

### League Format & Rules Format:

- League is a 2-man, 9-hole net score league.
- League is open to men and women 16 years of age or older.
- There is a registration fee of \$100/team that will fund the prize pool and will need to be paid for at the time of registration. Additionally, a weekly fee of \$20/player will apply towards your sim rental fee that will be paid as you go.
- Optional \$10 "Skins and Pins" pots will be available as well, with \$5 going into each pot.
  - Only players who opt to pay to get into the pot will be eligible to win that week's prize money.
- The league will be run through Foresight Sports FSX league software and courses will be played on the FSX Play software utilizing the GC Hawk launch monitors.
- Players will need to create an FSX Live user account to establish a handicap. You can register for a free user account at <https://performance.foresightsports.com/>
  - Anyone without an established cap will play as a scratch until the system updates your profile with a handicap.
- 9-hole handicaps are subtracted from gross score to determine net score.
- The teams' two net nine-hole scores are added together to create one team score.
  - If player A is a 5 handicap and shoots 41, their net score is 36. If player B has an 8 handicap and shoots 45, their net score is 37. Their team score for the week was 73 (36+37).
- There will be two waves of tee times, one starting at 5pm and the other starting at 7:30pm.
  - There is a maximum of 8 teams per wave, so register early if you can only play at one specific time.
- Courses will be played between 5900 and 6300 yards depending on the options for the current week's course. Any women who play, will play from the forward most tees.
- Gimme ranges will be set to 5 feet for the first two weeks and then moved to 3 feet for the remainder of the season.
- There will be no mulligans unless the group agrees that a misread occurred or if a player played out of turn.
  - A typical misread occurs when a player takes a practice swing and the light reflecting off the player's club face tricks the launch monitor into thinking the ball moved.
  - Another known misread is when a player's ball is on or near a rock or shrubbery, and a wedge will wind up going an excessive yardage in the opposite direction.
  - In all instances, the misread should be obvious and as a player it is your responsibility to accept your bad shots and not insist something happened "with the computer," or whatever.
- Tees can only be used on the first shot of a hole, which seems obvious but.... you know.

### Weekly points:

- Points will be awarded each week based on a team's finish and the amount will be determined once the registration period has ended and the number of teams is known.

- The Top two-thirds of the finishers will receive points in a descending order based on finish, while the bottom third will receive 1 point each.
  - In a 12-team league, the bottom four would earn 1pt each, 8<sup>th</sup> place would receive 2 points and 1<sup>st</sup> place would receive 9 points.
  - In a 16-team league, the bottom 5 would earn 1pt each, 11<sup>th</sup> place would receive 2 points and 1<sup>st</sup> place would receive 12 points.
- In the event of a tie, the teams that tie will split the points for that place and the next place or places (depending on the number of teams that tie). For example, if two teams tie for 1st place they will split 1st and 2nd place points. The team with the next lowest score will receive 3rd place points.
- The top four teams at the end of the 9-week season will advance to 2 rounds of the playoffs, with the top finisher playing the 4<sup>th</sup> place team and the 2<sup>nd</sup> place team playing the 3rd place team.
  - Playoff format would be head-to-head, with the lowest overall score winning the match.
  - Both rounds will be played on The Dye Course at French Lick, with round 1 being on the Front 9 and the Finals being on the Back 9.
- There will be a “best of the rest” tournament for all teams not making the final four. Cumulative score for the 2 playoff weeks will decide the finishing order for the secondary tournament and prize money will be paid out according to final finish. (Pool will be determined by number of registered teams)

#### **Alternates:**

- Each player is responsible for finding their own alternate if they are unable to make a league night.
- Alternates will play as a scratch unless they have an existing FSX Live handicap.
- If an alternate cannot be found, a single player can play twice for the same team. Once playing their own ball at their current cap and once playing as a ghost ball at half of their cap.
  - A 10-handicap player would play their own ball as a 10 handicap and their ghost ball would be played as a 5 handicap.
- If a player or team no shows a league night, they will receive 0 points for the night.

#### **Weekly entry fees:**

- The weekly player fee is \$20+tax or \$40+tax per team for each league night during the 9-week league regular season and 2-week post season.
- Once a player/team has joined a league, they are responsible for all entry fees each week regardless of if they are playing or not.

#### **Payments:**

- Upon registration, the credit card submitted will be charged immediately for the league registration fee.
- Weekly fees will be paid at check-in prior to play beginning.
- Players will not be able to compete unless payment is received.
- Cancellation of registration can occur up to 5 days prior to the league start date in writing to [sales@eagle-2.com](mailto:sales@eagle-2.com). After which, all fees will be non-refundable and part of the league prize fund.
- All beverage/bar tabs opened will need to be paid at the end of your session. Failure to do so will result in a temporary ban from league play until your bill has been paid in full.

**Other info:**

- While “Gambling is illegal at Bushwood sir,” any ‘side action,’ ‘group games,’ etc. decided upon within your own groups is entirely between the individuals themselves and not monitored nor enforced by Eagle Two Golf Center or Eagle Two LLC.