



## 2024-25 Golf Simulator League

### Competitive League

**FORMAT:** The format will be “best ball” as a two-person team. In this format, each teammate will play their own ball for the entirety of each hole. However, only the best score will count as their team’s final score for that hole. Teams will be paired up with head-to-head matchups to compete for points. Teams will win 1 point for winning a hole, and ½ a point for tying the hole. Points will accumulate throughout the session in a season-long race for the team to earn the most points.

Prizes will be awarded weekly for Closest to the Pins, and there is shop credit awarded to the top finishers at the end of the session.

**WHEN:** Mondays-Thursdays from November 11<sup>th</sup>- January 16<sup>th</sup>

\*No league 11/25-11/28<sup>th</sup> & 12/23-12/26\*

**TEE TIMES:** Mondays-Thursdays from 9:00am-8:00pm. Plan on one team playing one round to take 1 hour to play.

**PRICING:** \$100 League Fee **PER TEAM.**

\$20 per player per week before 3:00

\$25 per player per week after 3:00

**Player 1:** \_\_\_\_\_

**Email:** \_\_\_\_\_

**Player 2:** \_\_\_\_\_

**Email:** \_\_\_\_\_