



**WeBlackWeGolf and Next 18 Present:**

## **The Midwest Indoor Golf League**

Teams will consist of 2 players. Each team will play 8 rounds of league play. League matches consist of 9 holes at one of our simulated courses each week. Teams will be able to choose from the club's pre-determined days and times that works best for them on a weekly basis.

### **League Play**

- 10 January 2022 – 2 May 2022
- To register, \$200 fee per person must be paid by January 5. Following information should be sent to [matt@next18.org](mailto:matt@next18.org): Full names of teammates, email addresses, phone numbers, preferred location to play, and mailing addresses.
- Final payment of \$200 must be made by both team members by 28 February 2022 or group will be removed with no refunds.
- League Cost: \$400 per player. Covers league fee, all simulator time, and
- Prize Pool will be awarded at end of league for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams.
- 9 hole, team net format, with individual established league handicap
- Weekly events to include skins and different individual shots will be offered. All payments will be done via PayPal and paid out after each week. To be eligible for each week events, payments must be received by day before new week. For example: to be eligible for week 1 which starts January 10, all payments must be in by January 9.
- You are able to play at the same location the duration of the program, or travel to various spots on the list.

Tee times are required for all league play. You are responsible for your tee times and setting them up. Please be mindful that other leagues are playing as well during these times. We give 7 full days for each "week" for you to get your round in with your teammate. We are not able to play during weekends (Friday – Sunday) due to increased simulator fees.

## Bi-weekly Event Schedule

Week 1 start Jan 10.	Dates eligible to play: 1/10-13 and 1/17-19
Week 2 start Jan 24.	Dates eligible to play: 1/24-27 and 1/31 – 2/2
Week 3 start Feb 7	Dates eligible to play: 2/7 - 10 and 2/14 - 16
Week 4 start Feb 21	Dates eligible to play: 2/21 - 24 and 2/28 – 3/2
Week 5 start Mar 7	Dates eligible to play: 3/7 - 10 and 3/14 - 16
Week 6 start Mar 21	Dates eligible to play: 3/21 - 24 and 3/28 - 30
Week 7 start Apr 4	Dates eligible to play: 4/4 - 7 and 4/11 - 13
Week 8 start Apr 18	Dates eligible to play: 4/18 - 21 and 4/25 - 27

Finals event May 2nd at Stix in Germantown.

**To be eligible to participate all fees for both teammates must be in by Jan 5, 2022**

**Tee times and playing times will be handled by each team on their own.**

Phone numbers for simulators:

**X Golf Brookfield      262-439-8972**

**X Golf Mequon          262-236-9113**

**Stix Germantown      262-415-7513**

When contacting location, let them know you are playing with "Midwest Indoor Golf League"

**PLEASE ABIDE BY ALL SIMULATOR RULES PER LOCATION**

## **Teams**

- Teams will be made up of two players and 1 alternate. In the event of an alternate playing, alternate will take handicap of player they are replacing.
- Each team will play one 9-hole round. League rounds may be played at any time during each two week period but must be completed by the deadline provided. Failure to complete round will result in triple bogey scores per hole.
- Handicap will be established after your first two rounds. They will continue to be adjusted every 2 rounds throughout the season. Once your team establishes a handicap after 6 rounds it will remain throughout the rest of the rounds.
- Handicaps are based on league round play only

## **Simulator Settings:**

The following settings must be entered prior to playing round. Obviously, integrity is a big thing. If you are caught cheating by another team or by administrators/location managers you and your team will be removed immediately and will not be issued a refund.

Pin Position: Medium

Wind: Off

Gimmes: 10 ft (1<sup>st</sup> two weeks) / 6 ft remaining weeks

Green Speed: Medium

Green Firmness: Medium

Fairways: Firm

Altitude: 1,000 ft

Mulligans: Zero

## **Matches/Time Limits**

- A minimum of (1) 9-hole round will be scheduled each bi-week.
- Players can play as far as 1 round ahead. Example: Gregory needs to go out of town and will not have access to the simulator for 3 weeks. He could play that round before he leaves to stay current. He CAN NOT make the rounds up after those rounds are closed. He must play his round with his teammate if playing ahead.
- Group of 2 (One Team): One Hour to complete 9-hole round.
- Group of 4 (Two Teams): Two Hours to complete 9-hole round.
- Any holes not finished in that time will be given a triple bogey.

## Score Reporting

- You are required to take a picture of your final scorecard for that week and text it to 414-801-7084 with your team names by the 2<sup>nd</sup> Wednesday of each “week”

## Scoring for each week

Example: Player A and Player B are on a team. Player A is a 5 handicap and Player B is a 10 handicap. Player A shoots a 41, his handicap is subtracted from the total score,  $41 - 5 = 36$ .

Player B shoots a 50, his handicap is subtracted from the total score,  $50 - 10 = 40$ .

The score for team A/B is  $36 + 40 = 76$ .

- Scoring: Each week, each team competes against all other teams in the league

Example: If there are 10 teams in the league, the lowest net team total (70) will receive 10 points, the second lowest team net (73) receives 9 points, third lowest (76), 8 points, etc. The example team would get team A/B - - 8 points for the week.

- The gimme range is set to 10 ft. for the first 2 weeks of league and will be set to 6 ft. for the remainder of season.
- All shots must be played from the proper mat. If a shot is played from an incorrect mat, the player is subject to a 2-stroke penalty.
- A maximum Score for any hole is a Triple Bogey!
- USGA rules of golf practiced were applicable.

## Other Important Items

- Please be aware that movement near the tracks while the simulator is prepared to register a shot can cause a false shot. Mulligans are not allowed during play. In the event that you accidentally register a shot you must contact your facility management immediately. If you were on the putting green you will be given an automatic “two putt” from your previous position and your score will be manually corrected in the system.
- In order to uphold the fairness of the league, this will be left to the discretion of league administrators. • To prevent this from happening, please be prompt in retrieving your ball or pick the ball up with your hand when going to retrieve it instead of dragging the ball back across the tracks with a putter.

