



## 2023 SIMULATOR GOLF LEAGUE

### **Format**

- 11 weeks long, 20 teams of foursomes
- Starting week of January 4 – March 21
- 9 holes – various Courses
- Heads up format (low handicap vs low handicap of opposing team, etc.)

### **Simulator Rules**

- A 9-hole round will take 1 hour 30 mins for a foursome
  - Team will forfeit any holes not completed within the 1 hour 30 mins
  - Obviously, there may be unforeseen circumstances, the rules committee has final say on all decisions.
- Computer automatically enters putts.
  - Putts are set to Auto-Fixed. If you are within 10ft of the hole on the green, it is a 1 putt, 10-65ft is a 2 putt, and 65ft+ is a 3 putt.
- No Mulligans
- Please clean clubs and shoes prior to your league time.

### **Handicapping**

- Handicaps will be adjusted weekly and calculated from a player's previous two scores
- There is no Max Handicap, however you can only receive a maximum of 18 strokes per round

## Scoring/Format

- **Week 1 is a Handicap week. This is a week to establish a handicap. No points will be awarded for this week.**
- Each player will play the correlating handicap of the opposing team (i.e. lowest handicap vs lowest handicap, highest handicap vs highest handicap, etc.)
- Each individual match will be worth 20 points.
  - 2 points per hole possible, 1 point for halved holes
  - 2 points for overall low net score vs opponent.
- If opponent fails to show, points will be awarded accordingly (11 pts + 1 pt. for each stroke under a net 36). \* This assures a match win as well as bonus points for scoring better than a net 36
- In case of ties for playoff places, we will look at the Head to Head score.
- We will offer a \$5 gross skins game and a \$5 blind bogey each week. These games are optional. For information on how these games work, please do not hesitate to ask!
- Results will be posted weekly

## Playoffs

- There will be one championship round week 11
  - Any ties in playoffs will be decided by the team's low handicap hole point total until there is a winner.