



# COMPETITOR INFORMATION



# WELCOME

X-League is very excited and welcomes you to the upcoming season.

Our X-League is a fantastic way to compete on a weekly basis on the state of the art X-Golf Simulators.

This document provides competitors with useful information about the league and other requirements. All the documents can also be found on the X-League website:

[www.xgolf.com.au/xleague](http://www.xgolf.com.au/xleague)

X-League hopes you have a competitive yet friendly time so that you and others have an enjoyable experience.

Happy Hitting!





# FORMAT

## REGULAR SEASON (10 weeks + 2 weeks of final)

3 person x 9 hole Head-to-Head Stroke Play = 1 contest

- Each team consists of three players.
- Each player will be assigned individual opponents (match) before the commencement of the round. This will be based on the team sheet that is to be supplied at registration for each round.
- The player with the best stroke score in the match will receive one point for their team.
- In the event of an equal score within the match, each team will receive a  $\frac{1}{2}$  point.
- Players are required to play in handicap order, higher to lower.

## LEAGUE POINTS

- Winning Team for each contest will receives 4 ladder points.
- Squared contests will receive 2 ladder points to each of the participating teams.
- A losing team will receive 1 ladder point.
- A team who has forfeited the contest will receive 0 ladder points.

## PRE-PLAYING A ROUND

- Players are able to pre-play the round if they are unable to play during league times based on management approval.
- Players must notify the League Director prior to this.
- Players will receive a 4 shot penalty.



# FINALS ROUNDS

- Top 4 to make the Finals. 2 week Final series.
- A player must play 3 contests to qualify for the final series.

## WEEK 1

- Semi Final 1: 1 v 4
- Semi Final 2: 2 v 3
- Teams finishing 1 and 2 have the ability to choose the golf course for the Semi Finals. Teams choosing the golf course must do so 24 hours after the completion of the regular season.

## WEEK 2

- Grand Final: Winner SF1 Vs Winner SF2
- Third Place play off: Loser SF V Loser SF2 (Regular season format)
- Of the two participating teams in the Grand Final, the higher ranked team after the regular season has the ability to choose the golf course. The team choosing the golf course must do so 24 hours after the completion of the Semi-Final events.

## GRAND FINAL

- Format - 3 person x 18 hole stroke Match play with Power plays
- In the event of all square after 18, players will continue in a sudden death play-off.
- Player with the best stroke score on the hole wins the hole.
- The total score is not relevant in this format.
- Players will multiply their weekly X-League handicap by 1.75, as the Final is over 18 holes instead of 9.



# X-LEAGUE HANDICAPPS

- X League Handicaps will be based on a 5 game rolling league score average.
- If a player has not reached 5 X-league games, the number of rounds will divide their total cumulative score compared to par. The result of the calculation will give an average to provide the X-League handicap.  
For example, a player has only played 3 X-league games, then their total score to par (total score) will be divided by 3.
- For new players to X-Golf, a starting X-League handicap will be determined by halving an existing Golflink handicap.
- For players who do not have a Golflink handicap, they are required to play 18 holes anytime before their first league match. The total score will be divided by 2 to obtain the initial X-Golf league handicap.
- Maximum Handicap is 23.
- Lowest handicap is -4.



## FEE SCHEDULE

- **\$75 Team Registration** Paid prior to the commencement of the season. Players are able to register as many players as they would like.
- **\$25 Weekly Fee Per Player** Payable at the start of each X-League Competition Night
- \$20 for any new registration after the commencement of the season.
- Players, who do not have a team, can be registered as a “bank player” for \$20. Bank players enjoy the same benefits that other X-League members do. If a “bank player” plays for 3 or more games for the same team, they will be transferred to the list of that team at no cost.

## FINES & DISCRETIONS

- \$50 fine for a forfeit of a contest with notification (before the day of competition). The team will receive no league points.
- \$100 fine for a forfeit of a contest with no notification. The team will receive no league points.
- If there are unpaid fines, the team in question will not be allowed to participate in any rounds until the fines have been paid.
- Any protests or complaints will be referred to the League Director.
- An individual is liable for the damage caused to the venue due to reckless and unsportsmanlike actions.

