

# **X-League Rules and Guidelines**

## **Summer League 2024**

### **X-Golf El Dorado Hills**

## **1. League Sign-Up and Registration Procedures**

### **1.1. Registration Fee**

There is no registration fee for this league.

### **1.2. Individual League Fees**

All league fees will be collected in store at time of play.

Monday Night League: Two person teams are \$70 per round or \$35 per player.

Flex League: League fee is \$105 per round.

### **1.3. Team Registration**

For Monday Leagues: Each team must have a minimum of 2 players registered with a team name in order to secure a spot for league play. Each team will be allowed to name up to 2 alternate players at no additional charge. Alternate players cannot be used during the playoff rounds. Each team must register their team's name, team captain name, phone number and email address and full list of player names online at [www.xgolfeldoradohills.com/x-league/](http://www.xgolfeldoradohills.com/x-league/).

For Flex League: Each team will have a minimum of 3 players on the team. A team can compete with a minimum of 2 players, however, the booking fees of \$105 do not change. Each team must register their team's name, team captain name, phone number and email address and full list of player names online at [www.xgolfeldoradohills.com/x-league/](http://www.xgolfeldoradohills.com/x-league/).

## **2. Format**

### **2.1. Match Format and Scoring**

Monday night is a 2-player scramble with 2 teams per bay for 18 holes. It is held from 6:30 pm to 10 pm every Monday night.

Flex league is a 3-player scramble with one team per bay for 18 holes. Flex league can be booked at any time in the X-Golf booking system.

Each team will post a weekly score. Points will be earned based on the following formula:

- 2 points awarded for participation in the league night.
- 1 point awarded for a head-to-head win in the 2-team bay for Monday league. No points award for head-to-head in Flex League.
- Match points awarded based on finishing position for the league play for that week. Total points will be determined by both placement and total number of teams participating. For instance, finishing first (or tied for first) when 7 teams are playing, will earn 7 points.

Tie breakers will only occur during playoff rounds.

## 3. League Procedures

### 3.1. Starting Times

League start times will be determined by X-Golf Staff (Normally 6:30 pm for Monday night, any available weekly 3-hour time slot for Flex League). Once league night begins, each team will have 15 minutes to warm up on the practice range. A member of the staff will get your match started once warmups have ended. If all players are present and ready, teams have the option to waive the full 15-minutes of warmup to start their match early.

For flex league, any additional hours required for the players to complete the 18 hole round will be billed at standard rental rates at the time of the booking.

### 3.2. Substitutions and Pre-Play

No pre-play or post-play is allowed. Substitutions can only be made from the alternate player list.

### 3.3. Golf League Simulator Rules

- 3.3.1. Mulligans may not be used at any time by a player during league play (using a mulligan intentionally may subject you to forfeit the match).
- 3.3.2. Gimmie setting for putting will be set at 7 ft. Gimmies will be automatically given by the simulator when appropriate. Gimmie determination by the simulator is final.
- 3.3.3. Teeing Ground: Men under the age of 65 will play from the BLUE tees. Seniors 65 and older will play from the WHITE tees, Ladies will play from the RED tees.
- 3.3.4. Default Fringe Setting is set to PUTTER. This means when the ball is on the fringe, you will putt unless you change to a full-swing club on the simulator (i.e. PW). If you do not know how to change the club, please ask an X-Golf Staff Member. In the case that a chip was intended and the simulator is selected as "Putter", the shot will be counted if the simulator registers a stroke.
- 3.3.5. Out of Bounds: Calculated by the simulator automatically. Settings will include OB Tee "Off" and Playable Holes "Almost All".
- 3.3.6. Max strokes on any hole is **double par**. The simulator will automatically pick-up your ball after double par is reached on any hole. You will be able to play again at the teeing grounds of the next hole.
- 3.3.7. Player settings will be set to the "PROFESSIONAL" settings for all players.
- 3.3.8. Speed & Spin Simulator Adjustments: Tee Box and Fairway (100%), Rough (90%), Fairway Bunker (80%), Greenside Bunker (50%). The simulator will show your lie and Speed & Spin setting at the bottom of the screen prior to each shot.
- 3.3.9. Putting Preview (white "C" button) may not be used at any time. Using putting preview will result in a two-stroke penalty for each occurrence.

- 3.3.10. The Auto Ball Tee machine may only be used for tee shots. All other full swing strokes must be played from the hitting mat. Putting is played from the putting dimple. Hitting a ball from tee when not allowed will incur a 2 stroke penalty for the team.
- 3.3.11. If the simulator does not register a shot or a stroke for ANY REASON, the shot does not count and may be repeated without penalty.
- 3.3.12. If there is a system crash or power outage, notify an X-Golf Staff Member who will attempt to reload the round as it was left. If the round cannot be reloaded, the team will tee-off on the hole after the last completed hole.
- 3.3.13. X-Golf Staff Members may use the Mulligan option under the following circumstances:
- Player plays the wrong ball: An X-Golf staff member will use the mulligan button to return the player's ball to the correct position. The Player hitting the incorrect ball must record a two-stroke penalty on their scorecard.
  - Ball on the simulator moves inadvertently or moves without being intentionally struck: An X-Golf staff member will use the mulligan button to return the ball to the correct position without penalty.
- 3.3.14. **X-Golf League Director reserves the right to review, interpret, and make a final decision on any and all conflicts and rule applications.**

## 4. Regular Season

### 4.1. Season Standings

Points will be accumulated throughout the season and used to determine which teams will make the playoffs. The playoffs will be dependent on the total number of teams registered for all scramble league nights. The regular season TOP 3 teams based on regular season accumulated points will be eligible for regular season prizes.

## 5. Playoffs

### 5.1. Format

For qualify for the playoffs team must finish in both the TOP 14 positions and have completed at least 5 regular season rounds. Team handicaps will be calculated based on regular season scoring but a standard handicap to par calculation with the highest and lowest rounds not included in the calculation.

A 36-hole playoff will be held over a 2-week period on assigned courses. Teams must complete all 36 holes to post valid playoff scores.

The top 3 LOW GROSS and top 3 LOW NET will be awarded playoff prizes.

## **5.2. Substitutions**

Substitutions will not be allowed during the playoffs. If a player is not able to make their scheduled league night and alternates listed are not available, the position will be conceded.

## **5.3. Tiebreakers**

Any matches that end in a tie will head to a 1 on 1, sudden death tiebreaker. Each team will play one hole until a winner is determined.

# **6. League Awards**

## **6.1. Regular Season and Playoff Prizes**

\$5 from every regular season league fee will be collected and distributed as prizes.