



Town & Country Winter Simulator Siberian (Multi-Format) League

Team Entry Fee: \$20*(\$10/player)
Weekly Greens Fees: \$12.50/Player

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

League Format

- 12 Week League: Week of Monday December 3rd thru Monday March 4th
*No League Play Weeks of December 24th or 31st.
- Play your league round any time during the scheduled week (Monday-Sunday)
- **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 2nd week of play, **Teams will be split into flights based on the number of teams entered.**
- After 2nd 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 1st 2 weeks. Handicaps will then be used and updated weekly for Weeks 3 thru 12.
- Points will be awarded for 1st thru last place each week in each flight (i.e. 20 teams: 1st place will receive 20 points, 20th 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>
December 3 rd	Aviara 10-18	Combined Total
December 10 th	Bay Hill 1-9	Combined Total
December 17 th	Castle Pines 10-18	Best Ball
January 7 ^h	Cog Hill 1-18	Alternate Shot
January 14 th	Firestone 10-18	Scramble
January 21 st	Glen Eagles 1-9	Best Ball
January 28 th	Latrobe 1-18	Alternate Shot
February 4 th	Oakmont 1-9	Scramble
February 11 th	Sea Island 10-18	Combined Total
February 18 th	Thanksgiving Point 1-9	Best Ball
February 25 th	Torrey Pines 1-18	Alternate Shot
March 4 th	Westfields 1-9	Scramble

<u>Format Descriptions</u>	
Combined Total	Each will play their own ball for all 9 holes. Both NET scores will be added together for a Combined Total.
Best Ball	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.
Alternate Shot	Select a player tee off on the 1 st 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.
Scramble	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.