 prior to the Monday's league matches to the Women's Golf League Manager. If changes to the team happen due to unforeseen circumstances it shall be amended by the affected League Captain on the league day.
- 8.3 The League Captains shall ensure that the order of play is in line with the provisions of paragraph 9.1as as per the Team Names Form.
- 8.4 The official league draw will be emailed to all of the Lady and League Captains by the Friday afternoon prior to that week's league match.
- 8.5 All matches are to be played on the dates as laid down in the 2016 League Fixture List.
- 8.6 Matches not played as scheduled: Matches not played due to the course being closed for play by management of the Club or due to adverse weather conditions:
- 8.7 Matches may be rescheduled in extreme cases only provided ALL Captains are in agreement, and provided that the fixture is played in the same calendar month as per the original schedule. (Weather forecast of possible rain is not reason enough to reschedule a match). The President, SCGU Women's Golf and the Women's Golf League Manager shall be advised of any changes.
- 8.8 Any dispute in this regard shall be referred to the SCGU Women's Golf who will make a final decision.

9. ORDER OF PLAY

- 9.1 The order of play for Foursomes shall be Team 1 and then Team 2, Team 1 is defined as the lower of the 50% combined handicap. Penalty for breach of rule - loss of match for affected.
- 9.2 Should a club fail to field 2 teams of 2 players for any reason whatsoever, the match should continue with the available teams and the points for the team games not played will be given to the opposing league team.
- 9.3 Team order of play as per 2016 SCGU Women's Golf Fixture List.

10. POINTS AND SCORING BRONZE MEDAL FOURSOMES

Scoring for the games:

- 10.1 1 point for a win
- 10.2 ½ a point for a draw
- 10.3 At the end of each match the 4 League Captains are required to complete the official result sheet.
- 10.4 All 4 captains to sign the result sheet and the result sheet shall be emailed to the SCGU Women's Golf League Manager by the hosting venue League Captain on the day.
- 10.5 In the unlikely event of a team withdrawing during the season, all matches played against that club will be declared null and void.
- 10.6 In the event of a tie at the conclusion of the season, the shield shall be shared.