



2023-2024

Simulator Golf Leagues

Details:

Teams will consist of 2 players, max 20 teams. Each team will play 14 rounds of league play. League matches consist of 9 holes at one of our simulated courses each week. Teams will be able to choose what days and times that work best for them on a weekly basis. Tee times will be in 1 hour and 30-minute blocks per two-person team. **Sign up by November 17th**. Call 815-923-4205 with any additional league questions.

Men's League – 2 person combined net scores

League Play:

Session 1: Start the week of November 27th (No league play the week of Christmas)

Email Jay at jay@blackstonegc.com to register your team.

League Fee's: \$25 per week with \$5 going towards weekly and end of season prize money.

League Fees must be paid weekly or you can pay a one-time fee of \$350 per person for the season.

Prize Pool (Based upon 20 teams)

Weekly: 1st \$30, 2nd \$20, 3rd \$10 (\$840)

End of Season: 1st \$600, 2nd \$500, 3rd \$400, 4th \$300, 5th \$160 (\$1960)

9-hole, team net format, with individual established league handicap (We will establish handicaps after the first 3 weeks of league play)

Tee times are required for all league play (Preferably pick a time and play that time every week but not necessary)

You will be able to book your tee time online through the Blackstone website. Look for the Simulator link. If you would like to schedule a specific tee time each week, please let me know your preferred day and time when you register. We will do our best to accommodate, but it is not guaranteed.

Simulator Rules:

All players must wash their ball and clubs prior to playing. 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 logo balls, sharpie marks, no colored balls with the matte finish.

No cleats may be worn while using the simulator. Clean tennis shoes work best.

No food or drink in the hitting area.

Only hit from the designated hitting area.

Handicapping:

Handicaps will be established after 3 rounds. Handicaps will be updated each week looking at the 3 most recent weeks.

Teams:

Teams will be made up of two players.

Each team will play one 9-hole round. League rounds may be played at any time but must be completed by the end of the day Sunday.

Matches/Time Limits:

If you are going to be out of town, you **MUST PLAY AHEAD**. Making up after will **NOT** be allowed and will result in 0 points for the week.

Group of 2 (One Team): One Hour to complete 9-hole round.

Group of 4 (Two Teams): Two Hours to complete 9-hole round.

Score Reporting:

No Mulligans will be permitted at any time

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

Scoring/Format:

Example: Player A and Player B are on a team. Player A is a 5 handicap and Player B is a 10 handicap. As a team they shoot a combine 90. Subtract the 15 and the team posts a Net 75 score for the week.

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 will receive 10 points, 2nd low net would get 9 points, 3rd low net would get 8 points....

The gimme range will be 10 feet for the first 2 weeks of league and will be set to 6 feet for the remainder of the season.

A maximum score for any hole is a triple bogey.

Other Important Items:

Please be aware that movement near the sensors while the simulator is prepared to register (green check mark) can cause a false shot. Mulligans are not allowed during play. In the event that you accidentally register a shot you must contact a staff member to issue a mulligan. To prevent this from happening, please be prompt in retrieving your ball, or pick it up with your hand instead of dragging it back across the sensors.