



Tee It Up/Fore Indoor Golf League Rules



League Details

Teams will consist of 2 players per team. Each team will play a 12-week league schedule against one opposing team each week. League matches consist of 9 holes at one of our 40 different courses each week. Teams will be able to choose what day and time works best for them on a weekly basis to schedule their tee time for match play. Tee times will be in 1 hour 15 minute blocks per two-man team. Please give us a call at 610-429-0800 with any additional league questions.

League Play

- October 9, 7 thru December 17, 2017
- \$25 Green Fee per week per player
- \$20 towards golf, \$5 towards prize pool
- 9 hole, total handicapped score, heads up competition

Tee times are required for all league play

Call 610-429-0800 to reserve your time each week, please state you are doing league play. If you would like to schedule a specific tee time each week, please let us know your preferred day and time when you register. We will do our best to accommodate, but it is not guaranteed.

***A reminder that simulator reservations are charged in 1/2 hour increments, with entry fees set accordingly. In order to better schedule all the play on the simulator, the following is the amount of time allowed for various group sizes and will be in effect for league play:**

Group of 2 (One Team): One hour

Groups of 4 (Two Teams): Will be allotted two hours to complete the 9-hole round.

***Each two-man 9-hole match will be given 1 hour to complete the 9 holes. Any hole not finished in that time will given a triple bogey.**

With normal course set-up, 8' gimme, and a maximum score of Triple Bogey, all players should be able to comfortably complete the 9 holes while still enjoying themselves.

Simulator Rules

- All players must wash their ball and clubs prior to each round. Any dirt on either will transfer to the screen. If you do not have a clean ball we will have some for you to use.
- No cleats may be worn while using the simulator.
- No food or drink in the hitting area.
- Only hit from the designated hitting area.
- Must be at least 12 years of age to play.

Handicapping

- Handicap will be based on the first 3 rounds. The handicap formed from the first 3 rounds will be applied to matches 1-3. After week 3, the handicap will be adjusted each week.
- After all players have an established handicap, teams will be put into divisions based on a team handicap. Size and number of divisions will be determined after the final number of teams is established.
- Handicaps are based on league rounds only.

Teams

- Teams will be made up of two players.
- Each team will play one 9-hole round per week. League rounds may be played at any time but must be completed by the deadline provided. Example: week 1 matches begin October 9, 2017; week 1 matches must be complete at some point between Monday, October 9th and Sunday, October 15th. Weeks will run from Monday-Sunday.
- Green fees will be \$25 per player per week.

Matches

- (1) 9-hole match will be scheduled each week.
- Players can play as far as 2 rounds ahead. Example: Gregory needs to go out of town and will not have access to a Simulator for 2 weeks. He could play those rounds before he leaves to stay current. He CAN NOT make the rounds up after those rounds are closed.

Score Reporting

- You are required to write your score down on a score card. When you arrive, please stop at the front counter to ask an employee for this week's score card.
- At the end of the round, BEFORE YOU LEAVE, ask employee to come over and check your scores on the computer with what you have written down.
- Once approved, you will be required to sign the card and have the employee will sign as well.

No Mulligan's will be permitted at any time

- However, if the system has an error, please report to the staff member and they will set a mulligan for you.

Scoring/Format

- Each team will consist of an A player and a B player.
- 9 holes - handicapped (floating).

Example: Player A and Player B are on a team. Player A is a 5 handicap and Player B is a 10 handicap.

Player A shoots a 41, his handicap is subtracted from the total score, $41 - 5 = 36$.

Player B shoots a 50, his handicap is subtracted from the total score, $50 - 10 = 40$.

The score for team A/B is $36 + 40 = 76$.

- Scoring: Each week, each team competes against all other teams in the league

Example: If there are 10 teams in the league, the lowest net team total (70) will receive 10 points, the second lowest team net (73) receives 9 points, third lowest (76), 8 points, etc. The example team would get team A/B - 8 points for the week.

- The gimme range is set to 8ft.
- All shots must be played from the proper mat. If a shot is played from an incorrect mat, the player is subject to a 2-stroke penalty.
- A maximum Score for any hole is a Triple Bogey!
- USGA rules of golf practiced were applicable.

Other Important Items

- Please be aware that movement near the tracks while the simulator is prepared to register a shot can cause a false shot. Mulligans are not allowed during play. In the event that you accidentally register a shot you must contact your facility management immediately. If you were on the putting green you will be given an automatic "two putt" from your previous position and your score will be manually corrected in the system.
- In order to uphold the fairness of the league, this will be left to the discretion of league administrators.
- To prevent this from happening, please be prompt in retrieving your ball or pick the ball up with your hand when going to retrieve it instead of dragging the ball back across the tracks with a putter.

Prizes

- Prize pool will vary depending on the size of the league.
- Final prizes will be figured after final league fees are determined by Tee It Up (credit card processing fees and other handling fees will be deducted from the prize pool).

League rules are subject to change and final decision is up to Tee It Up Golf.