

SUNDAY SIMULATOR LEAGUE

Format & time limit

Rolling Fields Golf Club | Player rules | 2026-27 winter season

Practice week: November 8, 2026

Play nine holes to learn APEX and establish a provisional handicap. Usual rental applies. No matches, standings points, skins or team low-net prizes. Competitive play begins November 15.

Weekly team competition

- Four-player teams play nine holes. The **best two net scores on each hole** count toward the team total; different players may contribute on different holes.
- Each team faces a scheduled opponent. Teams do not need to play together. Compare the final nine-hole team totals: lower total wins.
- **Standings points:** win = 2; tie = 1 per team; loss = 0. All teams use the designated course, holes and approved simulator settings for that week.

Two-hour reservations are a hard cutoff

Arrive at least 15 minutes early. Your two-hour reservation includes setup and all nine holes. Be ready to start on time. Play stops at the end of your reservation. Late arrival or slow play does not extend your time.

- Staff gives 30-minute and 10-minute warnings. Aim to complete three holes every 40 minutes. Save or photograph the score screen at the cutoff and stop play.
- **Every unfinished hole is scored as net double bogey, or strokes already taken plus one if that produces a higher net score.** Count all penalty strokes already incurred. This applies to holes not started and holes already underway.
- The best two player scores still determine the team score for that hole. Assigned unfinished-hole scores cannot win skins. A player round containing an assigned unfinished-hole score is excluded from handicap calculations.

Example: unfinished par 4, only tee shots hit

Strokes received on hole	Recorded gross	Net score
0	6	6
1	7	6
2	8	6

Hitting a tee shot does not reduce the assigned score. If a player receiving no stroke has already taken seven shots, record an 8 instead of a 6. If all four players receive net 6, the team counts two of them: 12 for the hole.

Verified simulator problems

Report malfunctions immediately. Only staff may approve relief for a verified equipment failure, such as arranging completion of remaining holes or rescheduling the round. The next reservation still begins on time. Late arrival and slow play do not qualify.

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Handicaps adjust every week

A separate nine-hole simulator handicap is used for this league.

HANDICAPS WILL ADJUST EVERY WEEK. Updated handicaps publish **Monday at 8 a.m. Eastern** for the next scheduled league Sunday, using finalized results. If results are not yet finalized, the app shows awaiting results and publishes the update after staff finalizes them. A player's handicap stays fixed during that week's round. After the regular season, handicaps freeze for all three playoff weeks.

How the handicap is calculated

For each eligible round, subtract the par of the nine holes from the player's **gross score**. This gives strokes over par. Select the rounds below, average their strokes over par, multiply by **90%**, then round to the nearest whole stroke.

Complete league rounds available	Rounds used
November 8 practice week	Complete practice round establishes provisional handicap.
1-4 rounds	All available eligible league rounds.
5 or more rounds	Best 3 of the most recent 5 eligible league rounds.

Example: first few rounds

On a par-36 nine, scores of 46, 44 and 48 are 10, 8 and 12 strokes over par. Average: $(10 + 8 + 12) / 3 = 10$. Apply 90%: $10 \times 0.90 = 9$ **handicap strokes** for the following week.

Example: five or more rounds

The latest five eligible rounds are 10, 8, 12, 7 and 9 strokes over par. Use the best three: 7, 8 and 9. Their average is 8. Apply 90%: $8 \times 0.90 = 7.2$, rounded to **7 handicap strokes**.

Starting handicaps and eligible scores

- The complete November 8 practice round counts in handicap history. Starting handicaps are provisional and then adjust weekly using the calculation above.
- Players missing practice, or not completing it, need a qualifying round or an organizer-approved provisional handicap before competing for net prizes.
- Only complete, eligible player rounds enter the weekly calculation. **Any round with an assigned unfinished-hole score is excluded in full.** If no new eligible round is added, the player's calculated handicap remains unchanged.
- Plus handicaps are allowed for players scoring below par. Handicap corrections require a documented reason. Routine weekly updates do not change previously finalized results.

How strokes affect the scorecard

Net score equals gross score minus handicap strokes received on that hole. Strokes follow the published nine-hole handicap order, beginning with the hardest-ranked hole and repeating the order when more than nine strokes are received. Plus handicaps give strokes back rather than receiving them.

League handicap only: This custom simulator calculation is not an official USGA Handicap Index or GHIN handicap. It does not use course rating or slope.

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Tiebreakers & playoffs

Regular-season matches can tie. Playoff matches must produce a winner.

Regular-season match ties

Equal nine-hole team net totals remain a tie. Each team receives one standings point. No extra holes are played.

Standings ties and playoff seeding

1. Most standings points.
2. Head-to-head result for a two-team tie. For three or more teams, use head-to-head only if the tied teams played an equal number of games against one another; otherwise skip this step.
3. Lowest combined team net score across the regular season.
4. Lowest combined team net score over the final three regular-season rounds.
5. Lowest team net score in the final regular-season round.
6. Staff-supervised random draw.

Playoff match ties: scorecard countback

Compare each team's counting net scores in this order. Stop as soon as one team has the lower score:

- Final six scheduled holes, then final three scheduled holes, then the final scheduled hole.
- If still tied, compare individual holes backward from the next-to-last hole until the tie is broken.
- If every comparison is identical, the higher regular-season seed advances.

Scheduled order controls: "Final holes" means the order of the nine holes designated for that round, regardless of their course numbering. Countback avoids requiring opponents with different reservations to return for sudden death.

Three-week playoff bracket

- For the planned 10-team field, the top eight qualify: 1 vs. 8, 2 vs. 7, 3 vs. 6 and 4 vs. 5.
- Week 1: quarterfinals. Week 2: semifinals. Week 3: championship and third-place match between semifinal losers.
- Other teams continue in consolation matches. Teams 9 and 10 play a three-week consolation series. The bracket and consolation schedule will be confirmed once enrollment is final.
- Handicaps are frozen after the regular season for all three playoff weeks. Playoff substitutes need advance approval and an approved handicap before playing.
- Weekly skins and team low-net competition may continue for participating teams. Food is provided for league participants on championship Sunday.

Weekly low-net prize ties

Tied teams split the prizes for the finishing places involved. For example, if two teams tie for first and two places are paid, combine those two places and divide equally. Prize amounts and the number of paid places will be announced after enrollment is finalized.

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Attendance & player responsibilities

Keep play moving, record scores accurately and leave the simulator ready for the next team.

Subs, late arrivals and short teams

- Substitutes are allowed. Identify the substitute and obtain an approved handicap before teeing off. A golfer may represent only one team during a league week.
- Two or three golfers may play for a team; use the best two available scores on each hole. One player cannot supply both counting scores. Fewer than two golfers is a forfeit and is not eligible for team low net.
- A late player may join the round, but missed holes receive the unfinished-hole penalty. No additional playing time is provided.
- The team owes its reserved weekly simulator rental whether or not it attends. Substitutes within the team's reservation do not create an additional rental charge.
- For cumulative-score tiebreakers, a forfeiting team is assigned two net double bogeys on every hole. Missing a week cannot improve the team's cumulative score.

Individual net skins

- A skin requires the unique lowest eligible individual net score on a hole. Tied low scores cancel that hole. Divide the weekly skins pool equally among winning skins.
- If no skins are won, carry the pool into the next league week. Assigned unfinished-hole scores and forfeits cannot win skins.
- Only approved, paid entrants, including eligible substitutes, may win prizes. Team low-net prizes are separate from head-to-head standings points.

Simulator settings and fair play

- Staff publishes the approved course, holes, tee assignments, gimmes, putting, wind, firmness and penalty-relief settings. Use those settings for the entire round; no mid-round tee changes.
- No mulligans or replayed shots unless staff approves a verified misread. Report questionable shots immediately, before replaying. Do not restart a round because of a poor score.
- Captains check all scores and submit the final score screen before leaving. Results remain provisional until staff finalizes the week. Report score disputes within 24 hours of results being posted.

Season schedule

Practice / handicap week: Nov. 8, 2026. **11 regular-season matches:** Nov. 15, 22, 29; Dec. 6, 13, 20, 2026; Jan. 10, 17, 24, 31; and Feb. 7, 2027. **No league:** Dec. 27, Jan. 3 or Super Bowl Sunday, Feb. 14. **Playoffs:** Feb. 21, Feb. 28 and March 7, 2027.

Details to announce before competition

Staff will confirm starting handicaps, APEX settings, final enrollment and bracket, weekly prize eligibility/contributions, paid finishing places and the final-week procedure if no skins are won. Prize and payout amounts depend on participation and are intentionally omitted from this handout.

Questions or equipment issues: Contact the pro shop at **724-335-7522**.