



2026–2027 Winter Golf Simulator League

Rules & Format | Updated October 14, 2026 | Version 1.0

1. League Overview

- \$200 entry fee per player, due before the season begins. The fee includes the league-provided golf balls.
- 12 players competing individually.
- The regular season consists of 10 rounds. Players are guaranteed at least 10 rounds, with a maximum of 15 rounds including playoffs.

Season-End Payouts

1st place	\$400
2nd place	\$300
3rd place	\$200
4th place	\$100
Category leaders: Bogies, Pars, Birdies, FIR, GIR	\$20 per category; split among ties

2. Weekly Mini-Games

A \$20 prize is available for each weekly mini-game. Mini-games are included in the league entry fee.

Eligibility: Players may qualify during the scheduled date range for that week or by playing ahead, as permitted by the league schedule.

Tie rule: If two or more players tie, the entire prize pot carries over to the next week.

Week	Mini-game	Winning condition
1	Pin Seeker Challenge	Closest eligible approach
2	Sand Save Specialist	Highest qualifying save percentage
3	Fairway Finder	Highest fairway percentage
4	Par 3 Purist	Lowest combined score on par 3s
5	One-Putt Jackpot	Longest made putt
6	Closest Second Shot	Closest approach on a par 4
7	No Three-Putt Club	Fewest three-putts
8	Up-and-Down Artist	Highest scrambling percentage
9	Green in Regulation	Highest GIR percentage
10	Total Putting Master	Total combined putts made

3. Hole-in-One Pot

- \$50 is added to the hole-in-one pot each year. The current pot for 2026–2027 is \$350.
- A player who records a hole-in-one during the regular season may claim the pot. If multiple players make a hole-in-one, the pot is split among them.
- Hole-in-ones count only during the scheduled date range for a week or when a player is playing ahead.
- If the pot is not claimed, it rolls over to the next season.
- New players may claim only the current season's \$50 addition for their first two years in the league. After three or more years in the league, a player may claim the full pot, including amounts carried over from seasons before they joined.

4. Schedule, Deadlines & Extensions

- Each regular-season round is available for a 14-day window, except Week 5, which has a three-week window.
- Players should complete each round within its designated window. Players may play ahead multiple weeks if they expect to be unavailable during a future window.
- A player who cannot finish by the deadline must request an extension before the current week ends.
- An approved extension provides two additional weeks to complete the missed round. For example, a Week 3 extension must be completed before Week 5 begins.
- If a player does not request an extension before the deadline, or does not finish within the extension period, the round is recorded as DNF (Did Not Finish).
- A DNF earns zero points and par for the current week + current HDCP is used for HDCP calculations.
- A player who receives three or more DNFs during the season may lose guaranteed eligibility for the following season if other players want to join.
- Special extensions for multiple missed rounds may be granted case by case.
- If a player cannot finish the season, they may be replaced. No refunds are provided for a partially played season.
- No extensions are allowed for the final regular-season round (Week 10) or any playoff round.

5. Simulator, Equipment & Conduct

- All play uses the Uneekor QED launch monitor and the most current GSPro software version.
- Gameplay is recorded and may be reviewed at the request of any league member. Recordings are retained for up to two weeks.
- Due to the simulator setup, all players must play right-handed.
- Clean all clubs before use to prevent dirt from transferring to the impact screen.
- Use the Bridgestone E-Series 2-Piece ball provided for each round. These marked balls are required for the QED launch monitor.
- Golf cleats/spikes are not permitted.
- Garage fridge is open to all. BYOB or help yourself to what's available.
- This is a friendly league. Treat all players respectfully and have fun.

6. Simulator Settings & Shot Decisions

- Gimmies are set at six feet and count as an automatic one-putt.
- Each player may use one mulligan per round. A mulligan cannot be used when the ball is within the six-foot gimmie range.
- A player may declare a shot unplayable and use the simulator's drop mechanic, incurring a one-stroke penalty.
- Registered shots are final, even if a player disagrees with the launch monitor result.
- If a technical error affects a shot, the league administrator will review the situation case by case.
- If a shot fails to register, the player may replay it without penalty.

GSPro Lie Physics

GSPro uses lie-angle physics that can affect shot results. The lie indicator appears on the minimap.

- Left: Feet below the ball; the ball tends to start left.
- Right: Feet above the ball; the ball tends to start right.
- Up: An uphill lie adds loft and tends to produce a higher flight. A severe uphill lie may reduce distance.
- Down: A downhill lie reduces loft and tends to produce a lower flight, less carry, and more roll.

7. Rounds & Handicap

- Each round consists of nine holes and typically takes 45–60 minutes per player.
- The course and tees are selected before the season. The league administrator may change them if necessary.
- A maximum of four players may use a simulator in one session. Players are encouraged to coordinate sessions with others; four-player sessions may take more than three hours to complete.
- New players begin with a 7.0 handicap index.
- Returning players use up to their most recent 20 regular-season rounds.
- Handicaps are recalculated after each week using a running set of scores, dropping the highest and lowest scores when calculating the index.
- The maximum handicap is 15. A 90% factor is applied to all HDCPs for regular season play.
- Each hole has a score limit for handicap-calculation purposes to discourage sandbagging. The scorecard still displays the player's actual gross score; the adjusted score is used for handicap calculations.

8. Weekly Scoring & Points

Handicap strokes

Handicap strokes are deducted from gross score according to the hole stroke index (1 = hardest; 9 = easiest).

- Players receive one stroke per handicap stroke, starting at stroke index 1 and continuing in order.
- For handicaps of 10 or more, the stroke allocation starts again at stroke index 1. The player receives a second stroke on each hole as applicable.
- The scorecard's blue handicap area shows which holes receive strokes and how many.
- Handicap index calculations use gross scores and do not subtract the strokes allocated by the hole stroke index.

Points by weekly net-score ranking

Players are ranked each week by net score. Points are awarded in descending order: 12 points for the lowest net score, 11 for the next-lowest, and so on down to 1 point. A DNF receives 0 points.

If players tie, each tied player receives the points for the highest position in that tie, and the next available position is skipped. Example: three players tied for second each receive 11 points; the next player receives 8 points.

League standings are based on total points accumulated, not on wins and losses.

Scorecard categories

- Gross score: Actual strokes taken.
- Handicap strokes: Strokes applied based on the player's handicap and hole stroke index.
- Net score: Gross score minus handicap strokes.
- Double bogey or worse, bogey, par, birdie, and eagle or better are tracked. The season leaders (most) in bogies, pars, and birdies each receive \$20.
- Fairways in Regulation (FIR): The player hits the fairway with the tee shot on a par 4 or par 5; par 3s are excluded. The season leader (most) receives \$20.

- Greens in Regulation (GIR): The ball reaches the green at least two strokes under par (par 3: 1 stroke; par 4: 2 strokes; par 5: 3 strokes). The season leader (most) receives \$20.
- The highest weekly point total is 12 and the lowest non-DNF total is 1.

9. Mid-Season Scramble

- A random-team scramble is planned for the week of January 4.
- Participation is optional, but all league members are invited.
- Additional details will be provided once the season is underway. This event is held in lieu of a year-end party.

10. Playoffs

After the 10-week regular season, the top 10 players advance to the playoffs based on total points.

Seeding tiebreakers

1. Total FIR
2. Total GIR
3. Total eagles or better, then birdies, pars, and bogies, in that order
4. Lower handicap

Playoff Round 1 — Match Play Bracket (No Handicap)

- Played on a pre-selected par-3 course. No handicaps or mulligans are used.
- The first and second seeded players receive byes.
- The remaining players are paired: 3rd vs. 10th, 4th vs. 9th, 5th vs. 8th, and 6th vs. 7th.
- Prior to the round each player rolls a 20-sided die. Rolls of 1–9 or 11–19 correspond to the matching hole. A roll of 10 or 20 allows the player to choose the hole for closest-to-the-pin distance on the first ball hit.
- If a player forgets to roll prior to starting the round, they can roll after. However, a roll of 10 or 20 will result in a re-roll.
- Match play rules – Player with the fewest strokes on an individual hole wins that hole (1UP). If both players score the same, the hole is tied (Halved).
- If tied after 9 holes, the closest-to-the-pin distance is compared with closer player moving on.
- If still tied, compare total Holes-In-One, then birdies, pars, and bogies. The player with the greater number in the first category that differs wins.

Playoff Rounds 2–3 — Six Players (75% Handicap)

- The six remaining players compete over Rounds 2 and 3.
- The combined net score for both rounds determines the standings.
- The top four players advance to Rounds 4 and 5.
- If players tie for the fourth-place cut, all players tied for that position advance.

Playoff Rounds 4–5 — Final (75% Handicap)

- The four or more players who advance compete in Rounds 4 and 5.
- Final standings are based on the combined net score across all four playoff rounds (36 holes).
- The top four finishers receive payouts.
- Players are encouraged to coordinate schedules and play the final round together if possible.
- Tie for first place: If the tied players are playing together, they continue with hole-by-hole sudden death starting at Hole 1. If playing separately, compare their closest-to-the-pin distances across all par 3s in Round 5; the closest distance to pin wins regardless of lie.
- Tie for second place or lower: The prize money for the tied positions is split among the tied players.