



# Town & Country Winter Simulator Glacier Weekday AM League

**Rounds MUST be played between 9am & Noon Monday - Friday**

**Team Entry Fee: \$10\* (\$5/Player)**

**Weekly Greens Fees: \$10/Player**

*\*All entry fee money will be paid out in gift certificates at the end of the league.*

## League Format

- 10 Week League: Week of January 7<sup>th</sup> thru March 11<sup>th</sup>.
- **Round Must be played between 9am and Noon Monday thru Friday for the week of play.**
- **Please be ready to play at your scheduled time. YOU HAVE 1 HOUR TO COMPLETE YOUR ROUND!**
- If you or your partner will be gone an entire week, **you may play your round AHEAD!**
- **NO MAKE UP ROUNDS** will be permitted unless weather closes the Golf Shop.
- After 2<sup>nd</sup> week of play, ***Teams may be split into flights based on the number of teams entered.***
- After 2<sup>nd</sup> week of play, handicaps will be established or updated for previous seasons players. Those handicaps will then be used to go back and determine net scores for the 1<sup>st</sup> 2 weeks. Handicaps will then be used and updated weekly for Weeks 3 thru 12.
- Points will be awarded for 1<sup>st</sup> thru last place each week in each flight (i.e. 20 teams: 1<sup>st</sup> place will receive 20 points, 20<sup>th</sup> place will receive 1 point.) **No points will be awarded to teams missing a week.**
- Cumulative Points will be kept for the season. Payouts will be distributed at the end of the season.

## League Rules

- The course, course set-up and conditions will be set by the golf shop staff to keep play consistent.
- The Boost feature may be used to get you to your correct yardages.
- **NO MULLIGANS** may be used unless there is a machine malfunction. Please see the golf shop staff for assistance with these features.
- **Gimmies will be set at 10 feet.**
- Players will use the **amateur (white) tees**. Ladies will play from the **forward (red) tees**.
- Shots from rough, deep rough and sand must be played from the corresponding panels to the right or left of the main mat.
- All other shots will be played from the main mat.
- Maximum **10 STROKE LIMIT** per hole. After 10 strokes, use the pick-up button.
- **Please PRINT YOUR SCORECARD at the end of each round and turn it in to the golf shop staff.**

<u>Week of:</u>	<u>Course</u>	<u>Format</u>
January 7 <sup>th</sup>	Cog Hill 1-9	Combined Total
January 14 <sup>th</sup>	Firestone 10-18	Combined Total
January 21 <sup>st</sup>	Glen Eagles 1-9	Best Ball
January 28 <sup>th</sup>	Latrobe 1-18	Alternate Shot
February 4 <sup>th</sup>	Oakmont 1-9	Scramble
February 11 <sup>th</sup>	Sea Island 10-18	Combined Total
February 18 <sup>th</sup>	Thanksgiving Point 1-9	Best Ball
February 25 <sup>th</sup>	Torrey Pines 1-18	Alternate Shot
March 4 <sup>th</sup>	Westfields 1-9	Scramble
March 11 <sup>th</sup>	Aviara 10-18	Scramble

<u>Format Descriptions</u>	
<b>Combined Total</b>	Each will play their own ball for all 9 holes. Both NET scores will be added together for a Combined Total.
<b>Best Ball</b>	Each will play their own ball for all 9 holes. After the round, the golf shop staff will apply handicaps to determine the lowest NET score on each hole. One Net score per hole will be used for the Team Best Ball Score.
<b>Alternate Shot</b>	Select a player tee off on the 1 <sup>st</sup> hole and alternate shots for the entire round (all 18 holes.) The last player to make a stroke will have their partner tee off on the next hole. After the round, the golf shop staff will apply the team handicap to determine the team's NET score.
<b>Scramble</b>	Each player tees off on each hole. The best location is selected and both players play their next shots from that location. This process is repeated until the ball is holed. After the round, the golf shop staff will apply the team handicap to determine the team's NET score.