



2024/2025 Winter Golf Simulator League

(Updated 09/04/2024) Version 1.0

League Setup

- \$200 entry fee
 - (fee includes provided balls) (Must be paid prior to season start)
- 12 Players (*Individual Play*)
- Guaranteed to play a minimum of 10 rounds (*15 Max*)

Season Payouts:

- Prize money distributed per Player as follows:

1st Place - \$400

2nd Place - \$300

3rd Place - \$200

4th Place - \$100

Season Leaders - \$20 to leader of each category (*Bogies, Pars, Birdies, FIR, GIR*)

- Split between ties.

Weekly Payouts & Mini Games (All Included w/ League Fee):

Longest putt (made) - \$10 Payout Weekly (*Added to the next week if no winner*)

- Only eligible during the span of days for the given week or playing ahead.

Par 3 – Closest to the Pin - \$10 Payout Weekly

- Each Par 3 (Usually two per 9 holes) played during the regular season will feature a closest to the pin mini-game on the first shot from the tee.
- A player must hit **ALL** greens on each par 3 to qualify for that week.
- Distance is calculated on the players ball location to pin location.
- Distances from ball to pin location on all par 3 holes for the course will be added together to give the qualifying player their TOTAL distance to pin.
- The player with the closest TOTAL distance to pin for all par 3 holes wins.
- **If two tie ALL tie or if NO player qualifies** then the payout will be added to the next week. If this occurs on week 10 it will be split between tied players.
 - A Mulligan is allowed to be used if a player has one available.
- Only eligible during the span of days for the given week or playing ahead.

Hole-In-One - \$50 added to pot yearly (*Currently \$250 for 2024-2025*)

- A player that makes a Hole-In-One during the regular season will be eligible to claim the payout.
 - If multiple players hit a hole-in-one, the pot will be split between all the eligible players.
- Only eligible during the span of days for the given week or playing ahead.
- If the pot is not claimed, it will rollover into the next season.

Mid-Season Scramble (Random Teams) (Dec 15th – Dec 22nd)

- In lieu of a year-end party, we will hold a one-night mid-season scramble.
- Not mandatory, however all players are invited to participate. More details will be shared once the season is underway.

League Rules

- Uneekor QED launch monitor along with GSPRO software will be used for all game play.
- All gameplay is recorded and up for review at the request of anyone in the league.
 - Recorded gameplay is kept for up to 2 weeks.
- All players must play right-handed golf due to simulator setup. *(Sorry lefties)*
- All clubs **MUST** be cleaned prior to use. *(Any dirt will transfer to impact screen)*
- Each player will be provided with a Bridgestone E-Series 2-Piece marked ball for each round. These balls are unique to the QED launch monitor and are required for play.
- No cleats/spikes may be worn while using the simulator.
- Bring your own drinks or coordinate within your group.
- This is a friendly league. Please be respectful of all players and have fun!

Simulator Information

- Gimmies are set at six feet. (Automatic 1 putt)
- One mulligan can be used per player for each round.
 - The mulligan cannot be used if a ball is within the 6 ft gimmie range.
- Players may declare any shot “unplayable” and utilize the sim drop mechanic for a one stroke penalty.
- Although the Uneekor unit is very accurate, there may be times when a player disagrees with the result of a shot. All registered shots are **FINAL**.
 - If the shot is affected from a technical error within the game, it will be reviewed on a case-by-case basis.
 - If a shot does not register the player may re-hit without penalty.
- GSPRO uses ball lie physics that will influence the outcome of the shot. Lie angle is indicated on the minimap, at the bottom. It is going to read Left or Right and Up or Down.
 - ❖ Left: A lie angle of ‘left’ in GSPRO indicates your feet are below the ball. This indicates that the ball will tend to start off left.
 - ❖ Right: A lie angle of ‘right’ in GSPRO indicates your feet are above the ball. This indicates that the ball will tend to start off Right.
 - ❖ Up: This indicates that the ball is on an upwards Lie. An upwards lie is going to add loft to your shot and tend to fly higher. If severe enough, can create a loss of yardage due to the amount of height the ball travels.
 - ❖ Down: This indicated that the ball is on a downward Lie. A downward lie is going to reduce the loft of your shot and will tend to fly lower. The more severe the downward the less likely you have of getting a good high golf shot. The ball will tend to travel shorter distances and roll more.

Schedule

- Each “week” or round will be available for a span of 14 days. *(Exception for week 6 - spans 3 weeks)*
 - All rounds should be completed within the given date range.
 - You may **play ahead multiple weeks** if you will not be able to play your round within the designated dates. *(Vacation, etc.)*
 - To keep the league moving a player that has not completed their round within the allotted days will need to request an extension prior to the end of that current week.
 - An extension grants the player two more weeks.
 - If the player does not complete their missed round by the start of the following week they will be given a “DNF”.
 - ❖ *For example, if a player misses week 3 and they request an extension they will need to complete the missed round prior to the start of week 5.*
 - If a player does not request an extension prior to the end of the current week they will be given a “DNF”.
 - ❖ A “DNF” does NOT allow the player to accumulate points for that week,
 - ❖ “DNF” rounds do not get calculated into a player’s HDCP.
 - ❖ A player that accumulates 3 or more DNF’s in a season loses the privilege to guarantee a spot for the following season if there are others interested in joining the league. *(This is to promote a competitive league)*
 - A player may request a special extension in the case that they will not be able to complete multiple rounds during the season. Special extensions will be granted on a case-to-case basis.
 - If a player cannot complete the season for any reason, they may be replaced.
 - ❖ No refunds will be given for a partially played season.
- The week 10 regular season (last round) will not be allowed any extension and will adhere strictly to the date that is set so that playoffs can start on time.
- Playoff rounds will **NOT** be granted extensions.

Rounds

- Rounds will consist of 9 holes. *(9 holes takes approx. 45 min to 1 hour per player)*
- The course and tees have been pre-selected prior to the season. *(League admin may alter if needed)*
 - Max of 4 players per simulator session.
 - Please try to coordinate schedules with other players for a simulator session. *(I don’t want to schedule 12 solo sessions; however, 4 players can take 3+ hours to complete)*
- New players start with a handicap index of 7.0. Handicaps are calculated using a running total from prior rounds. The highest and lowest score is dropped off when calculations occur.
 - Prior year players will use scores from up to their last 20 regular season rounds played.
 - Handicaps will be re-calculated after each week.
 - ❖ Max HDCP is 15.
 - ❖ A percentage factor of 90% is utilized for calculations.
- Each hole has a limit depending on your HDCP to prevent sandbagging. Although your true score will be reflected on the scorecard, your score will be adjusted for HDCP calculation purposes.

Scoring Method

A: First Part of Scorecard

Hole	10	11	12	13	14	15	16	17	18	Totals	
Distance	376	462	124	294	323	281	472	155	367	2854	
Stroke Index	3	4	9	6	5	8	2	7	1		
Par	4	5	3	4	4	4	5	3	4	36	
Player A [5]	Gross Score	4	5	4	5	4	5	4	3	6	40
	HDCP	1	1			1		1		1	5
	Net Score	3	4	4	5	3	5	3	3	5	35

Player A has a HDCP of 5. These strokes will be deducted from their Gross score via the stroke index system as described below.

Stroke Index: This numbering system uses 1 through 9 (1 being the hardest and 9 being the easiest). A player who is granted strokes will be given one stroke on each hole starting with the stroke index of 1 until all strokes have been given.

If a player receives 10 or more strokes, the stroke reduction will restart with the stroke index 1 hole. That player will now gain a two-stroke advantage for this hole.

- The yellow number in the blue area (HDCP) on the scorecard represents which holes a player received a stroke advantage and how many strokes are applied.
- HDCP will be calculated using the players gross score and will not consider strokes gained via the stroke index.

Weekly rounds are scored in an inverted points accumulation for each position. Players will compare their NET score for each round. The lowest weekly NET score will receive 12 points, the next lowest 11 points, etc. If a tie occurs all players receive points for the best position. (Example: If 3 players tie for 2nd place, they all receive 11 points however, the next lowest score receives 8 points)

B: Second Part of the Scorecard

A		B					C	D	
Totals	2854								
	36	Points Earned	Double Bogies +	Bogies	Par's	Birdies	Eagles+	FIR	GIR
	40	10	1	3	4	1	0	4	4
	5								
	35								

- A. The first column contains the players GROSS score (White), the total amount of HDCP strokes (Blue), and the NET score (Green) for each player.

In the above example Player A shot a GROSS score of 40 and then had 5 HDCP strokes applied for a total NET score of 35.

- B. The third through seventh columns contain the number of double bogies+, bogies, pars, birdies, eagles+ that each player had during the round. Top players in each of the Bogie, Par & Birdie categories receive a \$20 payout at the end of the year.
- C. The eighth column shows the number of Fairways in Regulation (FIR) gained by each player. This refers to the number of fairways that a player successfully hits with their first stroke from the tee, not counting par 3's. The player with the most FIR at the end of the year receives a \$20 payout.
- D. The ninth column shows the number of Greens in Regulation (GIR) gained by each player. This refers to your ball being on the green in two fewer strokes than par (*Par 5 = 3, Par 4 = 2, Par 3 = 1*). The player with the most GIR at the end of the year receives a \$20 payout.
- E. The Points Earned column shows the points earned by each player when comparing their NET score to the rest of the league. The highest point total for each week is 12 and the lowest is 1. (*Exception for DNF which receive a score of 0*)

League standings are determined by total points earned and not by a win/loss record.

Playoffs

After 10 weeks the top **10 players** will be seeded into playoffs determined by their total points.

Tiebreakers as follows:

- FIR (*Total*)
- GIR (*Total*)
- Eagles+, Birdies, Pars, Bogies (*Total, in order*)
- Lower handicap
- **No** Mulligans are given during the playoffs

Playoffs (Round 1) – No HDCP Utilized

- Round 1 of the playoffs will be set on a par 3 course.
- The 1st place and 2nd place players will receive a bye. The 8 remaining players will be matched up according to ranking. (*3rd vs 10th, 4th vs 9th, 5th vs 8th, 6th vs 7th*)
- Gross score will be used during this head-to-head matchup. Winner is player with lower score.
- Tiebreakers will be determined by a closest-to-the-pin shot on a randomly selected hole.
 - Each player will roll a 20-sided die to determine which hole will be used as their closest-to-the-pin tiebreaker. Rolls of 1-9 or 11-19 are the matching holes on the course. A roll of 10 or 20 allows the player to choose which hole they will play their closest-to-the-pin shot on.
- If still a tie then total birdies, pars, bogies will be compared in that order. The winner will be the player with the greater number.

Playoffs (Round 2 & Round 3) – HDCP @ 75%

- Round 2 and Round 3 of the playoffs will be played by the 6 remaining players.
 - Total combined (net) score for the first 2 rounds will be calculated per player.
 - The top 4 players will make the cut.
 - If a tie occurs for the cut, then the cut will include all players tied.
 - Players that make the cut will move on to Round 4 and Round 5

	Playoffs							
	#	Player	Total	Thru	R1	R2	R3	R4
	1	Player 1	0	-				
	2	Player 2	0	-				
	3	Player 3	0	-				
	4	Player 4	0	-				
Projected Cut	5	Player 5	0	-				
	6	Player 6	0	-				

Playoffs (Round 4 & Round 5) – HDCP @ 75%

- Round 4 and Round 5 of the playoffs will be played by the 4 (or more) remaining players that survived the cut.
 - Total combined (net) score for all four rounds (36 holes) will be calculated per player.
 - Top 4 players will receive payouts.
 - Players are encouraged to coordinate schedules if able and play the final round together.
 - If a tie occurs for first place after the completion of Round 5:
 - ❖ If being played together the tied players will continue to play a hole-by-hole sudden death format starting at hole #1.
 - ❖ If being played solo, a closest-to-the-pin distance will be calculated between all par 3 holes for round 5 (Final round). Closest distance will determine the winner regardless of lie.
 - If a tie occurs for second place or lower after the completion of Round 5:
 - ❖ ***New*** A split prize pool will be awarded between the tied places.