

Intramural Golf Simulator League Rules

1. Format:

- The Dalplex uses the **TGC 2019 golf simulator** software with unlimited golf courses, real life physics and visually stunning Ultra HD 4K graphics.
- The league will utilize a match play four-ball format, with individual players competing head-to-head against players from other teams.
- In a match play competition, a four-ball consists of two teams of two players competing directly against each other. All four golfers play their own balls throughout the round (rather than alternating shots); each hole is won by the team whose member has the lowest score.
- Each match will consist of 9 holes played on the indoor golf simulator.
- A 12 ft gimmie putt will be implemented for the first 4 rounds and a 6ft gimmie putt will be implemented for the last 2 rounds + playoffs.

2. Team Composition:

- Teams will comprise a min. of 1 player up to a max. of 4 players.
- Weekly scheduled matches will be played with a min. of 1 player and a max. of 2 players who will each play a match against the opposing team's player(s).

3. Scoring:

- Points will be awarded based on the outcome of each player's match.
- Players earn a point for winning a hole, half a point for tying a hole, and zero points for losing a hole.
- The team with the most total points at the end of the round wins the overall team match.
- The team that wins a match is awarded 3 points. Draw: If a match ends in a draw, each team is awarded 1 point. Loss: The team that loses a match does not receive any points

5. Equipment:

- Players must provide their own personal equipment, such as clubs or balls.

6. Etiquette:

- Players are expected to adhere to proper golf etiquette while in the simulator, including respect for other players and equipment.
- Any disruptive behavior may result in penalties or disqualification.
- Only one person should be present in the hitting area at a time. Everyone else **MUST** keep a safe distance and keep watch of the person golfing.
- No food or drink is allowed inside the golf room facility at any time.

7. Prizes:

- Prizes may be awarded to the top-performing teams and top-performing individuals at the end of the league.
- Prize distribution will be determined by league organizers based on participation and sportsmanship.

8. Rules Committee:

- A rules committee will be appointed to oversee league operations and address any disputes or rule violations.
- Decisions made by the rules committee are final and binding.

9. Code of Conduct:

- All participants are expected to adhere to a code of conduct that promotes fair play, sportsmanship, and respect for fellow competitors.
- Violations of the code of conduct may result in disciplinary action, up to and including expulsion from the league.

10. Amendments:

- These league rules are subject to change at the discretion of league organizers to ensure fair competition and the overall success of the league.