



Kruger League Rules

1. DETAILS OF THE PLAY

- a) The format of play will be single match play off scratch over 18 holes.
- b) Games are to be played off the Club Competition tees, and all players are to tee off from the same set of tees.
- c) Play is to be conducted by the Rules of Golf and in the spirit of the game.

2. COMPOSITION OF THE TEAMS

- a) Each team shall comprise 6 players and the Club to appoint a designated Captain.
- b) In the event of a team fielding fewer than 6 players, the team will be expected to fill the team positions from number one and have the higher positions vacant.
- d) The minimum number of players to comprise a team is 4 and teams fielding less than 6 players must advise the opposing team captain as soon as practicable to do so. Any team with less than 4 players will be regarded as a forfeit and the team will be subject to further sanction by these Rules.

3. COMPETITION MATCH PLAY: Rule 3.2 of Handicapping

- a) Players who finish a match play round, before the full 18 holes have been played, must enter their hole-by-hole gross scores for the completed holes in the HNA system, and then select the incomplete round option on the HNA system.
- b) The system will use the WHS expected score algorithm, to complete the 18-hole gross score for the player.
- c) Players who go on to complete the round after the match has ended, should not enter their stroke play scores for the remaining holes, because the combination of a competition match play and social stroke play score, is not an acceptable score.

4. SUBMITTING A SCORE: Rule 4 of Handicapping

- a) In terms of the Golf RSA Rules of Handicapping, golfers are obliged to ensure a round is opened before play.
- b) This can be done on the HNA system - on the internet, via the club system, the club handicap terminal, or the free HNA mobile App.
- c) Upon completion of the round, golfers must enter their score before 24h00 on the day of play, either on the club terminal, the HNA website, or on the HNA Mobile App.

5. SCORING AND RESULTS

Scoring:

- a) The UGA app will be used to capture hole-by-hole scores for the Leagues which will pull information through to a live leaderboard for teams and individuals.

Results:

- a) On the Result Sheet, the overall result will be gained by awarding one point for each game that is won and half a point for each game that is halved.



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- b) The log results, two points to be awarded to the winning team in every match. In the event of the match being halved, one point shall be awarded to each team.
- c) In the event of a team forfeiting a game, the opponents will get 3.5 game points and the team that forfeits the game will get 0.
- d) If a team decide to withdraw from the league, the points earned by that team in the games will be excluded from the standings for counting purposes. The team may also be subject to additional penalties imposed by the BGU.

6. TIES IN THE LOG

Should two or more teams have the same points in the log standings; the following will apply to determine the winning team:

- a) The team with the most points (total points).
- b) The team with the most winning matches
- c) The total accumulative number of games won in each of the season's matches – "games FOR").
- d) The result between the two teams in question.
- e) A count out of individual player results starting from player No. 1 of the team.
- f) If they are still tied, a playoff will be conducted in a neutral venue.

7. SEMI-FINAL and FINAL

There will be two semi-final matches with nr 1 teams playing the nr 2 in the opposing division as indicated on the final log positions at the end of the league matches. These matches will be played on the log winners (nr 1 team's) Home Course. It is the responsibility of the host club to book a semi-final tee time.

The final for the Kruger League will consist of a single match to be played over 18 holes.

- a) In the event of a tie, each team on the submission of their team list will provide the duty official/opposing Captain with a sealed envelope containing the name of one player selected to represent the team in a sudden-death single match play play-off.
- b) Once this envelope is received by the Duty official, no change in the selected person may take place for any reason, including injury, absence, or illness.
- c) This sudden-death match will commence from the first tee at which the match commenced no more than 15 minutes after the final match has left the course.
- d) Should a result not be possible through this means of a playoff due to poor light or weather conditions, a count-out procedure will be conducted from player 1 to player 6.