

Nevada Bob's Winter Indoor Golf Handicap League Rules (updated 10/18/21)

League Play

- 12 weeks of regular season play (with 2 Majors) followed by playoffs (dependent on number of teams)
- \$180 registration fee per team (\$90 per player)
- \$10 greens fee per week per player, which includes an automatic entry of \$2.50 into skins
- \$4 proxies (2 closest to pins, longest drive, and longest putt) per player are optional each week, excluding playoffs
- Players must be at least 18 years of age to qualify for weekly prizes (without direct parental permission)
- 9-hole, Stableford Scoring, Best Ball, handicapped score competition
- Teams are made up of two players with an optional third rostered player. Co-ed teams are welcome! Due to the progressive handicap system, subs outside of the roster are allowed but they must play at scratch handicap. Single player teams are allowed at Nevada Bob's discretion. All rostered players must be registered/specified prior to the start of the season.

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

- 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. If you do not know your handicap, a close estimation could be found by taking your typical score, subtracting 74 from it, and then multiplying the total by 75%, rounding to the nearest whole number. So let's say you typically shoot a 95 (for 18 holes.) $95 - 74 = 21$. $21 \times .75 = 15.75$. 15.75 rounds to 16. You would then start as a 16 in our league. 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. We reset your handicap each year. If you played in our league the previous season, your start of season handicap can be no higher than 5 strokes over your previous season handicap at whatever was its lowest point.
- 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 based on tee time availability. All regular season rounds must be completed by the end of the last day of the final week of the regular season. Rounds are to be played by 1-2 players. In order for any rostered player to be eligible to play in the playoffs, they must have played in a minimum of 4 weeks 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 1st, all Week 1 matches should be played by Sunday, November 6th with a grace period of up to Sunday November 20th (the end of Week 3.) 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 easily play ahead to help deal with scheduling issues and are encouraged to do so. Teams may only play two rounds in one day and can play a maximum of six rounds in one week, which should cover most schedules. Outside of that, substitutes should be utilized.
- If any team has not played each of the first three weeks' rounds by the end of week three, we reserve the right to replace that team and allow a new team to get caught up. Teams are encouraged to communicate with us if they don't want to be replaced.

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, longest putt, 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. Longest putt must start from on the green (fringe doesn't count.)
- Gimmes are automatically awarded within 5 feet.
- There are two regular season Major events. Team (but not individual) scores are worth 1.5x in Majors. Majors and playoff rounds are played with hard pin locations. Regular matches are played with medium pin locations.
- 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 are not eligible to win any of the skins or proxies, nor any other league-associated prize.
- Please play with integrity and give an honest attempt on each stroke. Sandbagging is not allowed. DO NOT pick up once your partner has finished the hole unless you have reached double bogey. Please finish each hole

Score Reporting, continued

- **SLOW PLAY IS TO BE PENALIZED.** One hour should be plenty of time for any team to warm up and then play and finish their round. If a team needs longer than one hour, they should book extra time at the team's cost. We start a timer when the first player on the team enters the sim and we let the team know their hour is starting. All players, therefore, should be on time for their round. Once the timer/hour is up, all remaining holes yet unplayed will be marked as a zero. If teams are on time, are judicious with their warmup time, pickup once they get to double bogey on a hole, help each other operate the software, and stay on task, there is no foreseeable reason that any team should end up being penalized. In the event of simulator issues, we will pause the timer. Teams get one hour of actual play/warm up time.

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.
- In seasons where demand results in running more than one league, playoffs will determine each league champion and then the league champions will play each other in a final Grand Championship. If leagues are held in different simulators, the Grand Championship will be played nine holes in each simulator with a coin toss allowing for one team to pick which nine holes they want to play in which simulator.
- The final matches (league championship, third place, and Grand Championship) are 18 holes and are required to be played head to head. It is possible these matches may require being played outside of regular business hours. Due to scheduling a longer match, we can be flexible with the necessity to finish within the confines of that final week.

Prizes

- The team in first place at the end of the regular season receives \$100 in gift cards (\$50 per player.) The highest-place team to NOT make the playoffs receives \$50 in gift cards (\$25 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.) Grand Champions win an additional \$300 (\$150 per player.) Nevada Bob's Employees being ineligible to win simply forfeit their individual prizes. If a team is comprised entirely of employees, the prizes get distributed down the appropriate tier.

**NEVADA BOYS GOLF
WINTER INDOOR LEAGUE**

