<u>Golf Kings 2-man scamble league rules (WALL)</u>

- 10 Minute Warmup, prior to starting the round.
- Team will take one shot each, the team will determine best shot to play from. Please Select the best shot, select carefully as TrackMan cannot go back to selection.
- If a shot does not register, please swing again.
- Make Sure all practice swings are taken outside of the hitting area to avoid the rare event of a misread.
- If a ball is hit out of bounds, please accept "Drop/Rehit". **Do not select "Pickup"**.
- Mulligans are not allowed and will not be permitted. The software doesn't give you the option anymore.
- Tees can only be used on the tee box. Do not tee up otherwise.
- You do not have to select a club prior to hitting. The software knows based on all the data parameters of your shot. The only time a club selection is needed is putting off of the green.
- Putting on the green is disabled and gimmies are awarded. Inside of 10' is one putt, inside of 65' is two putts, and anything outside of 65' is 3 putts.
- Weekly points are awarded to each team depending on where you finish against the rest of the league. The best/lowest score for 18 holes will be the leader in points for that week. These points accumulate each week to formalize a standings sheet. Where you finish in the standings determines your bracket position in the playoffs. Standings will be posted and emailed weekly.
- Please be on time every week. One make up round will be allowed per team with at least a 7 day notice. Please email me if both players are scheduled to miss a round throughout this season to discuss makeup options.
- Substitutions will be permitted for the regular season. One person can play two balls during the regular season.
 Substitutions will not be permitted during the playoffs. One person plays one ball in the scenario only one teammate doesnt show up during the playoffs.
- All teams will be allowed to **drop** their lowest score for the regular season and only calculating 7 out of their 8 weeks to their total points.



CUMULATIVE POINT SYSTEM BASED ON WHERE YOU RANK EACH WEEK. ALL TEAMS QUALIFY FOR BRACKET STYLE 9 HOLE MATCH PLAY PLAYOFFS

1st - 2,000 Points6th - 1,000 Points11th - 500 Points2nd - 1,700 Points7th - 900 Points12th - 400 Points3rd - 1,500 Points8th - 800 Points13th - 300 Points4th - 1,300 Points9th - 700 Points14th - 200 Points5th - 1,200 Points10th - 600 Points15th - 100 Points

Weekly Tie Breakers

- Gross Score for last 3 holes
- Gross score for last 6 holes
- Lowest score on hardest hole
- Consecutive in order of each hole until a lowest score on any hole

WEEK 4 AND WEEK 8 ARE OUR "MAJOR" WEEKS AND POINTS ARE WORTH DOUBLE!



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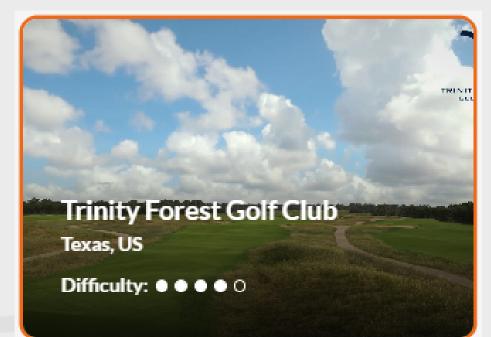
LEAGUE SCHEDULE



WEEK 1 (01/23) TEES: II/III (6,506 YARDS) PINS: EASY



WEEK 2 (01/30) TEES: WHITE (6,040 YARDS) PINS: EASY

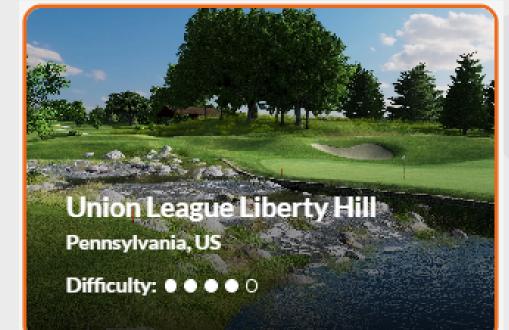


WEEK 3 (02/06) TEES: WHITE (6,547 YARDS) PINS: EASY



St Andrews, Scotland

WEEK 4 (02/13) MAJOR TEES: WHITE (6,724 YARDS) PINS: DIFFICULT



WEEK 5 (02/20) TEES: WHITE (6,702 YARDS) PINS: EASY



Golfbaan Bentwoud Zuidwoud Westwoud Benthuizen, Netherlands

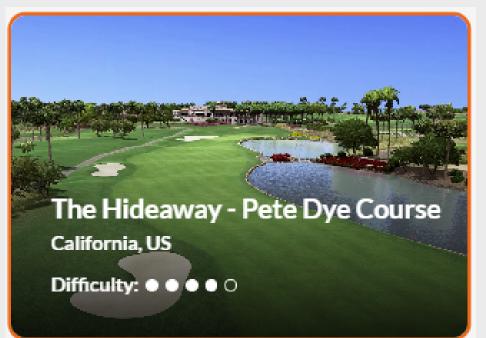
WEEK 6 (02/27) TEES: WHITE (6,658 YARDS) PINS: EASY



Bakers Bay Golf & Ocean Club Abaco Island, Bahamas

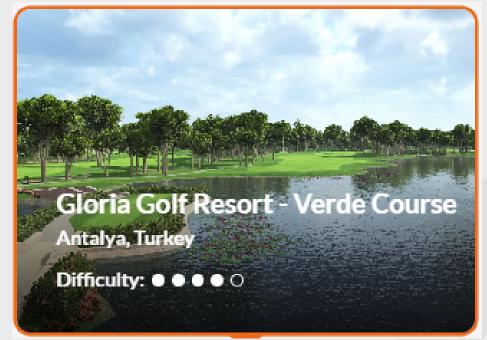
Difficulty: • • • • 0

WEEK 7 (03/06) TEES: II (6,678 YARDS) PINS: EASY



PLAYOFFS WEEK 10 (03/27) TEES: III (6,120 YARDS) PINS: EASY Muirfield Village G.C. 2021 Ohio, US Difficulty: • • • • • •

WEEK 8 (03/13) MAJOR TEES: WHITE (6,296 YARDS) PINS: DIFFICULT



PLAYOFFS WEEK 11 (04/03) TEES: WHITE (6,393 YARDS) PINS: EASY PGA National Florida, US Difficulty: •••••

PLAYOFFS: WEEK 9 (03/20) TEES: BLUE (6,3,73 YARDS) PINS: EASY



PLAYOFFS WEEK 12 (04/10) TEES: CHAMPIONSHIP (6,595 YARDS) PINS: MEDIUM

LEAGUE PRESIDENT **MIKE KNAPP & PAT KNAPP** GKGOLFLEAGUE@GMAIL.COM (732) 604-6690

GOLF KINGS - BRICK 56 CHAMBERS BRIDGE ROAD BRICK, NEW JERSEY 08723 GOLF KINGS - WALL 1825 STATE HIGHWAY 35 WALL, NEW JERSEY 07719