

KWAZULU- NATAL GOLF UNION

LEAGUE FORMAT AND RULES

(Effective for the 2025 League Season)

AMENDMENTS TO 2024 RULES:

- a) Clubs having 2 or more team players representing the Union on a day of their league match will no longer be able to request a postponement of the match. Replacements must be found.
- b) Clubs not fulfilling the ScoreCapture system requirements timeously will be docked 1 (one) Log point.
- c) Clubs wishing to enter teams into any of the League must lodge their request with the KZNGU before the 30th September annually. Late applications will not be considered.
- d) There will no longer be a “Premier” Division – the League will consist of Divisions.
- e) Host clubs will no longer be required to provide lunches for visiting players.
- f) **Scores, either not entered on HNA or incorrectly entered will result in sanctions as noted in the rules below.**

DEFINITION: In the context of the Format & Rules a “Match” refers to the contest between two Club teams and a “Game” refers to the contest between the individual members of those teams.

1. FORMAT OF THE LEAGUES:

These formats of the Central and Allerton Leagues will remain in force unless modified by the KwaZulu-Natal Golf Union (hereafter referred to as KZNGU) or by a resolution passed and approved by the KZNGU Executive Committee at a representative meeting of League Clubs and Club Representatives.

These formats consist of the General Provisions (pages 1-5), which are effective in all Leagues, and a separate set of Conditions/Rules, which are specific to each individual League.

2. GENERAL PROVISIONS FOR THE OPERATION OF THE CENTRAL AND ALLERTON LEAGUES:

Rules:

All matches are to be played under the Rules of Golf, as approved by the Royal and Ancient Club of St Andrews.

Distance Measuring Devices:

A player may use a measuring device to obtain information on distance only. If, during a league match, a player uses a device to gauge or measure other conditions that might affect his play (e.g. gradient, wind-speed, temperature etc.) the player is in breach of Rule 4.3(a) for which the penalty in match play is ‘loss of hole’, and disqualification for subsequent infringements.

Club local rules will apply with the following exceptions:

Motorised Carts may be used in all KZNGU League matches, Central and Allerton leagues. Carts are for the players own account. The onus is on the player to book such carts with the club where the match is to be played. The home club will be responsible for allocation of the available carts on a basis that is fair to all teams and that no one team is negatively affected.

Should a golf course be closed to motorised golf carts due to inclement weather conditions it is the players responsibility to pull his own golf cart should there be insufficient caddies. Players are to

make allowance for the fact that motorised golf carts or caddies may not be available at host clubs on league days.

Venues:

All venues will be allocated by the KZNGU and use will be made of 'neutral' courses when necessary. (All clubs participating in Central or Allerton leagues will make their courses available for Promotion / Relegation matches across all Divisions, if necessary, at no cost).

Starting Times:

The starting times for both Central and Allerton Leagues will commence at 6.30am during the months of January to April and from 7.00am from May until the completion of the league season.

Postponement of Matches:

Before Allocated Day:

If for some reason the 'host' or the 'visiting' sides consider that the course will be unfit or unsuitable for play on the day of the match, the Captain of the Club (not the Team Captain) will inform the KZNGU verbally and confirm in writing (Fax 031-202 1022 or kzngu@kzngolf.co.za) giving the reasons for their objection. (A copy of the letter to be sent to the Captains of the visiting teams.) The KZNGU will undertake an inspection of the course and thereafter give a ruling. If the KZNGU agrees that the course is unsuitable for play, the following alternatives will be considered: -

- (a) Match to be played on Allocated Day, over a visiting team's course;
- (b) Match to be played on Allocated Day, over a neutral course;
- (c) Match postponed to a date to be agreed.

The KZNGU will decide, depending on the circumstances, which alternative should be adopted and inform all Captains accordingly. The decision of the KZNGU will be final.

On Allocated Day:

If, due to inclement weather or flooding, a match is unable to be played or completed, the rules set by the S.A.G.A. for Inter-Provincial tournaments will be applied. i.e.

If all of the Foursomes games have not been completed then the match must be postponed. The date for the postponed match must be agreed between the KZNGU and the Team Captains.

If all of the foursomes games have been successfully completed then the following will apply: -

Any singles game that has not completed 9 holes will be considered to be drawn.

In any singles game that has completed the first nine, but could not complete the match, the score at the time the game was abandoned will stand as the final score for that game.

THE KZNGU WILL NOT CONSIDER ANY APPLICATION FOR POSTPONEMENT OR RE-SCHEDULING OF LEAGUE FIXTURE DATES WHICH THEY CONSIDER TO BE INVALID: i.e. CONFLICTING SPORTS EVENTS, CLUB CORPORATE DAYS OR INTERNAL CLUB FIXTURES.

CLUBS ARE REMINDED THAT THE DATES LISTED FOR RESPECTIVE CLUB CHAMPIONSHIPS ARE RECOMMENDED DATES ONLY AND MAY BE CHANGED TO SUIT CLUBS REQUIREMENTS.

Cancellation of matches:

Should any side fail to arrive at a venue on the prescribed date ~~without having given the KZNGU, the host club and the opposing team at least 7 days notice of such cancellation~~, the offending club will have ~~3~~ 2 log points deducted from their total.

IF NO OBJECTIONS ARE RECEIVED, IN WRITING, WITHIN SEVEN (7) DAYS OF PUBLISHING THE RESULTS, THEN THE RULING GIVEN BY THE KZNGU WILL BE FINAL. (See Paragraph 3)

Match Format:

Each Team shall comprise eight (8) players and in each match four (4) foursomes shall be played in the morning and eight (8) singles in the afternoon. Each game will be scored as a point to arrive at a MATCH result. In the case of a walk-over, a score of 8 – 0 will be applied.

In the Central League team Captains are asked to ensure that, as far as possible, the foursome pairings and the singles are played in order of merit. This is in order to eliminate the practice of ‘sacrificing’ players, which KZNGU considers to be contrary to the spirit of League’s and detrimental to players achieving their best golfing performances. Captains are, however, allowed to use their discretion in complying with this request and strict handicap order need not be applied. Flagrant abuse of this concession could, however, result in disciplinary action being taken by the KZNGU, e.g. forfeiture of game points.

ORDER OF PLAY OF TEAMS MUST BE ENTERED INTO THE SCORECAPTURE SYSTEM AT LEAST 24 HOURS BEFORE COMMENCEMENT OF MATCH.

ANY PLAYER OR FOURSOMES PAIRING SHALL FORFEIT THEIR MATCH IF THEY DO NOT PLAY IN THEIR NOMINATED CORRECT ORDER. FURTHER, IN ORDER TO SPEED UP PLAY, PLAYERS IN FOURSOME MATCHES MUST, IF IT IS NOT THEIR TEE SHOT, ADVANCE TO AN APPROXIMATE AREA WHERE TEE SHOTS WILL LAND. THIS IS ESSENTIAL IN ORDER TO SPEED UP PLAY.

WHEN FOURSOMES GAMES ARE COMPLETED, PLAYERS SHOULD STOP PLAYING AND RETURN TO THE CLUB IMMEDIATELY. THIS WILL ASSIST IN A QUICK START TO THE AFTERNOON SINGLES. IT IS ADVISED THAT PLAYERS STOP PLAYING AFTER SINGLES MATCHES TO AVOID ANY SLOW PLAY.

If a member of a team is unable to play his game for any reason after the Order of Play of the Teams has been declared, that Team Captain will be allowed to bring a replacement from his Club, who shall play in the same position in the Order of Play that the member unable to play was allocated.

The Captains for any League Matches shall be the Committee for those Matches. Their duties shall be to consider any claims that may arise (refer Rule 2.5.) and to decide if the match is unable to be played or completed in the event of inclement weather, bad light or flooding. Captains shall also act as a Disciplinary Committee when deemed necessary.

Resolution of tied/drawn matches for Promotion/Relegation:

If a match in a play-off in for promotion or relegation, ends up tied at 6-6, each team will nominate 1 team member to play a “sudden death” match commencing on the first tee.

Recording Results:

Rounds will automatically be opened through ScoreCapture. It is the players responsibility whether it be matchplay or strokeplay, to enter his score for that round. Score Sheets for 2024 have been revised to include the players score. These should be entered by all players and agreed by opponents. Should a complaint be received in writing by the KZNGU that a player has **not** entered his score, the KZNGU will make enquiries with his home club to establish if this is indeed the case. Should it be found that the player is in breach of this requirement the following sanctions have been agreed at the league captains meeting:

1st Offence - 1 match ban from league

2nd offence – 2 match ban from league

3rd offence – Banned from League for remainder of the league season, including any play-offs.

THE REQUIREMENTS OF THE “SCORECAPTURE” SYSTEM INCLUDING RESULTS OF ALL MATCHES MUST BE ENTERED TIMEOUSLY BY THE CAPTAIN OR A TEAM MEMBER WITHIN 24 HOURS OF COMPLETION OF THE MATCH. CAPTAINS SHOULD ALSO VERIFY THE RESULT IN SCORECAPTURE.

FAILURE TO SUBMIT ALL THE REQUIREMENTS AND RESULTS WITHIN THE 24 HOURS OF THE DATE OF PLAY WILL RESULT IN *-ONE LOG POINT BEING DEDUCTED FROM THE TEAMS RECORD OF RESULTS.*

Match Results can be found on the KZNGU website (www.kzngolf.co.za).

Eligibility of Players to represent Clubs & Teams within Clubs:

League players may only represent the club at which they are handicapped with the exception of any KZN Sub-Union teams, i.e. Midlands, Zululand, Ilembe and Southern KZN. A player representing a Sub-Union must be handicapped at a golf club affiliated to that Sub-Union.

~~In any League Division players may not represent more than ONE Club in any ONE season. This includes any ‘challenge’ or ‘elimination’ matches. Players may be promoted or demoted from team to team within the Club provided always that, on any match day, none of the players currently considered to be amongst the 8 that make up a higher team may play in a lower team. move clubs in any one League season but may not represent the club should that club be in the same Division as his previous club.~~

If a Country District area is represented in any of the leagues, and individual club(s) from within that Country District area also competes in one of the leagues, then players from this area may be promoted or demoted between the Country District team and the player’s Club team(s).

In this regard, in the event of a higher team having a ‘bye’ on any particular day, or having completed its fixture for the season, none of the 8 players who, in terms of merit, would play for that team if it did have a match, may play in a lower team. In order to avoid confusion, any player who has so arranged his affairs as to be away from the Club at times when his Club does not have a match, may be counted as one of the 8 who would comprise his team.

It is also essential that Clubs actually pick and publish all teams including the team having a bye. The reason for this request is considered to be obvious and any abuse of this section could result in disciplinary action, e.g. forfeiture of game points.

In any Challenge or Elimination Match the team must be comprised of players who have not played more than two games in a higher Division.

In the case of Allerton League, Clubs do not have to select and publish their teams when they have a bye.

Promotion and Relegation

In both Central League and Allerton Divisions the team that finishes with the least Log points in their Division will be relegated and the team with the most Log points in their Division will be promoted.

In the case of a tie on Log points then the team with the least or most Game points will be relegated or promoted respectively.

Is still tied then the teams involved will play a promotion/relegation match at a “neutral” golf course decided by the KZNGU.

Other Conditions:

The Host Club is required to appoint a Starter/Organiser for the day to ensure that League Rules and Times are met.

Games should not start on the 2nd nine, unless there are specific circumstances requiring this, which have been agreed to by the KZNGU.

With regard to the Afternoon singles, these matches will be played in FOUR BALLS.

Green Fees:

Central League:

‘Host Clubs’ will foot the bill for League Matches played on their home course.

Visiting Teams will not be required to pay green fees on Match days.

Where clubs are to be used as neutral courses/venues for any play-off matches such matches will be treated as normal league matches by the host club and no green fees will be payable by either team.

Hospitality:

On arrival the ‘Host Club’ will provide tea and coffee to the players. Anyone requiring a breakfast will have to pay for the meal personally. The cost of halfway refreshments and lunch will be for the player’s own account. Bar services during the day will be for the player’s own account.

Practice Times:

The Host Club will afford their opposing team the opportunity of having a practice round on the Saturday prior to the League Match. Members fees will only apply to the team playing against the host team. Other fixtures are considered **NEUTRAL and as such members rates will not apply.**

Tee-Box Markers:

In both Central and Allerton Leagues the tee-box markers for all matches will be played from the **White or Members markers.**

Dress:

As prescribed in the ‘Home’ Club’s regulations. The onus is on the ‘Away’ team to establish the ‘Home’ Club’s regulations.

3. QUERIES ARISING FROM THESE RULES:

The President may, from time to time, appoint a League Rules Committee to be chaired by a KZNGU Board Member.

The KZNGU are confident that all participating teams will observe the spirit in which League golf is played. If, however, queries or disputes do arise, these should be referred to in writing by e-mail to the Golf Operations Administrator within 7 DAYS (seven days) of publishing the results. If need be the matter will be referred to the League Rules Committee whose decision will be final and binding.

KZN CENTRAL LEAGUE

These KZN League Rules should be read in conjunction with the 'General Provisions' for all divisions.

Format of the League:

The League shall be composed of the number of Divisions required to accommodate all participating clubs.

Each Division will comprise of the number of teams decided upon by the KZNGU League Committee.

No Club shall have more than 4 (four) teams in the KZN League and not more than 2 (two) teams in any one Division of that League.

Guidance for Clubs wishing to enter a team in the KZN League: -

Any Club wishing to enter a new or additional team, whether or not already represented in the League, must apply, in writing to the KZNGU before the 30th of September each year. If the application is accepted by the KZNGU a Challenge Match will be required to be played at a date, time and place to be decided by the KZNGU, against the bottom team of the bottom Division of the last completed League year. Only an outright win by a challenger will secure entry in the League at the expense of the loser. In the event of two or more teams 'challenging', an elimination match will be staged to decide who has the 'right to challenge' the bottom team of the bottom Division.

Any Club that does not have a course of its own, but wishes to enter a team in the league, must with its application, provide the KZNGU with an official document of agreement from the Club whose course will be used for its 'home' games.

ALLERTON LEAGUE

These Allerton League Rules should be read in conjunction with the 'General Provisions' for all divisions.

Format of the League:

Allerton League players may not have a Handicap Index of less than 7,5 on the day of the match.

Should a players Handicap Index fall below the prescribed 7,5 limit within ~~10~~ 5 days of a league match, such player will still be legible to play in the match that falls within the ~~10~~ 5 day limit.

All teams must play with the same pairings in both the Foursomes and Singles. For the sake of clarity, number 1 foursomes must play 1 and 2 in the singles, foursomes 2 must play 3 and 4 in singles, foursomes 3 must play 5 and 6 in singles and foursomes 4 must play 7 and 8 in singles.

The Allerton League will comprise of an "A" Division and a "B" Division.

-The team finishing last in the A Division will be relegated to the B Division and the winners of the B Division will automatically be promoted to the A Division. Should there be a tie for bottom place in the A Division and the winners in the B Division on log points the following procedure will be used:

a) The team with the fewest/most Game Points in either Division will be declared the winner and if still tied then;

b) There will be a "play-off" match on neutral course (to be decided by the KZNGU) to determine who will be relegated and who will be promoted. A 6-6 tie in these "play-Off" matches will be decided on a sudden-death format with one player selected to represent either team.

The same format will be used should there be a tie for the winners of the A Division.

A player may only participate in Allerton League once he has attained the age of 18 years.

Guidance for Clubs wishing to enter the Allerton League: -

Any Club wishing to enter a new or additional team, whether or not already represented in the League, must apply, in writing to the KZNGU before the 30th September of each year. If the application is accepted by the KZNGU a Challenge Match will be required to be played at a date, time and place to be decided by the KZNGU, against the bottom team of the 'B' Division of the last completed League year. Only an outright win by a challenger will secure entry in the League at the expense of the loser. In the event of two or more teams 'challenging', an elimination match will be staged to decide who has the 'right to challenge' the bottom team of the 'B' Division.

Any Club that does not have a course of its own, but wishes to enter a team in the league, must with its application, provide the KZNGU with a letter of agreement from the Club whose course will be used for its 'home' games.

Changes to League Rules

The President may, from time to time, appoint a League Rules Committee to be chaired by a KZNGU Board Member.

The KZNGU is confident that all participating teams will observe the spirit in which League golf is played. If, however, queries or disputes do arise, these should be referred to in writing by e-mail to the Golf Operations Administrator within 7 DAYS (seven days) of publishing the results. If need be the matter will be referred to the League Rules Committee whose decision will be final and binding.