



SOCIAL LEAGUE RULES

- Team captain must register their team and pay the registration fee (one off cost).
- League matches are played in teams of two (teams can register three players but only two can compete each week).
- All players must have Trackman Handicap.
- Format is two player scramble stableford over 9 holes with 'Auto-Fixed' putting.
- Matches are played every Tuesday night (starting at 7pm, finishing by 9pm).
- League regular season is six weeks, followed by two weeks of playoff matches.
- Fixture will be determined once the number of team entries are confirmed.
- Teams earn 3 points for a win, 2 points for a draw and 1 point for a loss. No shows/forfeits are awarded zero points.
- GolfSpace staff will troubleshoot any technical issues. Staff can utilise the Trackman Portal to gather the latest score and recommence the match from that point if necessary.
- In the event of a draw in the playoffs, the match will go to sudden death extra holes. This will commence on the first hole, and continue until a team wins a hole outright.
- Prizes will be awarded to the top four teams at the conclusion of the playoffs.