

WYANDOT GOLF CLUB

FALL SIMULATOR LEAGUE RULES

Review Draft for Kevin & Logan

The goal of the Wyandot Simulator League is simple: **competitive, fair and fun simulator golf.**

These rules are intended to give players and staff clear expectations without overcomplicating the league. Simulator golf occasionally requires judgment and common sense. Players are expected to compete honestly, use good sportsmanship and respect the decisions of Wyandot Golf Club.

LEAGUE FORMAT

1. BASIC FORMAT

- 8 two-person teams
- 16 golfers
- 8-week season
- 7-week regular season
- Week 8 Championship Week
- 9 holes each week
- GSPro simulator software
- Head-to-head team matches during Weeks 1-7
- Two-person net best ball
- Fixed partners for the entire season
- No substitute players
- Handicap-based scoring
- 4-foot gimme putting throughout the season

Both golfers must complete every hole and record an individual gross score, even when one player's score cannot help the team's best-ball score. Individual scores are necessary for weekly handicap calculations.

2. LEAGUE SCHEDULING

Wyandot may operate multiple league divisions during the week, including morning and evening leagues Tuesday through Friday.

Each league will have a regularly scheduled weekly playing time.

All four golfers in a scheduled head-to-head match must play together. Teams may not complete their league rounds separately or asynchronously.

Saturday and Sunday will generally remain available for open simulator play and the designated league makeup session.

3. MAKEUP SESSION

Wyandot will provide **one designated makeup session each week.**

If a match cannot be played during its regularly scheduled league time, the entire four-player match must be moved to the designated makeup session.

The makeup session is the **only standard opportunity to reschedule a league match.**

Additional accommodations may be considered for legitimate extenuating circumstances and require approval from Wyandot Golf Club. Approval is at Wyandot's discretion and is not guaranteed.

4. NO-SHOWS & FORFEITS

If a team does not complete its match during either its regularly scheduled league time or the designated makeup session, the team forfeits the match.

A forfeiting team receives:

- No match win
- No standings points
- No weekly prize eligibility for that week

The opposing team must still complete its official 9-hole round to receive the match win and remain eligible for weekly performance prizes.

A player who does not complete an official round will not have a score entered into that week's Wyandot Sim Handicap calculation.

5. PACE OF PLAY

Each four-player match has a maximum playing window of **two hours to complete nine holes**.

Players are expected to maintain a reasonable pace throughout the round.

If a match approaches or exceeds the two-hour limit, Wyandot Golf Club reserves the right to take reasonable action necessary to complete the match so the next scheduled simulator session can begin on time.

This may include accelerating play, assigning reasonable scores to unfinished holes or otherwise completing the match at Wyandot's discretion.

COURSES & SIMULATOR SETUP

6. COURSE SCHEDULE

Before the league begins, Wyandot Golf Club will publish the complete eight-week GSPro course schedule.

Publishing the courses in advance gives players the opportunity to practice the scheduled courses before their official matches.

Week	Course
Week 1	
Week 2	
Week 3	
Week 4	
Week 5	
Week 6	
Week 7	
Week 8 - Championship	

Players are **encouraged to practice** the scheduled courses before their official league matches.

There is no restriction on practice rounds, including playing that week's course before the official match.

Only the designated official league round counts toward match results, prizes and the player's Wyandot Sim Handicap.

7. WEEKLY SIMULATOR SETTINGS

For each week, Wyandot will designate the:

- Course
- Nine holes to be played
- Tees
- 9-hole Course Rating and Slope
- Pin settings
- Green conditions
- Other applicable GSPro settings

Putting will use a **4-foot gimme range throughout the entire season**, including Championship Week.

Wyandot may adjust a scheduled course or its settings when necessary because of software issues, incorrect or unavailable Rating/Slope information, course updates or other reasonable circumstances.

Any changes will be communicated before official competition begins for that week.

Once official competition begins for a week, the published setup will remain consistent for all league players except when Wyandot determines that an obvious technical or setup error must be corrected.

8. LEFT-HANDED PLAYERS & LAUNCH MONITOR ALIGNMENT

The Wyandot simulator requires the launch monitor to be repositioned when switching between right-handed and left-handed golfers.

Every time the launch monitor is moved, the alignment stick must be used to verify proper alignment before the next shot is played.

The player must not hit until the launch monitor has been properly repositioned and alignment has been verified.

This procedure must be followed **every time the launch monitor is moved**, regardless of how recently it was previously aligned.

This requirement applies during:

- Qualifying rounds
- Regular-season league matches
- Championship Week

Players should organize their hitting order and be prepared to make the switch efficiently so moving and realigning the launch monitor does not unnecessarily delay play.

Accuracy takes priority over speed when repositioning the launch monitor. The two-hour match limit does not eliminate the requirement to verify alignment after every move.

HANDICAPS

9. ESTABLISHING A WEEK 1 HANDICAP

Every player must establish a **Wyandot Sim Handicap** before Week 1.

Players With an Established Handicap

A player with a current GHIN or another established handicap accepted by Wyandot must:

- Provide the current established handicap.

- Complete one official 9-hole GSPRO qualifying round before league play begins.

The player's starting Wyandot Sim Handicap will be:

75% established handicap + 25% qualifying-round differential

The established handicap is used only to establish the player's initial Wyandot Sim Handicap.

Players Without an Established Handicap

A player without an established handicap must complete **two official 9-hole GSPRO qualifying rounds** before league play begins.

The average of the two qualifying-round differentials will establish the player's Week 1 Wyandot Sim Handicap.

Qualifying rounds will be played on Wyandot-designated courses and settings using the league's 4-foot gimme setting.

10. WYANDOT SIM HANDICAP

Beginning with league play, the player's outdoor GHIN or other outside handicap is no longer used.

Changes to a player's outdoor handicap during the season have **no effect** on the player's Wyandot Sim Handicap.

The Wyandot Sim Handicap is recalculated after every competition week based on the player's official Wyandot simulator league scores.

Score Differential

GSPRO's published **9-hole Course Rating and Slope** will be used to calculate each player's weekly score differential:

Score Differential = (Adjusted Gross Score - 9-Hole Course Rating) x 113 / Slope

If a selected GSPRO course does not provide appropriate 9-hole Course Rating or Slope information, **Wyandot Golf Club will determine the most reasonable method for calculating that week's handicap differential before competition begins.**

11. WEEKLY HANDICAP RECALCULATION

The Wyandot Sim Handicap is designed to gradually transition from a player's starting handicap to the player's actual simulator performance.

Handicap Used For	Calculation
Week 1	75% established handicap + 25% qualifying differential; or average of two qualifying differentials for players without an established handicap
Week 2	75% Week 1 starting Wyandot handicap + 25% Week 1 differential
Week 3	50% Week 1 starting Wyandot handicap + 50% average of Week 1 and Week 2 differentials
Week 4	Best 2 differentials from Weeks 1-3
Week 5	Best 2 differentials from Weeks 1-4
Week 6	Best 3 differentials from Weeks 1-5
Week 7	Best 3 differentials from Weeks 1-6
Championship	Best 3 differentials from Weeks 1-7

The recalculated handicap becomes effective at the beginning of the following competition week.

Wyandot reserves the right to correct obvious errors or address deliberate manipulation or unusual circumstances affecting handicap calculations.

COMPETITION

12. NET BEST-BALL SCORING

Each player's gross score is adjusted by the appropriate handicap strokes to produce a net score.

On each hole, the lower net score between the two partners becomes the team's **net best-ball score**.

Both golfers must complete every hole and record an individual gross score for handicap purposes.

13. HEAD-TO-HEAD MATCHES

Weeks 1-7 are played as head-to-head matches.

The team with the lower net best-ball score on a hole wins that hole.

If both teams have the same net best-ball score, the hole is tied.

The team winning the most holes over the nine-hole match wins the match.

A match may finish tied.

14. REGULAR-SEASON STANDINGS

Regular-season standings reward both competitive success and consistent participation.

League Points

- Match win - 3 points
- Match tie - 1 point
- Completed match - 1 additional participation point
- Forfeit - 0 points

Win + completed match = 4 points

Tie + completed match = 2 points

Loss + completed match = 1 point

Forfeit = 0 points

Regular-season standings determine seeding for Championship Week.

Regular-Season Tiebreakers

If teams finish the regular season with the same number of league points, ties will be broken in this order:

- Fewest forfeits
- Head-to-head result
- Lowest season net best-ball scoring average

SIMULATOR PLAY

15. NO MULLIGANS

There are no mulligans during official league play.

Players are expected to have practiced on the simulator before participating in league competition and understand normal simulator play.

16. RE-HITS & SIMULATOR MISREADS

A re-hit is permitted only for an **obvious simulator or launch-monitor failure**.

Examples include a shot that does not register or a clearly erroneous simulator reading.

A poor shot, unexpected ball flight, bad bounce, misjudged putt or disagreement with the simulator result is not grounds for a re-hit.

Players are expected to use reasonable judgment and good sportsmanship.

If there is uncertainty, the group should contact Wyandot staff **before replaying the shot**.

Wyandot Golf Club has final authority regarding disputed re-hits.

17. EQUIPMENT OR SOFTWARE FAILURE

If the launch monitor, simulator computer, GSPro or other equipment fails during an official round, players should notify Wyandot staff.

Every reasonable effort will be made to resume the match from the point of interruption.

If the round cannot be recovered, Wyandot will determine the fairest and most practical method for completing the match.

WEEKLY PRIZES

18. REGULAR-SEASON PRIZE POOL

Each regular-season week has a **\$200 cash prize pool**:

- Four match winners - \$25 each
- Lowest 9-hole team net best-ball score - \$50
- Closest to Pin #1 - \$25
- Closest to Pin #2 - \$25

The weekly low-team-score competition is based on the team's total 9-hole net best-ball score and is separate from the head-to-head match-play result.

19. PRIZE TIES

If a head-to-head match finishes tied, the \$25 match prize is split equally between the two teams.

If multiple teams tie for the weekly lowest team score, the \$50 prize is split equally among the tied teams.

If a Closest-to-the-Pin prize results in an exact tie, the applicable prize is split equally.

Any regular-season prize that cannot be awarded will be added to the Championship Week prize pool.

20. CLOSEST TO THE PIN

Wyandot will designate two Closest-to-the-Pin holes each week.

The ball must **finish on the green** to qualify.

GSPro's displayed distance will be the official measurement.

Players are responsible for recording the qualifying distance as directed by Wyandot.

21. HOLE-IN-ONE

A hole-in-one made during an official 9-hole league round wins the **entire \$200 weekly prize pool**.

The hole-in-one payout replaces all other weekly payouts for that week.

To claim the prize, the golfer must immediately take a **photo of themselves standing in front of the simulator screen showing the hole-in-one result**.

The other golfers participating in the official match serve as witnesses, and Wyandot may also verify the result through the simulator scoring record.

CHAMPIONSHIP WEEK

22. WEEK 8 CHAMPIONSHIP

All eight teams compete in Championship Week.

Regular-season standings determine each team's championship seed.

Regular-season seeding does **not** provide bonus strokes or another scoring advantage during Championship Week.

Each team plays one official **9-hole Championship Week round** using the same designated course, tees, Course Rating and Slope, simulator settings and 4-foot gimme setting.

Championship results are determined by each team's **9-hole net best-ball total score**.

23. CHAMPIONSHIP TIES

If two or more teams finish Championship Week with the same net best-ball score, the **higher regular-season seed finishes ahead**.

This rewards regular-season performance and consistent participation without giving teams bonus strokes during the championship round.

24. CHAMPIONSHIP PRIZE POOL

The base Championship Week purse is:

- 1st - \$500
- 2nd - \$280
- 3rd - \$170
- 4th - \$110
- Closest to Pin #1 - \$50
- Closest to Pin #2 - \$50

Base Championship Purse: \$1,160

Any regular-season prize money that was not awarded will be added to the Championship Week prize pool.

LEAGUE ADMINISTRATION

25. WYANDOT AUTHORITY

Wyandot Golf Club will administer the league and maintain the official:

- Player handicaps
- Scores
- Match results
- League standings
- Prize results
- Championship seeding

Players are expected to compete honestly and use reasonable judgment and good sportsmanship.

These rules are intended to provide consistency without attempting to anticipate every possible situation that can occur during simulator golf.

Situations not specifically addressed by these rules will be decided by Wyandot Golf Club in a manner consistent with the spirit and intent of the league.

Wyandot Golf Club's decisions regarding simulator rulings, scoring, handicaps, forfeits, scheduling and prize eligibility are final.