

GOLF KINGS 2-MAN SCAMBLE LEAGUE RULES

- 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. See a staffmember if a shot registers by a practice swing. All bays will be recorded for livestream and can be reviewed to determine a mulligan was used correctly. If a mulligan was used incorectly, your team will be assessed a two stroke penalty.**
- 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. **Makeups are not allowed.**
- 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 doesn't 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.
- Every team makes the bonus playoff bracket. Playoffs will be a 9-hole matchplay format. The playoffs will be played at the Brick Facility.

POINTS FORMAT

**CUMULATIVE POINT SYSTEM BASED ON WHERE YOU RANK EACH WEEK.
ALL TEAMS QUALIFY FOR BRACKET STYLE 9 HOLE MATCH PLAY PLAYOFFS.
PLAYOFFS MATCH PLAY WILL BE HELD AT THE BRICK LOCATION**

1st - 5,000 Points	10th - 3,000 Points	19th - 1,000 Points
2nd - 4,500 Points	11th - 2,800 Points	20th - 900 Points
3rd - 4,300 Points	12th - 2,700 Points	21st - 800 Points
4th - 4,200 Points	13th - 2,600 Points	22nd - 700 Points
5th - 4,000 Points	14th - 2,500 Points	23rd - 600 Points
6th - 3,800 Points	15th - 2,000 Points	24th - 500 Points
7th - 3,600 Points	16th - 1,750 Points	25th - 400 Points
8th - 3,400 Points	17th - 1,500 Points	26th - 300 Points
9th - 3,200 Points	18th - 1,200 Points	

Weekly Tie Breakers

- Lowest back 9 score
- Low score on last 6 holes
- Low score on last 3 holes
- Low score on last hole
- Lowest front 9 score
- Low score on holes 4-9
- Low score on holes 7-9
- Low score on hole 9

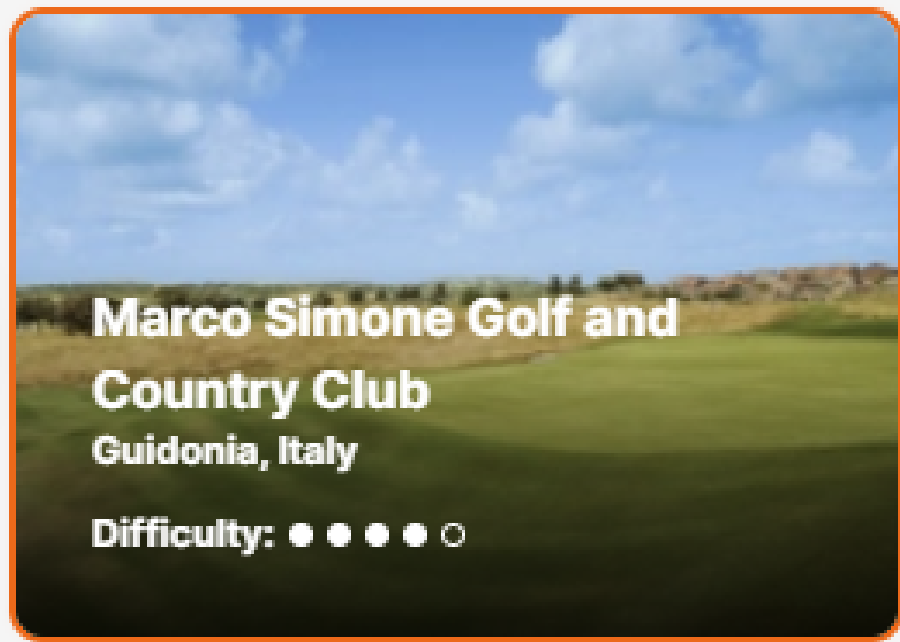
WEEK 4 AND WEEK 8 ARE "MAJOR" WEEKS AND POINTS ARE WORTH DOUBLE!

LEAGUE PRESIDENT
MIKE & PAT KNAPP
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GOLF KINGS - BRICK
56 CHAMBERS BRIDGE ROAD
BRICK, NEW JERSEY 08723

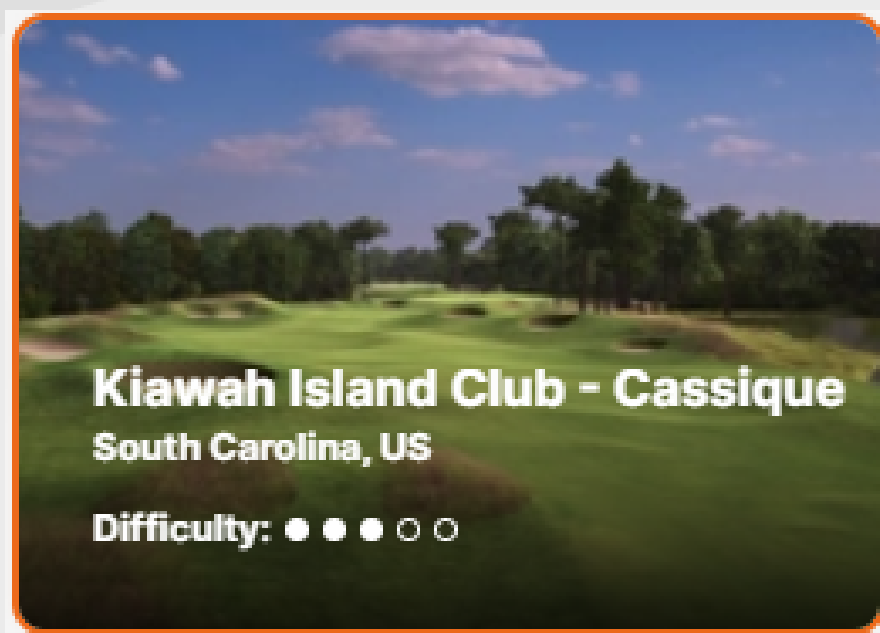
GOLF KINGS - WALL
1825 STATE HIGHWAY 35
WALL, NEW JERSEY 07719

LEAGUE SCHEDULE



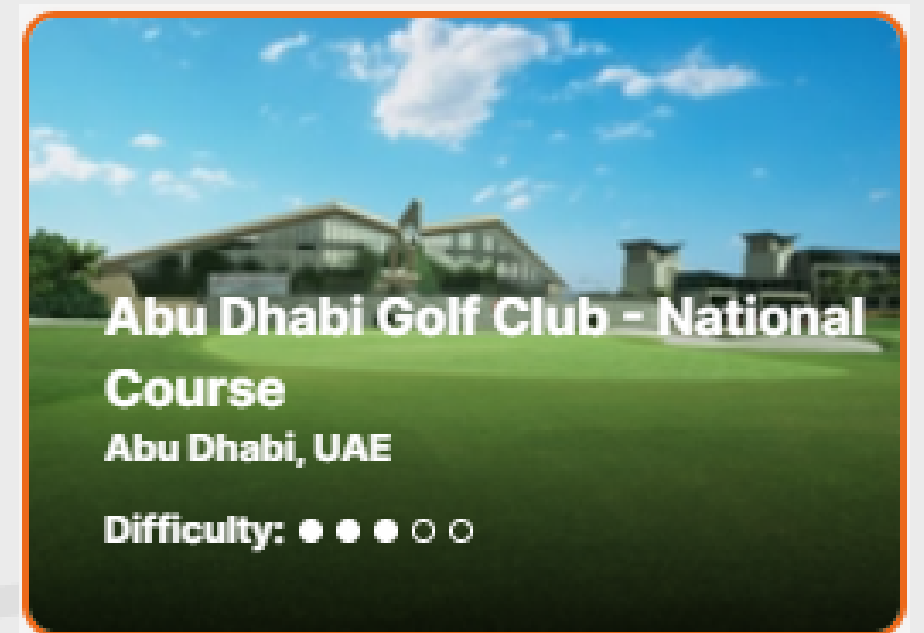
WEEK 1 (10/02)

TEES: WHITE (6,818 YARDS)
PINS: EASY



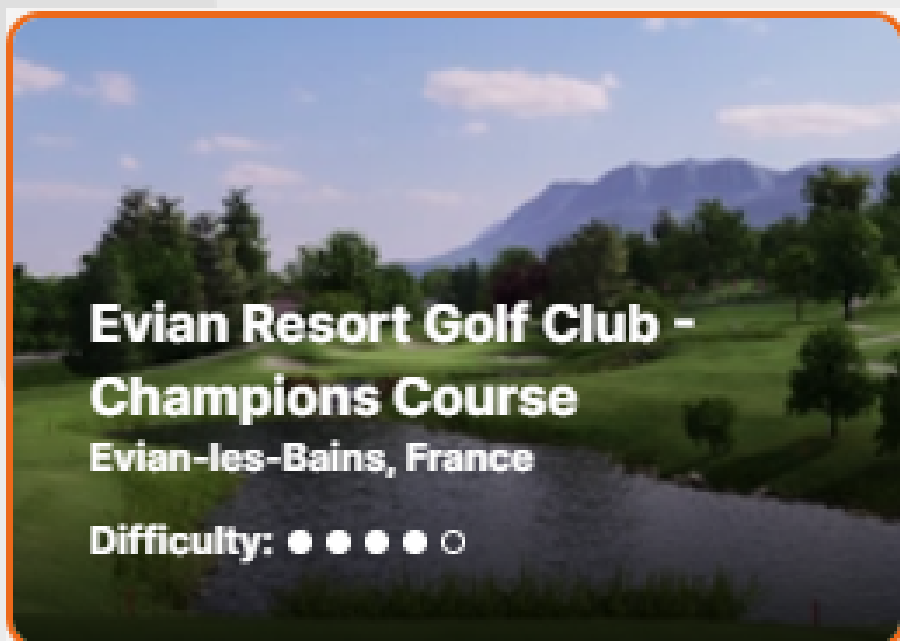
WEEK 2 (10/09)

TEES: WHITE (6,180 YARDS)
PINS: EASY



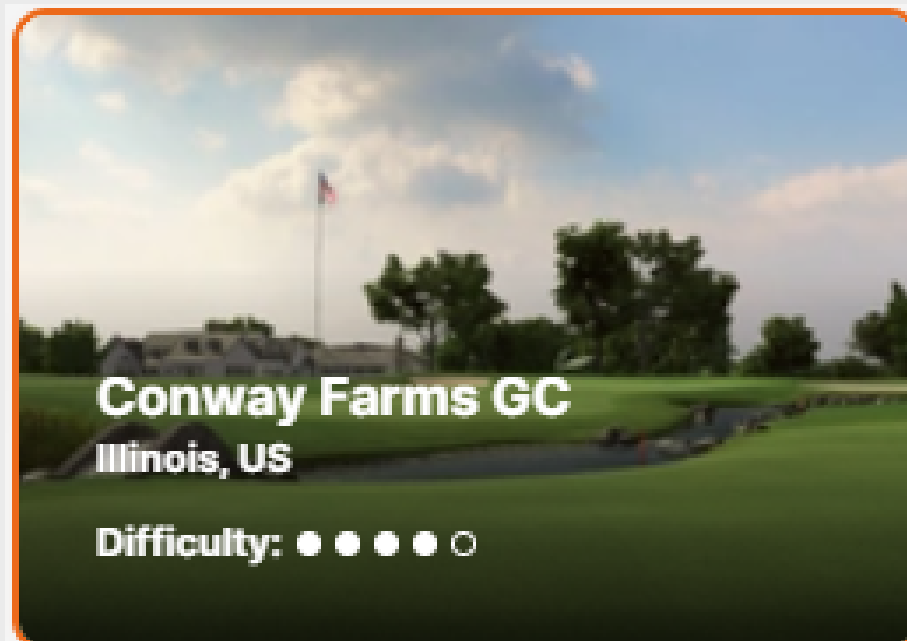
WEEK 3 (10/16)

TEES: WHITE (6,271 YARDS)
PINS: EASY



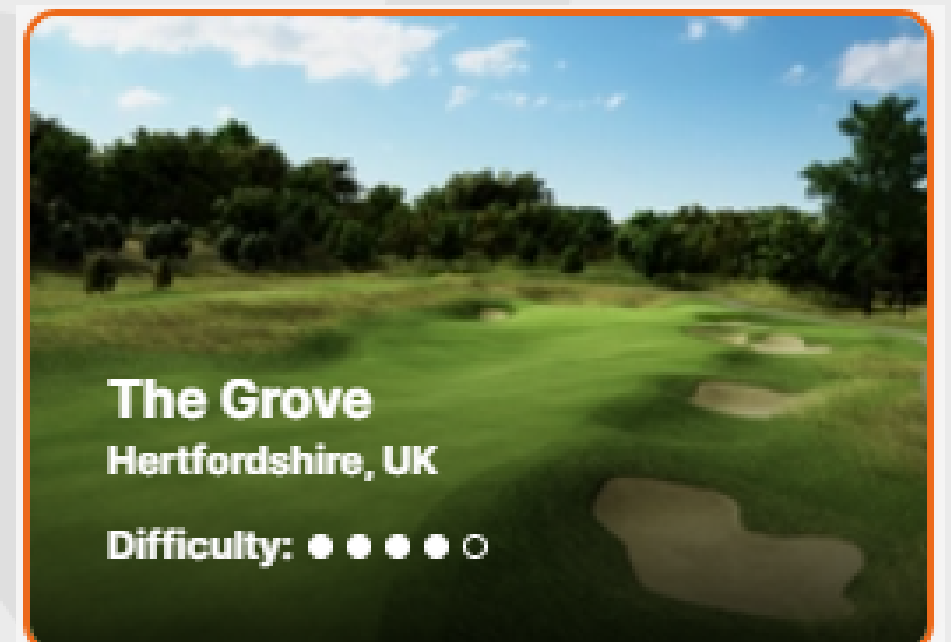
WEEK 4 (10/23) MAJOR

TEES: WHITE (6,511 YARDS)
PINS: MEDIUM



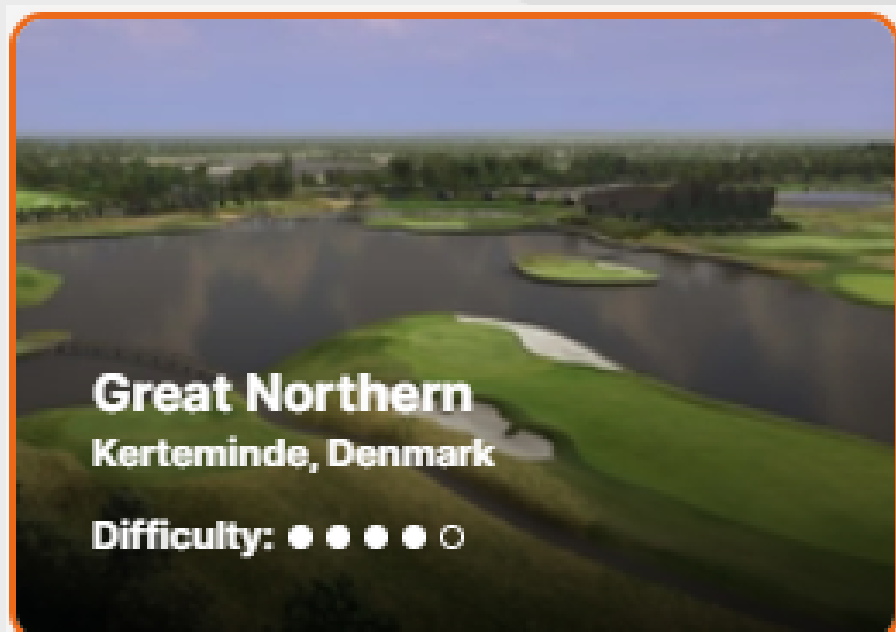
WEEK 5 (10/30)

TEES: WHITE (5,929 YARDS)
PINS: EASY



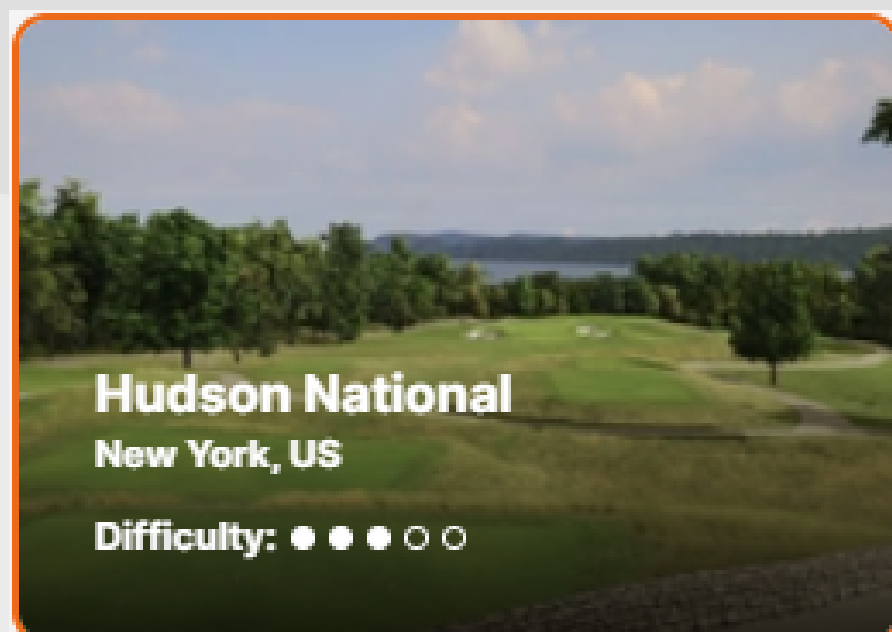
WEEK 6 (11/06)

TEES: GROVE (6,332 YARDS)
PINS: EASY



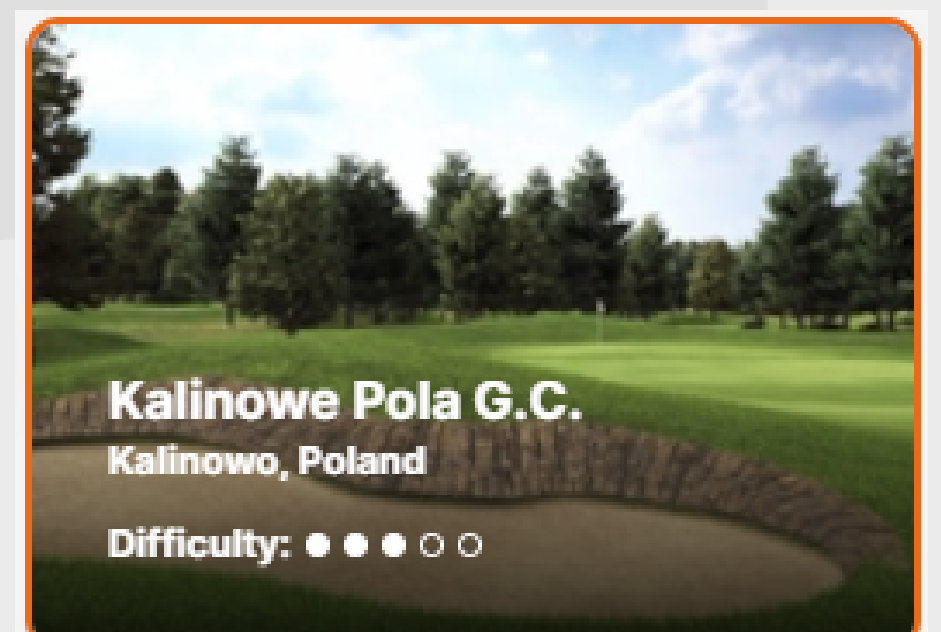
WEEK 7 (11/13)

TEES: 2 (6,444 YARDS)
PINS: EASY



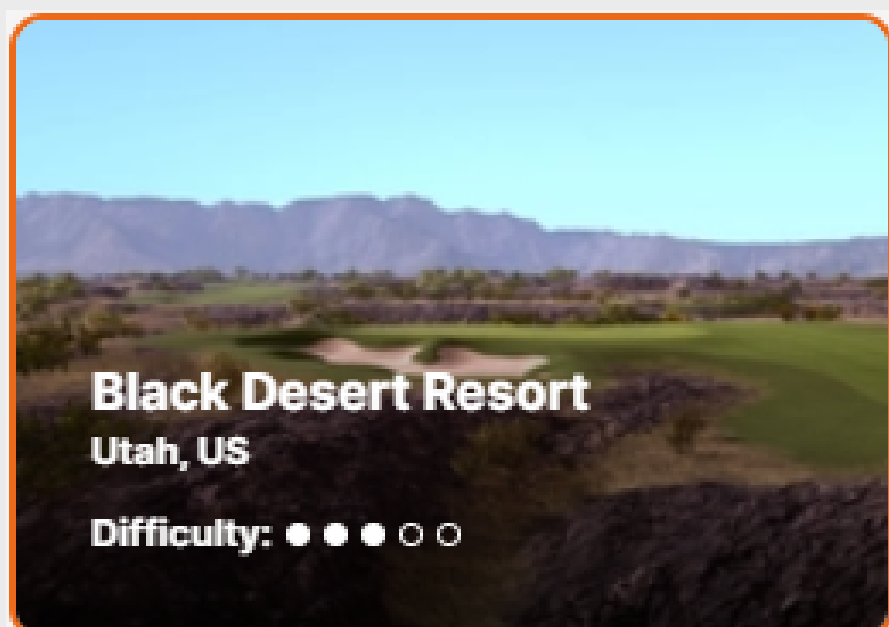
WEEK 8 (11/20) MAJOR

TEES: WHITE (6,450 YARDS)
PINS: MEDIUM



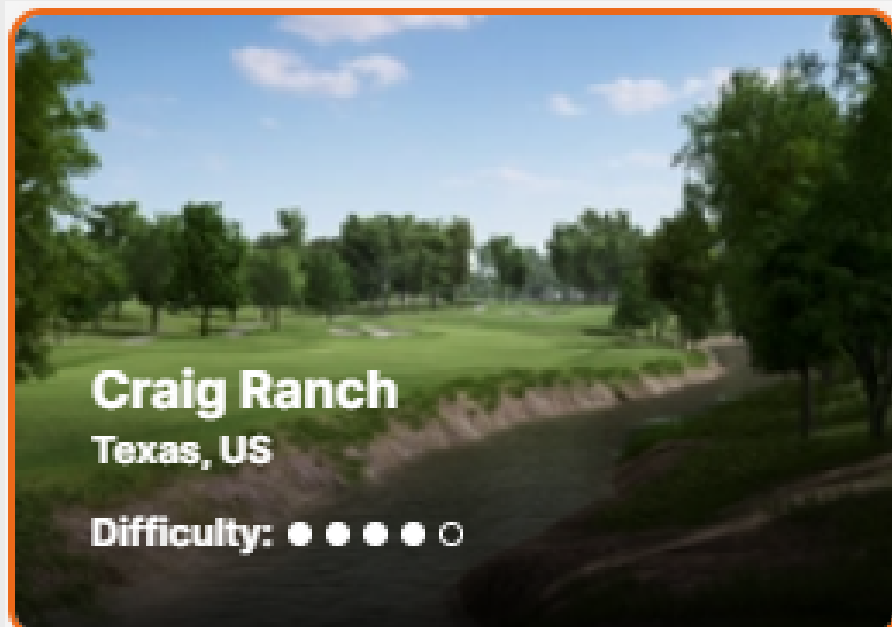
PLAYOFFS: WEEK 9 (11/27)

TEES: WHITE (7,094 YARDS)
PINS: EASY



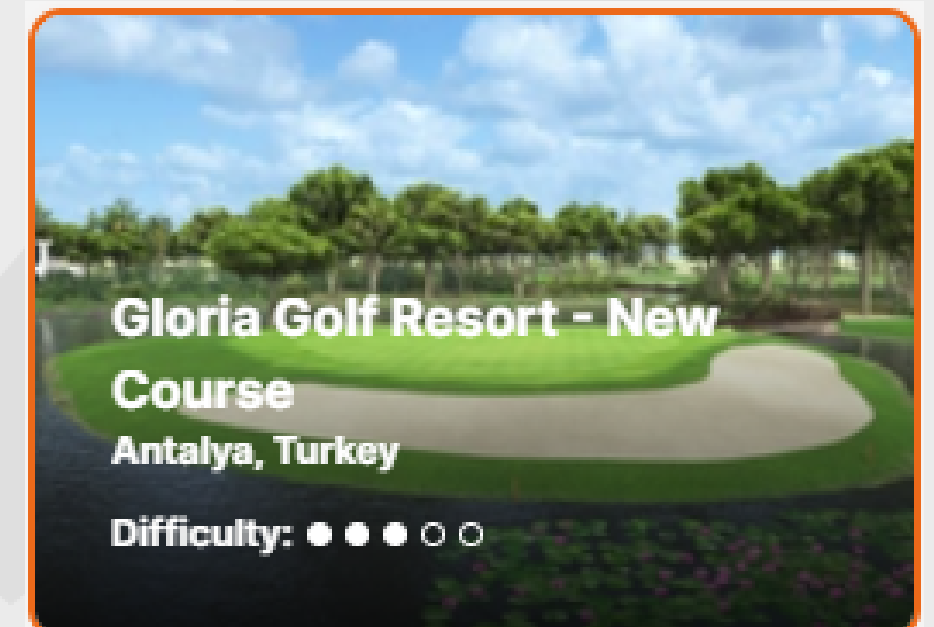
PLAYOFFS WEEK 10 (12/04)

TEES: WHITE (6,356 YARDS)
PINS: EASY



PLAYOFFS WEEK 11 (12/11)

TEES: PLAYERS (6,513 YARDS)
PINS: EASY



PLAYOFFS WEEK 12 (12/18)

TEES: WHITE (7,134 YARDS)
PINS: EASY

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