



XGolf League Information

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

- Harry Tanner, PGA
- Patrick Armstrong, GM
- Michael Ruvolo, Owner
- Galt Tomasino, Assistant General Manager

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 stroke play net 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** on the website 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 Tiebreakers – 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-inch 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 except for Systems Errors that MUST be confirmed by XLeague Committee. ***Please Refer to MisRead Guide*** for a more comprehensive understanding of how Mulligans may be used if a MisRead occurs.

X-League Handicapping for Stroke Play Match

- Players without established handicaps must play 2, 9-hole rounds to establish X-Golf handicap.
- Players that do not obtain an X-Golf handicap will start the season with a 0 handicap.
- Once a weekly head to head matchup is set, handicaps are used to determine how many strokes in hand a player will have. For example, if Player 1 on Team 1 has a handicap of 10 and Player 1 on Team 2 has a handicap of 5, Player 1 on Team 1 will have 5 strokes in hand for the 9 hole stroke play match (10 strokes minus 5 strokes, then 5 strokes would be the difference for the 9 hole contest)

Player's Handicapping System

- Every week all players' handicaps will be adjusted based on their 4 lowest scores from their previous eight rounds of league play.
 - The lowest of those 4 scores will NOT be used in the index calculation.
- If eight rounds have not been completed, handicaps will be best 1 score of 2/3 rounds, best 2 scores of 4/5 rounds and best 3 scores of 6/7.
 - The Lowest Score will only be thrown out when eight or more rounds have been completed.
 - The scores being used will be averaged- if the average is positive (above par) it will be multiplied by .96, if negative (below par) will be multiplied by 1.04 to determine weekly league handicap index. The handicap index will then be rounded up @ .5 or rounded down @ .4. This procedure closely follows the USGA's Handicap Formula.
 - For reference, refer to www.usga.org. The maximum allowable XGolf League Handicap is 18.2 for men and 20.2 for women.
- Tees Played: White - Middle will be used for Men / Red - Forward will be used for Women
- Players have the ability to move forward one tee at the discretion of the committee if there are pace of play considerations, physical limitations or age that prevents them from keeping up with distance.
 - PLAYERS WITH ABOVE MAX HANDICAPS MUST PLAY FROM ONE TEE FORWARD after the 1st week if they do not shoot better than the max handicap. Their handicap will be adjusted for the following week.
 - MENS HANDICAP will be adjusted 30% of the current index before the move from the White Tees to the Red tees.
 - LADIES HANDICAP will be adjusted 60% of the current index before the move from Red Tees to Yellow Tees.
 - ADJUSTED HANDICAP will be averaged with the first 4 scores from the new tee until a new handicap is established using the above method.

- PLAYERS BEING MOVED FORWARD HAVE THE ABILITY TO MOVE BACK TO THE ORIGINAL TEE IF PLAYER CAN REDUCE HANDICAP FROM FORWARD TEES TO HALF OF MAX, THEN THAT PLAYER MAY BE CONSIDERED TO MOVE BACKWARD
- TEE POSITIONS Lock after week 6.

Substitutes

- 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.