

## **Nevada Bob's Winter Indoor Golf League Rules (updated 10/5/19)**

### **League Play**

- 12 weeks of regular season play (with 2 Majors) followed by 4 weeks of playoffs (including one bye week)
- \$50 registration fee per team
- \$15 greens fee per week per player, which include an automatic entry of \$2.50 into skins
- \$3 proxies (closest to pin and longest drive) per player are optional each week, excluding playoffs
- Players must be at least 18 years of age to qualify for weekly prizes
- 9-hole, Stableford Scoring, Best Ball, handicapped score competition
- Teams will be made up of two players. Co-ed teams are welcome! Due to the progressive handicap system, subs are allowed but they must play at scratch handicap.

### **Tee times are required for all league play**

- Tee times can most easily be reserved at: <http://www.nevadabobsduluth.com/book-online> You can also call 218-722-3909 to reserve your time each week.

### **Handicapping**

- If you played in our league the previous season, your end of season handicap will carry over to begin the current season. Otherwise, players submit their starting handicap on their honor at the beginning of the season; USGA handicap preferred. Handicaps are then adjusted to 75% of your USGA due to automatic concession at double bogey under Stableford rules. Following the first week, our progressive handicapping system will make weekly adjustments to a player's handicap in order to keep a fair system. Our handicap system includes an anchoring system that disallows your handicap to ever be more than 5 strokes higher than your lowest handicap over the season.
- Handicaps are adjusted based on league rounds only.

### **Teams**

- Each team is to play at least one 9 hole round per week and must be played in the correct, scheduled order. League rounds may be played at any time during our regular business hours. Rounds may be potentially temporarily interrupted in order to help customers buying or being fitted for clubs, though it is unlikely with two simulators in the store. If a team runs out of time to finish their round due to fitting interruptions, the team is able to save the round and finish at a later time. All regular season rounds must be completed by the final week of the regular season.
- Practice rounds are both legal and encouraged prior to official rounds. Rounds must be specified as either official or practice prior to teeing off.
- Weekly tee times begin on Monday and each week's matches MUST be played by no later than the end of the following two weeks. For example, if the first week starts on Monday, November 1<sup>st</sup>, all Week 1 matches should be played by Sunday, November 6<sup>th</sup> with a grace period of up to Sunday November 20<sup>th</sup>. Any matches not played within that grace period will be considered 0 point forfeitures. With our anchored handicap system, scoring those 0 points may not benefit a player's handicap much. Teams can only play two weeks at a time, at most. Teams can either play one catch up round plus the current round or the current round plus one future round ahead in order to help eliminate forfeitures.

### **Score Reporting**

- Under normal circumstances, players will play from the white/amateur tees. Ladies and seniors are eligible to play from shorter tees. Exceptions can be made by Nevada Bob's for special circumstances.
- A Nevada Bob's employee will be responsible for logging and registering all scores following the round.
- On proxy holes, for either closest to the pin or longest drive holes, a Nevada Bob's employee must be present PRIOR to the shot so as to be able to log the result. Closest to the pin is as stated and must be on the green. Longest drive must be in the fairway.
- Gimmes are automatically awarded within 5 feet.

## Score Reporting, continued

- A skin is awarded for the lowest, non-tied score on any hole. A natural hole-in-one wins the skin over a handicapped hole-in-one. In all other instances, the lowest net score (including handicap adjustment) wins the skin on the hole. For plus-handicap players, the score for a skin does not take into account any strokes they are giving back. If there are more than one low, non-tied scored holes in a single week, the skins will be split by those players scoring on those holes. All skins and proxies are paid out 100% in store credit (gift cards.) If there are no winning scores, the skin total pushes ahead to the next week. Nevada Bob's employees playing in the league pay full greens fees but are not eligible to win any of the skins or proxies.
- Please play with integrity and give an honest attempt on each stroke. Sandbagging is not allowed.
- Please "pick up" once you reach double bogey on any hole in order to keep up with pace of play.
- There are two regular season Major events. Team (but not individual) scores are double in Majors. Majors and playoff rounds are played from intermediate pin locations.

## Regular Season/Scoring/Format

- Each individual round is scored hole by hole via the Stableford Scoring model. We use the Standard Stableford model which is as follows:

Points	Strokes taken in relation to adjusted fixed score
0	2 strokes or more over, or no score recorded
1	1 stroke over (Bogey)
2	Par
3	1 stroke under (Birdie)
4	2 strokes under (Eagle)
5	3 strokes under (Albatross)
6	4 strokes under (Condor)

- Team Scores are generated by Best Ball format. Best Ball format is where the better hole/higher score of the two teammates is what is scored officially for the team (for each hole.) Example: Golfer A scores a par, which is worth 2 points, and Golfer B scores a birdie which is worth 3 points. The team, therefore, scores 3 points for that particular hole.
- During the regular season, team standings are determined by total points.

## Playoffs

- Playoff team scoring is the same Best Ball format as in the regular season.
- Playoffs will be contested versus other teams based on regular season rankings. In a 40-team league, the top twenty four teams will make the playoffs. The top eight teams get a first round bye with the other teams playing each other based on seeding. The playoff brackets will only be seeded once; there will not be reseeding after each round. A sample playoff bracket is attached at the end of this document. Nevada Bob's reserves the right to make changes to the number of teams receiving byes and making the playoffs based on the number of teams that register for the league (for example, a 25-team season will have six byes and 12 playoff spots.)
- Playoff ties will be broken by whichever team had the highest combined score of the two Majors during the regular season. This tiebreaker is used for playoff seeding, as well. If the combined score persists in a tie, we then move to best score on the highest rated regular season course(s), in order.
- All playoff matches are encouraged to be played head to head, if possible.
- The final match is 18 holes and is required to be played head to head. It is possible this match may require being played outside of regular business hours.

## Prizes

- The team in first place at the end of the regular season receives \$100 in gift cards (\$50 per player.)
- Championship (playoff) prizes are awarded to the top three teams. First place receives \$500 in gift cards (\$250 per player), second place receives \$300 in gift cards (\$150 per player), and third place receives \$100 in gift cards (\$50 per player.)

**NEVADA BOYS' GOLF**  
**WINTER INDOOR LEAGUE**

