

# X-LEAGUE RULES & GUIDELINES

## 1. League Sign-Up and Registration Procedures

### 1.1. Registration Fee

A non-refundable Team Registration fee of \$50 will be due at the time of sign-up, payment can be made online ([xgolfwrigleyville.com/leagues](http://xgolfwrigleyville.com/leagues)) or in person. This will secure a team's spot in the upcoming league. This fee must be paid in order to register and secure your team in the league.

### 1.2. Individual League Fees

Each league player is responsible for paying their entire league entry fee prior to play on Week 1. You may also elect to pay the entire team fee in one transaction on behalf of your team. This fee can be collected in person or online but must be paid in advance of playing the first match. It is recommended to pay this fee when you come in to establish your handicap or arrive early on the first day to make payment.

### 1.3. Establishing an X-Golf Handicap

If a player has previously played in an X-Golf League, their handicap and historical scoring information will be saved and can be used in the upcoming season. If a player is new to X-Golf Leagues, he or she will need to record scores from a minimum of two, 9-hole rounds to establish their X-Golf Handicap. The two, 9-hole rounds at a minimum, will be played on the front and back-9 of Kapalua. If no handicap has been established prior to the first league match, the player's handicap will be zero to start the league. *X-Golf Wrigleyville will honor a half-off simulator rental discount for each player who needs to come in to establish their handicap.* Please simply let us know at check-in that you are there to establish a league handicap and we honor the discount. It is recommended that you make this a pre-league outing with your team as you will all save money by establishing your handicap on the same simulator at the same time.

## 2. Format

### 2.1. Match Format and Scoring

Each team will have an A, B, and C Player based on the published handicaps for the week. The lowest handicap player on each team will be designated the "A" player, the middle handicap player will be designated the "B" player, and the highest handicap player will be designated the "C" player.

Each team of three will rotate playing the other teams of three throughout the season according to the published schedule. Within the team match, there will be three individual stroke play matches:

The “A” player from Team 1 (A-1) will play the “A” player from Team 2 (A-2). (B-1) vs (B-2) and (C 1) vs (C-2). Each player’s handicap will be deducted from their gross 9-hole score and the player with the lowest net score wins 1 point for their team. In the case of a tie, the match will be halved and each team will receive a ½ point. In addition to the individual match points, there is an opportunity for 1 additional team point for the team with the low Net Total Score. In the event the teams are tied, each team would receive ½ a point. A total of 4 points are available in every league match.

## 2.2. Handicap Calculation

In order to establish an X-Golf Handicap, a player must play a minimum of two official 9-hole rounds and they must be recorded by staff. The procedure we use for calculating handicaps very closely follows the USGA’s Handicap Formula. We will use a maximum of 8 most recent rounds.

*# of rounds recorded \* .5, rounded up to the nearest whole number = # of lowest rounds used to calculate average. If the average is positive, \* .96. If negative, \* 1.04. This number will then be rounded to the nearest whole number to determine a player’s handicap for a match*

*Example: Player A has recorded a total of eight 9-hole rounds at X-Golf. His or her lowest four scores will be used to create an average (X). If X is positive, multiply by .96 to get handicap index. Round index to the nearest whole number (ie 7.3 becomes 7 or 7.5 becomes 8) to get player’s match handicap.*

## 3. League Procedures

### 3.1. Starting Times

League start times will be determined by X-Golf Staff. Once league night begins, each team will have 15 minutes to warm up (30 minutes combined) on the practice range. A member of the staff will get your match started once warmups have ended. If all players are present and ready, teams have the option to waive the full 30-minutes of warmup to start their match early.

If any player arrives late (after the allotted 30-minutes of warmup time) but before completion of Hole #3, they will incur a one-time 2-stroke penalty and be allowed to finish the holes they missed at the conclusion of the match. If the player arrives after completion of Hole #3, they will automatically **concede their individual match**.

### 3.2. Substitutions and Pre-Play

If a player is unable to make their designated league night, they may pre-play\* their round up to one week in advance. They must inform the staff or league director that they are pre-playing their league round, follow all league play rules, and are responsible for having staff record their final 9-hole score. As an alternative option, the team can have a

substitute player take their place. All substitutes will play as a zero handicap unless they have a previously established X-Golf Handicap.

**\*Normal simulator rental rates apply to all rounds being pre-played outside of the designated league schedule.**

**\*\*\*RULE CHANGE: unlike previous years, makeup rounds will not be allowed once a player's designated league night has passed.**

### **3.3. X-Golf League Simulator Rules**

3.3.1. Mulligans may not be used at any time by a player during league play (using a mulligan intentionally may subject you to forfeit the match).

3.3.2. Gimmie setting for putting will be set at 7 ft. Gimmies will be automatically given by the simulator when appropriate. Gimmie determination by the simulator is final.

3.3.3. Teeing Ground: Men under the age of 65 will play from the WHITE Tees. Ladies and Seniors 65 years and older will play from the RED Tees.

3.3.4. Default Fringe Setting is set to PUTTER. This means when the ball is on the fringe, you will putt unless you change to a full-swing club on the simulator (i.e. PW). If you do not know how to change the club, please ask an X-Golf Staff Member. In the case that a chip was intended and the simulator is selected as "Putter", the shot will be counted if the simulator registers a stroke.

3.3.5. Out of Bounds: Calculated by the simulator automatically. Settings will include OB Tee "Off" and Playable Holes "Almost All".

3.3.6. Max strokes on any hole is **double par**. The simulator will automatically pick-up your ball after double par is reached on any hole. You will be able to play again at the teeing grounds of the next hole.

3.3.7. Player settings will be set to the "PROFESSIONAL" settings for all players.

3.3.8. Speed & Spin Simulator Adjustments: Tee Box and Fairway (100%), Rough (90%), Fairway Bunker (80%), Greenside Bunker (50%). The simulator will show your lie and Speed & Spin setting at the bottom of the screen prior to each shot.

3.3.9. Putting Preview (white "C" button) may not be used at any time. Using putting preview will result in a two-stroke penalty for each occurrence.

3.3.10. The Auto Ball Tee machine may only be used for tee shots. All other full swing strokes must be played from the hitting mat. Putting is played from the putting dimple.

3.3.11. If the simulator does not register a shot or a stroke for ANY REASON, the shot does not count and may be repeated without penalty.

3.3.12. If there is a system crash or power outage, notify an X-Golf Staff Member who will attempt to reload the round as it was left. If the round cannot be reloaded, the team will tee-off on the hole after the last completed hole.

3.3.13. X-Golf Staff Members may use the Mulligan option under the following circumstances:

- Player plays the wrong ball: An X-Golf staff member will use the mulligan button to return the player's ball to the correct position. The Player hitting the incorrect ball must record a two-stroke penalty on their scorecard.

- Ball on the simulator moves inadvertently or moves without being intentionally struck: An X-Golf staff member will use the mulligan button to return the ball to the correct position without penalty.

**3.3.14. X-Golf League Director reserves the right to review, interpret, and make a final decision on any and all conflicts and rule applications.**

## 4. Regular Season

### 4.1. Matchups

League schedules will be generated prior to the first week of league play. Each matchup is a 3v3 stroke play match worth a total of 4 points possible. Players will be matched up based on their current handicaps. For example, the best player on each team will play against each other.

### 4.2. Scoring

League matches are worth a total 4 points. Each individual match is worth 1 point and there is an additional 1 point available for a team victory. Matches are stroke play and handicapped.

*Example: Player A from Team 1 has a handicap of 5 vs player A from Team 2 has a handicap of 3. The player from Team 2 must win by 2 strokes to halve or 3 strokes to win the match.*

### 4.3. Season Standings

Points will be accumulated throughout the season and used to determine which teams will make the playoffs. The top 4 teams at the conclusion of the regular season will move to the Playoffs. In the case of a tie for 4th place, we will use the following tiebreakers in this order:

1. Total Team Wins
2. Total Individual Match Wins
3. Total Team Draws
4. Total Individual Match Draws
5. Tied Team's Regular Season Matchup
6. Tied Team's Regular Season Individual Matches

If after all tiebreakers, the teams remain tied, they have the option to choose 1 player to represent the team and play a 1 on 1 match or a simple coin flip.

## 5. Playoffs

### 5.1. Seeding/Bracket

Regular season points will determine playoff seeding. Any ties will refer to the tiebreaker process listed above. Playoffs begin in week 9 and conclude on week 10.

Playoff Week 1 (Semi-Championship) schedule: #1 seed vs. #4 seed and #2 seed vs #3 seed.

Playoff Week 2 (Championship) schedule: Winners will face off for the League Championship while the losers from week 1 will play a consolation match for 3rd place.

### 5.2. Substitutions

Substitutions will **not** be allowed during the playoffs. If a player is not able to make their scheduled league night and not able to pre-play for their round, the match will be conceded, and the other team will earn 1 point.

### 5.3. Tiebreakers

Any matches that end in a tie will head to a 1 on 1, sudden death tiebreaker. Each team's A player will play extra holes until a winner is determined (Strokes will be given based on handicap).