



- Information and Rules for Sim Play -

Format: 2 person *best ball*. Each player will play their own ball the entire hole and they will take the best score of the two players on each hole. Putting will be set to 6 foot gimmies.

Yardages: Men 59 and under will play close to 6500 yards and Men 60 and over will play as close to 6000. Ladies will play most forward tee.

Subs: Teams are responsible for finding their own subs. If a sub cannot be found you can play your own ball and that is the score you will have.

Weekly payout: Each week we will flight the league and pay out half the field (will split ties)

End Of Year Payout: We will use a point system to establish player of the year standings. We will pay out the top half of the field based on points at the end of the season

Points per position in flights earned each week

1st 15 points

2nd 12 points

3rd 10 points

4th 9 points

5th 8 points

6th 7 points

7th 8 points

Speed of Play:

- The 5:15 groups should be done by 7:15, 7:30 at the latest.
- The 7:30 groups should be done by 9:30, 9:45 at the latest.

Time to show up:

5:15 - We block off the bays at 5pm for the league. The 5:15 group can show up to warm up as early as 5pm.

7:30 – Hopefully the early league group is done by 7:15/7:30, this would give you 15 min warm up, play and be done by 9:30/9:45.

League Dues: League dues of \$50 per team is due the first night. All this money goes to the season ending payout in gift certificates.

Weekly Fee: Weekly fee of \$50 per team. This included simulator time, weekly payout in gift certificates and the skins game. ***There were too many “no shows” in previous years. This money pays for sim time and the prize fund each week. Like bowling leagues, If a team no shows or only has 1 player the fee is still \$50. Hopefully this encourages people to find subs. If a whole team no shows they will get 0 points and be responsible for paying the missed week entry fee the following week.

Only 1 Player: If you are not able to find a sub for a particular week. The cost will still be \$50 for the week and the team score will be the score of the one player who played.

Scorecards: Each team will be given a scorecard when they check in. This scorecard will need to be filled out and turned in at the end of each round to Airport Staff. The scorecard on the screen will pop up at the end of the round so you can double check your scores and write them down. There is no print option on the new software.

DO NOT EXIT OUT OF THE SCORECARD SCREEN UNTIL SCORES ARE WRITTEN DOWN.

Inclement Weather: If we have ice or a snow storm we will email the league and let that “nights” league know of the cancelation. Make ups will be added to the end of the season for that particular night.

Weekly Results: Weekly results will be emailed out on Friday or Saturday following of each week.

Early Make Up: If you know ahead of time you and your partner will both be missing week 10 for example. We allow a **one-time** play ahead and get your scorecard in early. You’ll need call and book sim time outside league time before that particular week.

Mulligans: the mulligans option will be turned on for the instance in which a player hits the ball for a different player on accident or if they system accidentally reads a shot when a player has not hit yet. The mulligan button can be found at the bottom left after shot options.

THE MULLIGAN BUTTON MUST BE CLICKED BEFORE THE NEXT PLAYER HITS.

Double Par Stoke Limit: Once you reach a score of double par the software will automatically have you pick up and go to the next hole.

Par 3 = 6, par 4 = 8 and par 5 = 10

Drop Options: Drop options will appear anytime you hit into a penalty area.

Please do not use any golf balls that have sharpie marks or scuff marks at these damage the screens.

No outside Food or Beverage is allowed. All food and drinks must be purchased at the course. Water is the only exception