**Town & Country’s**

**Indoor Simulator**

**Siberian League**

**League Format – Multiple Formats**

**(Combined Total, Best Ball, Scramble & Alternate Shot)**

* **15 Week League: Week of Monday November 28th thru the week of Monday March 13th**

\***No League Play Weeks of December 19th or 26th**

* Play your league round any time during the scheduled week **(Monday-Sunday)**
* **Please be ready to play at your scheduled time. YOU HAVE 1 HOUR TO COMPLETE YOUR ROUND!**
* If you or your partner will be gone an entire week, **you may play your round AHEAD!**
* **NO MAKE UP ROUNDS will be permitted unless weather closes the Golf Shop.**
* After 2nd week of play, ***Teams will be split into flights based on the number of teams entered.***
* After 2nd week of play, handicaps will be established or updated for previous seasons players. Those handicaps will then be used to go back and determine net scores for the 1st 2 weeks. Handicaps will then be used and updated weekly for Weeks 3 thru 12.
* Points will be awarded for 1st thru last place each week in each flight (i.e. 20 teams: 1st place will receive 20 points, 20th place will receive 1 point.) **No points will be awarded to teams missing a week**.
* Cumulative Points will be kept for the season. Payouts will be distributed at the end of the season.

**League Rules**

* The course, course set-up and conditions will be set by the golf shop staff to keep play consistent.
* The Boost feature may be used to get you to your correct yardages.
* **NO MULLIGANS** may be used **unless** there is a machine malfunction. Please see the golf shop staff for assistance with these features.
* **Gimmies will be set at 10 feet.**
* Players will use the **amateur (white) tees**. Ladies will play from the **forward (red) tees**.
* Shots from rough, deep rough and sand must be played from the corresponding panels to the right or left of the main mat.
* All other shots will be played from the main mat.
* Maximum **10 STROKE LIMIT** per hole. After 10 strokes, use the pick-up button for that player only.
* **Please PRINT YOUR SCORECARD at the end of each round and turn it in to the golf shop staff**.

**Format Descriptions**

**Combined Total:** Each player will play their own ball for all 9 holes. Both **NET scores** will be added together for a **Combined Total**.

**Best Ball:** Each will play their own ball for all 9 holes. After the round, the golf shop staff will apply handicaps to determine the lowest **NET score** on each hole. One **Net score per hole will be used for the Team Best Ball Score.**

**Alternate Shot:** Select a player tee off on the 1sthole and alternate shots for the entire round (all 18 holes.) The last player to make a stroke will have their partner tee off on the next hole. After the round, the golf shop staff will apply the team handicap to determine the team’s **NET score**.

**Scramble**: Each player tees off on each hole. The best location is selected and both players play their next shots from that location. This process is repeated until the ball is holed. After the round, the golf shop staff will apply the team handicap to determine the team’s **NET score**.