

Simulator League Participant Guide

Everything you need for the 10-week team points race

2-PLAYER TEAMS Partners may complete their rounds together or separately.	9 HOLES WEEKLY One league round per player during each Monday-Sunday week.	10-WEEK SEASON Weekly results build toward one season-long points race.	+2 ON-TIME BONUS Every on-time team receives two points in addition to placement points.
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Before Week 1

1	Join SportsYou	Use the season access code sent by MGC. Turn on notifications because course details, deadlines, standings, and announcements are posted there.
2	Confirm your roster	Verify your teammate, player names, and initial nine-hole handicaps. Tell staff immediately if anything is incorrect.
3	Book your simulator	Reserve league time through U-Schedule. Partners may book together or complete their rounds independently.
4	Review the weekly setup	Use the exact course, nine, tees, and settings posted by staff before beginning the round.

Your Weekly Checklist

• Complete one nine-hole round between Monday and Sunday. • Play the posted course setup exactly as provided. • Keep a steady pace and finish within the reserved time.	• Take a clear photo of the final scorecard. • Send the scorecard in SportsYou before leaving. • Contact staff immediately if the simulator records an incorrect shot.
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The Sunday deadline matters

On-time teams receive their normal placement points plus a two-point bonus. Staff-approved extensions are treated as on time. Late makeup rounds remain eligible for placement points, but they do not receive the bonus or reduce points already locked for on-time teams.

How the Points Race Works

Low team net wins the week. Consistent, on-time play builds the season standings.

League Handicap

Each player's league handicap is based on the starting nine-hole handicap plus completed league score-to-par differentials. The calculated average is multiplied by 80%.

Week	Handicap calculation
Week 1	Starting nine-hole handicap x 80%
Week 2	Average of starting handicap and Week 1 score-to-par differential x 80%
Week 3	Average of starting handicap, Week 1 differential, and Week 2 differential x 80%
Future weeks	Continue the same process using every completed prior-week differential

Quick handicap example
A player starts with a 5.0 nine-hole handicap and shoots 4 over par in Week 1. The Week 2 league handicap is $((5.0 + 4.0) / 2) \times 80\% = 3.6$.

Weekly Team Net

Each player's gross score is reduced by that week's league handicap. The two net scores are added together. The lowest combined team net ranks first.

Player	Gross	League HCP	Net
Player A	41	4.0	37.0
Player B	50	8.0	42.0
Team total			79.0

Placement Points, Bonuses & Ties

Result	Base placement points	On-time bonus	Weekly total
1st of 10 teams	10	+2	12
2nd of 10 teams	9	+2	11
3rd of 10 teams	8	+2	10
Late team	Theoretical placement	0	Base points only

- Points scale to the number of active teams. With 20 teams, first place earns 20 base points, second earns 19, and so on.
- When teams tie, the applicable placement points are averaged and split equally. Each on-time tied team still receives its own two-point bonus.

What Happens When a Round Is Late

The new policy protects teams that finish on time while still allowing makeup rounds.

ON TIME	Completed by the weekly deadline. The team is ranked in the locked field and earns placement points plus the two-point bonus.
LATE MAKEUP	The team is compared against the locked on-time field and earns the placement points its score would have produced. No on-time bonus is awarded.
NOT PLAYED	No weekly points are awarded until a makeup score is submitted. When completed, the round is entered as Late.

Locked means locked

A late score never lowers another team's placement points for that missed week. The late team can earn the points associated with its theoretical finish, but that week's completed on-time standings are not reordered.

How a Late Score Affects Handicaps

The completed makeup score is included in that player's league history and affects the handicap used in later numbered weeks. It does not change another team's locked placement points from the missed week.

- Example: a Week 2 makeup score will be included when calculating the player's handicap for later league weeks.
- Because the missed week's on-time field is locked, entering the makeup score will not take points from other teams for that week.

Late-Round Example

Deadline result	Base points	Bonus	Final weekly points
Team Blue finishes 1st on time	10	+2	12
Team Gold finishes 2nd on time	9	+2	11
Team Red submits late and would have ranked 1st	10	0	10

Team Blue keeps 12 points and Team Gold keeps 11. Team Red earns 10 theoretical placement points but does not receive the two-point on-time bonus.

Facility and Simulator Guidelines

A smooth weekly routine keeps the league fair, accurate, and enjoyable for everyone.

Reservations & Pace of Play

• Reserve league simulator time through U-Schedule using the current league booking option. • One or two players receive one hour. Three or four players receive two hours. • Partners may play separately. Each player's completed score will be combined for the team result. • Arrive ready to play, hit when it is your turn, and maintain a steady pace. • Additional simulator time must be approved by staff and may be charged at the current \$25 per hour, per person guest rate.	 BOOK IN USCHEDULE
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Simulator Play Rules

• Only one golf ball may be in the hitting area. • Mulligans are not allowed during league play. • If the system records an incorrect shot, stop and ask staff how to proceed.	• Auto-Putt is used: inside 6 feet is one putt; outside 6 feet is two putts. • USGA Rules of Golf apply where practical for simulator play. • MGC staff will decide the fairest solution for equipment or software errors.
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Score Reporting & League Communication

1	Photograph the final scorecard	Make sure the player name, final score, and all nine holes are clear.
2	Send it in SportsYou	Post or message the scorecard using the method provided by staff. If partners play separately, submit each player's score when completed.
3	Use email only as a backup	If SportsYou is unavailable, email the scorecard to support@mikesgolfcenter.com and identify the team and league week.

QUESTIONS OR ISSUES?	PRIZES & FINAL DECISIONS
Email support@mikesgolfcenter.com or call (630) 797-5058. For an active simulator issue, contact staff before continuing play.	The prize pool depends on league size and final collected fees. League rules may be updated when needed, and MGC staff has final authority on rulings and equitable solutions.