



### **X-Golf League Information**

Committee - All Questions pertaining to league play, handicaps or scheduling conflicts.

- Harry Tanner, PGA
- Patrick Armstrong, GM
- Michael Ruvolo, Owner

### **Format/Scoring**

- Season (10 weeks, Last week = playoffs) – all teams play 10 weeks
- Each Week consists of 3 players playing for the team, teams that have more players only fill 3 players each week.
- Matchups for each contest are determined based on each team's individual handicap rankings
  - (i.e. Team A's first best handicap will play Team B's first best handicap and so on)
- The player with the best net stroke 9 hole score in the match will receive one point for their team. In an event of an equal net score within the match, each team will receive a 1/2 point.
- Players are able to pre-play the round if they are unable to play during league night/times. (Must Pay for Simulator Time @ the FULL RATE).
  - We highly encourage you to find a sub from the **SUBLIST** prior to pre playing.
  - **MUST PRE-PLAY PRIOR TO THE LEAGUE NIGHT, NOT AFTER!**
  - Players must notify the Committee prior to pre-play!

### **League Night Points**

- 3 Head to Head Matches +1 Team Net Point = 4 points total per match
  - Winning Team (lowest net Score) for each contest will receive the Team Net point (4th point)
  - In the event of a Team Tie - each team will receive 1/2 point
- 4 Teams will make the playoffs - determined by the 4 highest point totals
  - 9 weeks of League play - 1 week playoff / Cash Game
  - Playoff spot tie breakers – Sudden Death Playoff – all players **MUST** be present
  - HDCPS - Team total index divided by 9 and rounded up (.5 higher) or down (.4 lower)
  - Total team net Vs the other team total net score per hole to determine the winner.
  - Playoff holes determined by the committee prior to the last regular season week.
  - Playoff Seeding Tie breakers – 1) Reg Season H2H Individual Match points (3points, not team point, if played) 2) H2H points 3) Team net points 4) H2H Draws 5) Coin Flip

### **General Rules of Play**

- If any shot is not calculated it is deemed as Rub of the green and another shot must be taken with no penalty
- Unless using a Driver on the tee box, hitting off of the tee is not permitted.
- Intentional use of the “C” button to view putts is **NOT ALLOWED** and if used will result in one **PENALTY STROKE**.
- Ball moved off the putting tee cannot be moved more than 1” from that black tee

- Players do have opportunity to move one tee forward with handicap adjustments if committee permitted (see players handicaps)
- NO MULLIGANS allowed during league play. **Unless both teams agree a shot has been miscalculated and or a committee member overrides their decision then a mulligan can be used to recall the shot in question.** See Mis-Reads
- **Mis-Reads** - Rules for play governing Misreads. The following must be used to be considered for use of a Mulligan during play if a misread occurs. The purpose of this to control egregious misreads that affect play in a negative way.
  - **Player may NOT take the mulligan for himself, Can only be done by a staff member**
  - **All Shots**
    - (1st) Check ClubPath tab for center face?
      - Use the Overview picture located using the “C” button or the analysis tab to pull up the clubpath tab using L & R button
        - If NO and ball does not appear to be in the center of the face then it doesn’t qualify for Misread or to go any further and no Mulligan will be applied unless falls under the following exceptions.
          - If a player disputes or, they may take an “unplayable” stroke and distance penalty.
        - **Exception** - On the Teeing Area - misreads that come from off center hits (Ball direction differences, Camera Vs Ball Direction Reading), player will have the choice to replay at a penalty of one stroke if the ball direction is clearly different Camera picture. Reason for the penalty is it would not be clear where the first shot came to rest
        - **Exception** - If the ball speed is above 190mph from the hitting mat then a mulligan may be applied.
    - (2nd) Check Spin Tab?
      - Were 3 balls fully present?
        - If NO, automatic Misread and a Mulligan is used to recall shot.
  - **Driver - Off the Tee**
    - (3rd) If YES to all above steps, then a mulligan may only be taken if the side spin is greater than 1500rpm, backspin above 8500rpms or when the backspin is below 1000rpms with the spin spin greater than the backspin #.
  - **Iron shots - Approach / Wedges from the Fairway/Tee**
    - (3rd) Impact meter on the floor @ 2 or better = good
      - If NO, doesn’t qualify for Misread or to go any further and no Mulligan will be applied.
      - If the impact location meter is not working the step will be bypassed.
    - (4th) If YES to all above steps, then a mulligan can be taken if the side spin is greater than 1200 rpm or Backspin below 1000 rpm from the Fwy/Tee or if the side spin is greater than the backspin #.
  - **Shots out of the Rough or bunkers through the green**
    - (3rd) Impact meter on the floor @ 2 or better = good
      - If NO, doesn’t qualify for Misread or to go any further and no Mulligan will be applied.
      - If the impact location meter is not working the step will be bypassed



- Any player with an Established XGolf Handicap may substitute. Teams are encouraged to use the sub list prior to contacting the committee when a regular team member is unable to play or when the team cannot field their 3-person team. It is acceptable to have 2 substitutes on a 3 person team. If a Substitute does not have an established handicap they can do so anytime prior to the start of the league session they are substituting for (Must Pay for Simulator Time). The Committee reserves the right to restrict a substitutes score from weekly prizes if they have not completed more than 2 competitive rounds.

### **Forfeits**

- If a match is forfeited, the player who the match is forfeited to will need to play to receive a full point.
- The player in a forfeit situation will play against the course (par) at their handicap. They will be granted one half point at the beginning of the round and their full point if the player shoots their net handicap or better in relation to the net par.
- The team net points in a forfeited match are determined by the remaining 2 players net score of the forfeit team against the best 2 net scores of the team with all 3 players.
  - Teams with 2 or more forfeits on that night are not eligible to win the team point.
  - FORFEITS ARE HIGHLY DISCOURAGED!
  - Teams with more than 1 forfeit in a season may be prohibited from playing the following session or season. This includes when a prearranged substitute is a no show.

### **PACE OF PLAY**

- ALL TEAMS should conclude matches prior to the 10pm closing time.
- BAD TIMES = any teams finishing after 10pm
  - 1st Bad Time = Both teams are warned in person and by email
  - 2nd Bad Time = Team notified they are being put on the clock for the following round in person and by email.
  - 3rd Bad Time = The committee reserves the right to penalize bad times ½ point in the standings for every bad time after being put on the clock.

### **Reporting Standings & Handicaps**

- The Committee is responsible for posting weekly league standings, player scores, and handicaps prior to each week's start of play. League Standings will be posted on the XGolf Fort Collins League page and will be emailed every Friday.