



WOMEN'S GOLF

Singles Matchplay and Betterball Matchplay

LEAGUE RULES 2026

1. ENTERING TEAMS

- 1.1 Open to all affiliated club members of the Southern Cape Golf Union (SCGU) whose club's affiliation fees have been paid in full for the applicable calendar year.
- 1.2 Any female affiliated member in good standing may enter through their club entering a team.
- 1.3 In the event that a player is a member of more than one Club in the SCGU she may play for the Club of her choice. She is however limited to playing for only one Club during a season. A player does not necessarily have to be handicapped at the Club for whom she plays League
- 1.4 The completed entry form and proof of payment is to be submitted via email to the SCGU.
- 1.5 The SCGU shall provide all Clubs with proposed League Fixture dates as soon as is practicable after confirmation of participation from the clubs.
- 1.6 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.
- 1.7 If a Club withdraws from the League, 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 function of the League. This sanction may result in a Club being barred from entering a team for subsequent League seasons.

2. MATCH FEES

- 2.1 The Entry fee per league team (Betterball and/or Singles) is **R1 000 (One thousand rand)**.
- 2.2 18 Hole golf course's inclusive of a golf cart and light lunch. – **R400 p/p**.

3. PARTICIPATING CLUBS

- 3.1 Singles Matchplay: Fancourt, Goose Valley, Plettenberg Bay, Knysna (4).
- 3.2 Betterball Matchplay: George 1, George 2, Goose Valley, Fancourt, Kingswood, Knysna 1, Knysna 2, Oubaai 1, Oubaai 2, Pinnacle Point 1, Pinnacle Point 2, Plettenberg Bay (12).

4. STRUCTURE OF THE LEAGUE

League will be played from April to November

Players and opponents should confirm, prior to the start of the match, that if a match has reached its conclusion before the 18th hole, the said players either return to the clubhouse or continue to complete 18 holes.

4.1. Option 1

4.1.1. Singles Matchplay

- 4.1.1.1. 4 (four) players per team
- 4.1.1.2. Singles League will play match play over 18 holes
- 4.1.1.3. The Singles Matchplay League will be one section (As per entries received)
- 4.1.1.4. Games will be played on a Monday or Tuesday dependant on the club availability
- 4.1.1.5. All matches to be played from the red tees
- 4.1.1.6. Captains will be responsible for their players entering scores after each league game
- 4.1.1.7. Matches will be played between two teams (one vs one)
- 4.1.1.8. By entering a league team, the club agrees to host a fixture at the agreed rate.
- 4.1.1.9. In the event of ties:
 - The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
 - 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.
 - Finals tie: In the event of a tie in the finals (If a finals take place), one person (Singles matchplay) will be nominated per team will play sudden death until a winner is determined.

4.2. Option 2

4.2.1. Betterball Matchplay

4.2.1.1. 6 (six) players per team

4.2.1.2. Betterball league will play over 18 holes

4.2.1.3. The Betterball Matchplay League will be played in Sections (Subject to the number of entries received). Teams will be allocated into sections based on their geographical location

4.2.1.4. Games will be played on a Monday or Tuesday dependant on the club availability

4.2.1.5. All matches to be played from the red tees

4.2.1.6. Captains will be responsible for their players entering scores after each league game

4.2.1.7. Matches will be played between two teams (one vs one)

4.2.1.8. By entering a league team, the club agrees to host a fixture at the agreed rate

4.2.1.9. The 2026 final will be determined by the teams playing in the final as to not have a home advantage.

SECTION 1 WINNER	VS	SECTION 2 WINNER
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4.2.1.11 In the event of ties, for the better ball League (Section 1 and Section 2)

- The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
- 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.
- Finals tie: In the event of a tie in the finals, one betterball pairing per team will play sudden death until a winner is determined.

4 ARRANGING MATCHES

4.1 All matches are to be played on the dates set out on the League Fixtures.

4.2 Matches not played as scheduled:

4.2.1 Match not played due to the course being closed for play by management of the Club or due to adverse weather conditions:

- A new date to be established before the next scheduled fixture,
- If SCGU, at their discretion, is unable to arrange another fixture, the match will be declared a draw.
- If match cannot be played or agreed upon by teams before the next stipulated league date, the match will be declared a draw.

4.2.2 Any dispute in this regard shall be referred to the SCGU who will make a final decision.

4.3 The SCGU shall arrange the Starting Time of the League Fixtures.

4.4 Adverse Weather Conditions:

4.4.1 If the golf course is not accessible by golf cart due to heavy rain, you may be required to walk.

4.4.2 The team refusing to walk will forfeit their game to the opposing team.

4.4.3 The exception to rule will be on the following courses: Pinnacle Point Estate, Simola Golf Estate and Pezula Golf Estate.

4.5 The Golf Club Managers / Team Captains shall enter the Team players' names for the League matches on the Thursday (12h00) before the League fixture for the ensuing weekend. The Club Managers / Team Captains shall ensure that the order of play is correct. Any changes made after the original team submission on Thursday 12h00 before the game will be considered a direct swap.

4.6 SCGU shall notify the Golf Club Managers and Team Captains of the starting times and order of play of the matches by the Friday (12h00) before the League Fixture for the ensuing Monday and it shall be the responsibility of the Club Managers / Team Captains to notify their players of such times.

4.7 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)

4.8 The League Captains are to forward, via email, the Result of the league matches no later than 48 hours after the games have taken place to karl@scgu.co.za.

4.9 Result sheets must have all the necessary match results and signed by both captains to be considered a valid result submission.

4.10 All matches are to be played as laid down in the 2026 League Fixture List.

5 ENTRY PROCEDURES PER MATCH

- 5.1 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.
- 5.2 The Team Names Entry Form must be returned to the SCGU office by 12h00 on the Thursday prior to that Monday's League match.
- 5.3 For the League, the official HNA Handicap Index of each League player will be HNA verified by the SCGU on the Friday prior to that week's League match. Our Scoring Program will then calculate your Course Handicap and that handicap shall apply for that Monday League match.
- 5.4 The official League Draw will be emailed to all the League Captains and Club Managers also on the Friday prior to that Monday's League match.

6 ORDER OF PLAY

- 6.1 In Singles and Better ball Matchplay League, players will be ranked in handicap index order:
 - Singles lowest handicap index will play number 1 and highest handicap index will play number 4.
 - In betterball teams are allowed to choose their pairing irrespective of their Handicap index, however they will be ranked 1 to 3 based on their combined handicap index.
 - The draw circulated on the Friday before the match will be considered the master draw and any replacements after the master draw will be considered a direct replacement. SCGU will have the right to amend such order if submitted incorrectly and the SCGU will further monitor the handicaps and correct where necessary.
- 6.2 In Betterball the number three pairing will tee off first with the lowest HI team teeing off last. In singles the number four player will tee off first with the lowest HI player teeing off last. SCGU has the right to amend the order should it be submitted incorrectly.
- 6.3 Note: Team members playing in the same four-ball (during singles) may not ask for or give advice to their fellow Team members.

7 HANDICAPS

- 7.1 Every player must hold a current official, verifiable golf handicap index. (HNA)
- 7.2 Singles League: Handicap Index 18.0.
 - Max 2 HI concession (20.0 HI will be reduced to 18.0 HI).
- 7.3 Better ball League: Handicap Index 28.0 and under with a max 2 HI concession.
 - Max 2 HI concession (30.0 HI will be reduced to 28.0 HI).
- 7.4 The maximum number of shots that can be given or received is 14 based on course handicap.

8 RULES OF PLAY

- 8.1 Matches shall be played in accordance with the Rules of Golf (2023) with special reference to Rule 23. 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.
- 8.2 The host Club's Local Rules will apply to the matches. SCGU will add any additional Rules if necessary. These Rules will be available from the Clubs' starters.
- 8.3 The use of Distance Measuring Devices (D.M. D's) will be permitted. If, however 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: Loss of hole, Second offence: Loss of match.
- 8.4 In the event of a walkover only half the game's count will be awarded, i.e., 4-0 will then count as 2 points of game's log and, on the overall log the Team that received the forfeit would get 1 point.
- 8.5 In the unlikely event of a team withdrawing during the season, all matches played against that club will be declared null and void.
- 8.6 When selecting a team, only players who fall in the singles or betterball handicap index parameters can be selected.
- 8.7 No player may play in more than one league scheduled for a specific month. Players may move from teams within the same league, but may not move from singles to betterball to singles within the same month.
- 8.8 Should a club fail to field a full team of 4 (singles) or 6 (betterball) players for any reason whatsoever, the match should continue with the available players, and the points for the games not played will be given to the opposing team.

9 SINGLES MATCH PLAY AND BETTER BALL MATCHPLAY (FOUR-BALL MATCH PLAY) COMPETITION AND SELECTION OF PLAYERS

Definition:

- 9.1 **Singles Match Play (Singles Division)** – One person from each side competes against each other in singles match play.
- 9.2 **Four-Ball Match Play (Better Ball Division)** – Two partners compete together as a side, with each player playing their own ball, and a side's score for a hole is the lower score of the two partners nett score on that hole. (Rule 23.1)
- 9.3 **WHS Rules of Handicapping will be applicable to the 2026 league season, and players will play off:**
Singles Match Play / League: NO HA Play off Course Handicap.
Better Ball Match Play / League: 90% of their handicap (Appendix C – GolfRSA Conversion Chart).
- 9.4 In Better Ball Match Play the player with the lowest Playing Handicap shall play off scratch and her Playing Handicap shall be deducted from each of the remaining three players' Playing Handicaps to determine the handicap they are playing off.
- 9.5 Team members in single match play may not ask for any advice from playing partners in the same fourball.
- 9.6 Team members playing in the same four-ball may ask for or give advice to their fellow team member. Players from the same team in a different fourball may not give advice outside of their fourball.

10 GOLF CARTS

- 10.1 Singles and Better ball league players will use golf carts. Refer point 2.2

11 MATCHES NOT PLAYED AS SCHEDULED:

1. Matches not played due to the course being closed for play by management of the Club or due to adverse weather conditions:
 - a) Matches may be rescheduled in extreme cases only, provided both captains are in agreement and provided that the match is played before the next scheduled league fixtures. If the match is not played within the above time limit both teams will forfeit their match points. (Weather forecast of possible 30% of rain is not reason enough to reschedule a match).
 - b) **Karl Voppichler of SCGU shall be advised by e-mail or WhatsApp of any postponed league matches.**
2. Any dispute in this regard shall be referred to the SCGU Executive Committee who will make a final decision.

12 POINTS AND SCORING MATCH PLAY

- 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 only half the games count will be awarded, 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.
- 12.5 Equal overall log points will be awarded to each Team for a match declared a draw.
- 12.6 The Team with the highest number of points on the overall log at the end of the League season will be declared the winner of the respective section.
- 12.7 In the event of ties, for the League Final:
 - 12.7.1 The Team with the highest number of games won (games count) shall be placed above the next Team in the log.
 - 12.7.2 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.
 - 12.7.3 If still tied & time permits, one nominated player in singles and one pairing in betterball league from each team shall contest a sudden death play-off. One of the three pairing in the team as played on the day must be chosen as no NEW pairing for playoff will be considered. The match handicap as calculated on the draw will be used in both singles and betterball playoffs.
 - 12.7.4 If adverse weather conditions cause a play-off not to be played, then a coin toss shall decide the winner of the Section.
- 12.9 At the end of a match each Team Captain is required to complete the official result sheet. Signed result sheets must mailed to SCGU

- 12.8 At the end of a match each League Captain is required to complete the official result sheet.
- 12.9 Signed result sheets shall be emailed to karl@scgu.co.za by the home League Captain on the day of play.

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.
 - Soft spikes
 - Golf specific shorts.
 - Only recognised golf attire will be allowed.

14 GENERAL

- 14.1 Food and beverage: To be arranged by the League Captain of the hosting club.
- 14.2 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.
- 14.3 The Southern Cape Golf Union further reserves the right to add additional League Rules if required.

Players Responsibility

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:

<u>Number of holes played</u>	<u>Scaling up</u>	<u>What score(s) to record for holes not played</u>
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:

- 1st Offense - First and Final Warning
- 2nd Offense - Disqualified from league season.

Club Offense

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