



# Kruger League Rules

## 1. DETAILS OF THE PLAY

- a) All players will play off scratch from the Club Competition tees.
- b) The competition shall be played over 18 holes, and to be played off the same tees.
- c) The format of the league is Single Match Play.

## 2. COMPOSITION OF THE TEAMS

- a) The Kruger League shall be played in 2 (two) divisions, and participating teams will play each other twice during the season, a home and away game.
- b) The league format will be 6-man teams playing singles match play, with the Club appointing a Captain.
- c) If a team has fewer than 6 players, it must fill the positions starting from number one, leaving the higher positions vacant and notify the opposing team captain as soon as possible.
- d) A team must have a minimum of 4 players. Any team with fewer than 4 players will forfeit the match, be removed from the league, and may face additional penalties.

## 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 calculate the player's 18-hole gross score.
- c) Players who 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. RESULTS

- a) The overall result will be obtained by awarding 1 (one) point to a player who wins his match and ½ (half) a point if he halves.
- b) Two log points shall be awarded to the winning team of a fixture. In the event of the fixture being halved, one point shall be awarded to each team.
- c) If a team forfeits a fixture, they will be removed from the league and may face additional sanctions. Any points earned in previous matches will be excluded from the standings

## 5. TIES IN THE LOG

If two or more teams are tied in the log standings, the following criteria will be used to determine the winning team:

- a) The team with the most game points, thereafter;
- b) The team with the most halved matches, thereafter;
- c) The result between the two tied teams, thereafter;
- d) In the tied match between the two teams, the result of the team's No. 1 player, thereafter, the team's No. 2 players and so on until a winner is determined.
- e) If none of the above results in an outcome the tie will be determined by the flip of a coin.

## **6. SEMI-FINAL and FINAL**

### Semi-Final

- a) Two semi-final matches will be played, with the No. 1 team facing the No. 2 team from the opposing division, based on the final log positions at the end of the season.
- b) These matches will be played at the home course of the log leaders (No. 1 team).
- c) The host club is responsible for booking the semi-final tee time on the date set by the BGU.
- d) The winners of each semi-final group will play each other in the finals at a predetermined venue over 18 holes to determine the League champion.

### Final

- a) The final will be a single match played over 18 holes.
- b) Each team must submit a sealed envelope with the name of one player chosen to represent the team in a sudden-death single-match play-off. This envelope should be given to the duty official along with the team list on registration.
- c) Once this envelope is received the nominated player may not be replaced for any reason, including injury, absence, or illness.
- d) The sudden-death match will tee off within 15 minutes of the final match leaving the course. The hosting venue will advise which hole to be played based on availability.
- e) If a result cannot be determined due to poor light or weather conditions, a count-out procedure will be applied from player 1 to player 6.