



### **X-Golf XLeague Information**

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

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

### **Format/Scoring - SUPER LEAGUE**

- Season (22 weeks, last 2 week playoffs) – all teams play 22 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 in each match 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!

### **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 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.

## **League Night Points & Playoffs**

- 3 Head to Head Matches +1 Team Net Point (4th point) = 4 points total per match
  - Team Net Point = 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
- 7 of 14 Teams will make the playoffs.
  - 1st 13 weeks - 2 best team in Points Qualify (seeding still undetermined)
    - Qualifying Teams Hdcp's will Lock for Playoff Rounds
      - Cannot be Higher than Current Hdcp's thru Week 13
  - Weeks 14 - 20 =
    - 12 remaining teams will be split into 2 Conferences - based on standings after 13 weeks
      - 2 teams from each Conference will qualify after weeks 14-20, resulting in 1 more team able to qualify for playoffs.
    - Final Playoff Spot
      - Determined by all remaining teams within 4 Points of the 7th spot.
      - All eligible teams will playoff prior to Quarterfinals Matches.
        - Lowest Combined Net Score will qualify for the final spot & 7th Seed.
    - Playoff seeding determined after week 20
      - Point totals for entire season determine final seeding
        - #1 Seed gets a bye for quarterfinal round
          - Quarter Final Round Week 21
            - Match 1 = Seeds 2 plays 7
            - Match 2 = Seeds 6 plays 3
            - Match 3 = Seeds 4 plays 5
          - Semi Finals Week 22
            - Highest remaining seed plays #1 seed in Semi Finals
            - Other Semi Final will be the 2 Middle seeds remaining
    - 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

## **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 (NEW)**

- 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](http://www.usga.org). The maximum allowable XGolf League Handicap is 18.2 for men and 20.2 for women.
- Players' 9 hole handicap will determine the tee marker you will play from during League.
  - All players with a 0 or lower (-1 and on) will play the Blue - Back Tees
  - All male players with a 1 to 18 handicap will play the White - Middle Tees
  - All male players with an 18 or above handicap will play the Red - Forward Tees
    - Exception - will play the whites in week one to determine if they get better from their handicap round.
  - All ladies players with a 0 or lower (-1 and on) will play the White - Middle Tees
  - All ladies players with a 1 to 20 handicap will play the Red - Forward Tees
  - All ladies players with a 20 or above handicap will play the Yellow - Short Tees
  - Players have the ability to make back a tee if they fall outside the above ranges @ the discretion of the committee, the handicap will remain the same until a new handicap is established from that tee.
- 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 for pace of play considerations. 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
- ALL TEE POSITIONS Lock after week 13.

### **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.