

# FAIRWAY SOCIAL LEAGUES

**START DATE:** July 18<sup>th</sup>, 2022

**DURATION:** 6 week regular season (Monday nights)

**PLAYOFFS/FINALS:** Monday of week 7 and 8

**TIME:** Practice: 7-8p.m. Competition: 8-10 p.m.

**TEAM SIZE:** 4 players to play each week (team size can be 4-6), or sign up as a free agent. If needed, you can bring a sub.

**DUES:** Team – \$600 / Free Agent – \$125

**Prizes:** Prizes for 1<sup>st</sup> – 5<sup>th</sup> Place, weekly individual prizes

Week	Date	Course	Format
1	7/18	St. Andrews Links (Old): Back 9	Two Best Ball Stroke-Play
2	7/25	TPC Twin Cities: Back 9	Two Best Ball Stableford
3	8/1	The Bridges: Back 9	2 Person Best Alt Shot
4	8/8	Torrey Pines North: Back 9	Two Best Ball Stroke-Play
5	8/15	TPC Southwind: Back 9	Two Best Ball Stableford
6	8/22	TPC Craig Ranch: Back 9	2 Person Best Alt Shot
7	8/29(Playoffs Rd1)	Pebble Beach: Back 9	Three Best Ball Stableford
8	9/12 (Semi) 6pm:	Great Northern: Back 9	Three Best Ball Stroke-Play
8	9/12 (Finals) 8pm:	PGA Nationals: Back 9	Three Best Ball Stroke-Play



**FIRST PLACE:**

2 HOUR EVENT WITH OPEN BAR + Plus Sponsor Prize (up to 8 guests)

(Free Entry to Tournament of Champions)

Dates for use of this prize are subject to availability

**SECOND PLACE:**

5 x 1 hour simulator rental time

(Free Entry to Tournament of Champions)

**THIRD PLACE:**

4 x 1 hour simulator rental time

**FOURTH PLACE:**

3 x 1 hour simulator rental time

**FIFTH PLACE:**

2 x 1 hour simulator rental time

FAIRWAY  
SOCIAL  
GOLF LEAGUES

## Fairway Social Golf Leagues Overview

### **Are the leagues handicapped?**

Yes, handicaps are included in the leagues. This allows for both net and gross scores to be tracked each week. Handicaps ensure that our leagues are fun and competitive for every level of player. If you are an experienced golfer with a preexisting handicap (GHIN), then that is the handicap information you should submit when signing up. If you do not have a handicap (GHIN) you can, we will provide you a handicap using the Callaway Handicap Table from your Week 1 individual score, which will be reevaluated on Week 4.

### **What do I do if I believe a competitor is not handicapped?**

Our League Coordinators reserve the right to assess and amend any players handicap at any time.

### **How does the scoring format work?**

At the end of each week, every team's score will be sorted from first to last place. The points that are distributed for the season depends on how many teams are in the league. For example, if there's 8 teams the team that finishes in first place will receive 16 points, second place will receive 14 points, third place will receive 12 points, and so on. In the case of a tie, the points for the corresponding places will be added up and divided by the number of teams that tie. Example: if three teams tie for first place, the 1st place, 2nd place, and 3rd place points are added and divided by three ( $16+14+12, 42/3 = 14$ ). In this instance, each team that tied for first would receive 14 points for that week.

The team with the highest cumulative points at the end of the season will receive the top seed for the playoffs. Each subsequent team will be seeded based off of the total points.

### Scorecards:

Individual score cards have been provided. Handicap strokes on each hole are indicated by dots. Insert the player's gross score only in the space provided. The league coordinator will go through to adjust for each player's net score.

### Formats:

- *Two Best Ball Stroke-Play:*
  - The 2 best scores are added up on each hole. At the end of the round, those combined scores from each hole are all added up and constitute the total score for that team. The team with the lowest total will be declared the winner.

- *Three Best Ball Stroke-Play:*
  - The 3 best scores are added up on each hole. At the end of the round, those combined scores from each hole are all added up and constitute the total score for that team. The team with the lowest total will be declared the winner.
- *2 vs 2 Alternate Shot:*
  - Alternate Shot format, 2 golfers playing as a team play only one golf ball, taking turns to play the strokes. Each team will need at least two pairs, and the two best scores from all pairs will be taken. An average handicap for each pair will be taken.
- *Two Best Ball Stableford:*
  - The 2 best scores are added up on each hole by the scoring table listed below. At the end of the round, those combined scores from each hole are all added up and constitute the total score for that team. The team with the highest total will be declared the winner.
- *Three Best Ball Stableford:*
  - The 3 best scores are added up on each hole by the scoring table listed below. At the end of the round, those combined scores from each hole are all added up and constitute the total score for that team. The team with the highest total will be declared the winner.

#### Stableford Points

Eagle	+3 Points
Birdie	+2 Points
Par	+1 Point
Bogey	-1 Point
Double Bogey	-2 Points
Triple Bogey	-3 Points

#### How will I know where we are in the standings each week?

Teams will receive an update email each week with details on current standing across both the net and gross leaderboards as well as the next weeks format and course information.

#### What is the difference between Net and Gross scoring?

Teams will compete weekly with two different scoring formats known as “gross” and “net” scoring. Gross scoring accounts for the number of total strokes a player takes, while net scoring is determined by subtracting a player’s handicap from the total strokes taken. For example, if a player takes 40 strokes to complete 9 holes, that is their gross score. If their handicap dictates

that they get 5 extra strokes, then you would subtract that from the original 40 to get a net score of 35.

### **Can different players compete each week?**

Yes. A team of four is only allowed three substitute players to be on their roster. And any substitute used will receive no handicap strokes. If your original team has 5 players, you are only allowed (2) substitute players throughout the season. If your original team has 6 players, you are only allowed (1) substitute throughout the season.

### **Do I have to bring my own clubs?**

No. You do not have to bring your own clubs, but we don't like excuses! Fairway Social has full sets of PXG clubs provided for every simulator. (One bag can be provided for each team)

## **LEAGUE STRUCTURE**

### **Competition Rules**

**Handicaps:** Players' handicaps will be determined during week one of League play using the "Callaway" handicap system. Handicaps will be evaluated in Week 1 and Week 3 of each season.

As each player turns in a scorecard for the round, an official scorer utilizes a "Callaway Table" to determine each golfer's net score for the round.

### **Scoring Formats (Net & Gross)**

Teams net & gross scores will be individually tracked each week. There will be a separate leaderboard which shows standings for each category. Teams are automatically added into both scoring formats and will compete for two separate competitions.

A net score is determined by including a player's handicap. A gross score is determined by the actual number of strokes a player takes each round.

### **Score Tracking**

#### **Team Points**

Teams will be awarded points based on their weekly leaderboard positions.

For example, if there's 8 teams the team that finishes in first place will receive 16 points, second place will receive 14 points, third place will receive 12 points, and so on. In the case of a tie, the points for the corresponding places will be added up and divided by the number of teams that tie. Example: if three teams tie for first place, the 1st place, 2nd place, and 3rd place points are added and divided by three ( $16+14+12, 42/3 = 14$ ). In this instance, each team that tied for first would receive 14 points for that week.

The team with the highest cumulative points at the end of the season will receive the top seed for the playoffs. Each subsequent team will be seeded based off the total points.

Different points will be awarded across net and gross leaderboards to reflect the inclusion of handicaps.

## Season Structure

### Regular Season

All regular season rounds will be played during a six-week period on Monday nights..

Each week teams will be playing a different 9-hole course and different scoring format, like a stableford, best-ball, or alternate shot.

### Alternates

Alternates will not be allowed to use a handicap until they have played twice in the regular season with the same team. If they play for a third week, they will be able to register a handicap.

### The Playoffs

The Playoffs will take place on Monday night of week 7&8. Playoffs will be a bracket tournament with seeding coming from regular season play. Round one will be on week 7. The semifinals and finals will be played on Week 8.

Any leaderboard ties for seeding will be decided by a USGA scorecard playoff based on their net scores. The last nine holes, six holes, three holes and final hole, will be matched up respectively until the tie is broke

A playoffs tie will be decided by a sudden-death playoff going hole-by-hole starting on the first hole of the already played nine holes.

All teams members are allowed to play for the playoffs and championship. **BUT, any alternates must have played twice during the regular season to participate in the playoffs and/or finals.** Any alternates/substitutes that plays a League round and are found to not be on the team's roster will receive a disqualified scorecard.

Teams that are down a player will be able to compete with three players. Anything less will be a DNF for the week.

## SIMULATOR SETTINGS (FULLSWING)

### Tee Settings

Men: Pro (Blue)

### **Terrain Settings**

Terrain Penalty will be “Disabled” for all League play.

“Green Hardness” will be set to “Moderate” for all League play.

“Green Speed” will be set to “Medium” for all League play.

“Fairway Hardness” will be set to “Hard” for all League play.

### **Wind Settings**

Wind will be turned off during all League play.

### **Putting**

The “8-foot gimmie” range setting will be used during all League play.

“Align Break” and “Terrain Grid” are both allowed to be used during all League play.

Pins will be set on “Preset” for all League play.

### **Mulligans**

Mulligans must always be on and set to “Unlimited” in case of any misreads or other sim issues.

### **PLAYING A SIMULATOR ROUND**

All competitors are expected to use the simulator properly to the best of their abilities.

Any attempts to manipulate the simulator, specifically placing the ball outside of the camera view to avoid club face and club path data, will be grounds for a stroke-penalty.

Teeing up the ball is only permitted on the first shot of every hole.

A stroke penalty will be assessed to any golfer who tees up a shot that is not their first on a hole.

### **Warming Up**

Teams can only warm up before a round on the driving range only.

Warming up on the holes that you will be competing on will result in a DNF scorecard.

### **Mulligans**

Mulligans must be approved by a Fairway Social league coordinator when there is a misread or other sim issue. *Any unapproved mulligans will result in a two-stroke penalty.*

### **Checking the Scorecard**

Each location’s League Coordinators are instructed to match each physical scorecard with the electronic scorecard.

Exiting out of your electronic scorecard will result in a DNF.