The Golf Club at Sharky’s League Rules

# League Details

Teams will consist of 2 players per team. Each team will play a 8-week league schedule each week. Any systems errors reported will result in strokes being adjusted, or holes being replayed. League matches consist of 9 holes at one of our 100 different courses each week; course schedule will be posted for 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 blocks per two-man team. Please give us a call at 724 532 1620 with any additional league questions.

# League Play

* Oct.16th thru Dec 10th, 2022
* $50 League Fee, per person
	+ $40 towards prizes, $10 for league banquet at years end
	+ Players must still pay for simulator use when playing league competition (Simulator fee: $20/Hour for league members) League Members can use the Simulators anytime during the Season for $20/hr
* 9 hole, total handicapped score, heads up competition

# Tee times are required for all league play

Call 724 532 1620 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 15 minute 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 be given a 12.*

*With normal course set-up, 6′ gimme, and a maximum score of 12, 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 or SHARPIE markings on either will transfer to the screen. If you do not have a clean ball you will be required to purchase a sleeve.
* No cleats may be worn while using the simulator.
* No food or drink in the hitting area.
* Only hit from the designated hitting area.
* Only one person in the hitting area at a time.
* Must be at least 16 years of age to play.

# 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 Oct 17th, 2021; week 1 matches must be complete at some point between Sunday, Oct 17th and Sat, Oct 23rd. Weeks will run from Sunday-Saturday.

# 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.
* Make-up rounds can also be played, if a player knows they are missing a round it can also be played when they return.

# Score Reporting

* You are required to report your own score via picture to publicrelations@sharkyscafe.com

# 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 a player 1 and a player 2.
* 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
* The league is played using a 9 hole format, all handicaps will be adjusted to follow that format. example: if a player has a 20 handicap. That handicap accounts for 18 hole rounds. That handicap will be cut in half and adjusted to 10.

***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 6ft.
* 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 12!

# 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 accidently 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 League Administrators.
* Prizes will be given to the top 3 teams.
* League rules are subject to change and final decision is up to the League Administrators.