



Women's League Rules

1. DETAILS OF THE PLAY

- a) All players will play off the Course Handicap from the Forward Competition tees.
- b) The player with the lowest Handicap Index will play off scratch, and the other players' handicaps will be adjusted accordingly.
- c) Play is to be conducted by the Rules of Golf.
- a) Handicap Indexes per division;
 - o Pinotage - < 15.3
 - o Merlot, Shiraz, Rose – 15.4 > 24.3
 - o Chenin & Flames – 24.4 > 36

NB. The name "Flames" will be used for the division with the largest number of groupings when required.

Concessions:

A player exceeding the maximum Handicap Index can participate in a division using the maximum Handicap Index. Conversely, a player with a lower Handicap Index in a division is allowed to compete based on their current Handicap Index for the day.

- d) Format: Match Play over 18 holes.
 - o Betterball matches in the first half
 - o Singles matches in the latter half of the season

2. COMPOSITION OF THE TEAMS - 2025

- a) The League Divisions will consist as follows;
 - o Pinotage – 1 Group with 5 teams
 - o Merlot / Shiraz / Rose / Flames – 4 Groups with 4/5 teams
 - o Chenin – 1 Group with 4 teams
- e) Each team will have 4 players, with the Club appointing a Captain on the day of play
- f) A team must have a minimum of 3 players in the singles match play. If fewer than 3 players are available, the opposing team captain should be notified immediately.
- g) Any team with fewer than 3 players will forfeit the match, be removed from the league, and may face additional penalties.
 - o In Betterball Match Play, the side can be represented by one partner for all or part of a round.
 - o If the partner arrives only after the other partner has started playing a hole, the arriving partner is not allowed to play for the side until the next hole,
 - o An arriving partner who is not allowed to play on a hole may still give advice or help to the other partner and take other actions for the other partner on that hole (see Rules 23.5a and 23.5b).

3. COMPETITION MATCH PLAY: Rule 3.2 of Handicapping

- a) Players who have won their match, 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) Singles: A player will earn 1 point for winning her match and ½ point if the match is halved. If a match is tied after 18 holes, it will be recorded as a draw.
- b) Betterball: A pair will earn 2 points for winning their match, and 1 point if the match is halved. If the match is tied after 18 holes, it will be declared a half.
- c) Log Points: Two points will be awarded to the team that wins a fixture. If the fixture is halved, each team will receive 1 point.

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 points, including half points earned.
- b) The total number of games won (referred to as "games FOR").
- c) The collective result of the matches between the teams.
- d) If none of the above results in an outcome the tie will be determined by the flip of a coin.

6. SEMI-FINALS & FINALS

Semi-Finals

- a) Semi-final fixtures will be played at neutral venues.
 - o Pinotage: The winner and runner-up will face each other in the finals.
 - o Merlot, Shiraz, Rose vs Flames: The winners of each group will face each other in the semi-finals.
Merlot **vs** Shiraz and Rose **vs** Flames with the winners advancing to the finals.
 - o Chenin: The winner and runner-up will face each other in the final.

Finals

- o The final will be a single match-play over 18 holes.
- o 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.
- o Once this envelope is received the nominated player may not be replaced for any reason, including injury, absence, or illness.
- o The sudden-death match will tee off within 15 minutes of the final game leaving the course. The hosting venue will advise which hole to be played based on availability.
- o 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.