

VIRTUAL GOLF

League Rules



EDMONTON SPORT & SOCIAL CLUB

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1. EVENT COORDINATOR

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Bring all required equipment and permits to the facility
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the ESSC office

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

2. GAME REQUIREMENTS

League	Total # of Players Required	Minimum # of F Players Required	Maximum # of M/X Players Allowed
Open	2	0	2

The ESSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

Format	Minimum # of Players to Avoid Default – Regular Season	Minimum # of Players to Avoid Default – Ryder Cup	Default Score
Open	1 (No Gender Requirements)	2 (No Gender Requirements)	100 (+28)

4. FORMAT & EQUIPMENT

GAME FORMAT

- Pace of play will be important. Teams have two hours to complete as many holes as possible. Once the time limit is reached, teams will finish the hole that they are currently on.
- Players should arrive 15 minutes prior to the scheduled start time.
- Teams will play one round per night, utilizing a stroke play, scramble format for the regular season and playoffs. Definitions provided in Game Play section.

This league will be split into 3 separate events:

- **Regular Season**
 - 3 Weeks | Weeks 1 - 3
 - Stroke Play – Focus is obtaining the lowest possible score, not outscoring the team playing with you
 - Weekly Skills Competitions & Prizing (details in Game Play section)
- **Playoffs**
 - 2 Weeks | Weeks 4 - 5
 - Stroke Play – Focus is obtaining the lowest possible score, not outscoring the team playing with you
 - Tiered Playoffs (Division A and Division B). Split evenly based on score following regular season
 - League Champs awarded following final playoff week
- **Ryder Cup**
 - 3 Weeks | Weeks 6 – 8
 - All participants will be split into two teams. I.e., if 16 teams sign up, we will have Team A (8 Teams) vs. Team B (8 Teams)
 - Week 6: Four-Ball
 - Week 7: Foursomes
 - Week 8: Singles
 - All Ryder Cup formats explained in Game Play section

EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
 - No outdoor shoes are allowed
- Player will be required to have their own set of golf clubs to use during their match (or share with their partner)
- Players must use the golf balls that are provided by the facility.
- The CCT Golf Centre will have golf clubs on site to rent for \$15 per use, but please note that rental supplies are limited.

5. GAME PLAY

SCRAMBLE PLAY

- Players will choose what position they would like to play their shot from. This does not include the initial shot to begin a hole.
 - Players will need to select the position that they want to shoot from each time on the simulator.
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SCORING

- In Regular Season & Playoffs players will be utilizing a **Stroke Play** scoring format.
 - In Stroke Play, the focus will be to complete the round of golf with the smallest number of strokes possible.
 - Though teams will be sharing a simulator with another team, the goal is to not solely outscore them during your round.
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RULE DISCREPANCIES / DISAGREEMENTS

- The event coordinator can be used to help settle any disagreements.
 - If there is an issue with the simulator that causes an error in scoring, bring this to the event coordinator or a facility staff member to get the issue resolved.
 - Accidental shots may occur during play. Teams are encouraged to talk these issues out together and if a resolution cannot be found, approach the event coordinator. There may be cases where a mulligan can be utilized. However, these instances need to be agreed on by both teams or instigated by the event coordinator.
 - There may be cases where the simulator does not capture the shot taken by the player. This was not a fault of the player, so these strokes will not count. The player will simply reset their ball and hit again.
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SIMULATOR SETTINGS

- **Tees**
 - **Men's Tees:** The tee box that is the closest to a cumulative course length of **6400 yards**, without going over.
 - **Women's Tees:** The tee box that is the closest to a cumulative course length of **5400 yards**, without going over.
- **Auto-Putt**
 - All putts will be auto putted at a distance of **10 ft. from the hole**.
 - If your shot enters the 10 ft. radius of the hole, your ball will be automatically auto putted, and an additional stroke will be added to your score.
- **Scramble Mode**
 - This mode allows teams to select the positioning of their next shot. For example, if Player A hits a drive straight up the middle onto the fairway and Player B hits their shot into the woods, both players can select Player A's position of the fairway for their next shot.

- **Golf Courses**
 - The online schedule will be updated with the virtual golf course that you will be playing each week. In regular season, all players will play the same course.
- **Mulligans**
 - A mulligan is an extra stroke allowed after a poor shot, not counted on the scorecard.
 - Players **will not** have a pre-set number of mulligans to choose from throughout their match.
 - **All strokes will count towards your final score.**
 - **There may be case by case instances where a mulligan may be used. Both teams will need to be in agreeance that a mulligan can be used, or the onsite coordinator has given approval for the mulligan.*
- **Ready Play Golf**
 - Players are expected to be ready to take their shots as soon as it is their turn. Players should not leave their match as this will hold up the game for all players.

SKILLS COMPETITIONS

During Regular Season (Weeks 1 - 3) all players will participate in a weekly skills competition.

- **Longest Drive | Week 1**
 - The player who drives the ball the furthest distance on a pre-determined Par 5 hole, wins.
- **Closest to the Pin | Week 2**
 - The player who is the closest to the hole, on their first shot, on a pre-determined Par 3 hole, wins.
- **Longest Putt | Week 3**
 - The player who sinks the longest putt throughout the match in Week 3, wins.
- **Secret Score | Weeks 1 - 3**
 - Each week a random “secret score” will be assigned. Players will not be aware of what this score is.
 - The player’s score who is the closest to the secret score, wins. If there is a tie, a coin will be flipped to determine the winner.
- **Notes:**
 - All players are automatically entered into the skills competitions, no additional sign-up is required.
 - The winner of the weekly skills competition will be awarded with a \$20 ESSC Sponsor Bar gift card.
 - Gift cards will be awarded the following week.

RYDER CUP

- **Teams**

- All participants will be split into two teams following Week 5 of playoffs. The teams will be assembled by the SSC utilizing the scores from the regular season and playoffs to create two evenly skilled teams.

- **Scoring**

- **Match Play** will be used for the duration of the Ryder Cup format.
- In Match Play, players are competing against one another, with each one trying to score the lowest on individual holes. The player with the most holes won at the end of the round receives one point towards their team's overall Ryder Cup score. If it is a draw at the conclusion of the round both players will receive a ½ point. (Loss: 0 Points | Draw: ½ Point | Win: 1 Point)
- Ryder Cup points will be accumulated over the course of 3 weeks following the point distribution and formats described below.
- At the end of week 8, points will be counted on site and the winning team announced.

SCRAMBLE

- This mode allows teams to select the positioning of their next shot. For example, if Player A hits a drive straight up the middle onto the fairway and Player B hits their shot into the woods, both players can select Player A's position of the fairway for their next shot.

FOURSOMES

- Each two-person team plays one ball per hole with the players taking turns until each hole is complete. Players alternate hitting tee shots, with one leading off on odd-numbered holes, and the other hitting first on even-numbered holes. The team with the low score on each hole wins that hole.

SINGLES

- Each match features one player from each team. The player with the lower score on each hole wins that hole.