

X-Golf Ladies Leagues 2025

- 12 teams maximum.
- League is 8 weeks long.
- Leagues start the Wednesday, March 12th and runs through Wednesday, April 30th.
- Teams may play a week ahead or behind their week of Spring Break if desired.
- A team registration sheet must be completed with all player information.
- The team spot is not confirmed until the full team registration fee is paid.



Online Store



Team Registration

2 Player - 9 Hole Scramble

- Gross scoring
- Weekly skills contests & prizes
- 6-week regular season and 2 weeks for playoff
- Warm-ups begin at 6pm
- Play starts at 6:30 PM
- \$400 / Team or \$200 / Player
- Substitutes are allowed

League Mobile App:

Golf League Guru! Be sure to download the [X-League](#) app from the app store and be prepared for an awesome league experience this season!

Registration:

All league fees must be paid to secure your spot in the league. Use the QR Codes above or contact X-Golf to provide the names, email, phone numbers, league of choice and payment

if necessary for all league players. Email will be the official method of communication for league results and updates.

Handicap Establishment:

If a player has previously played in an X-Golf League, their handicap and historical scoring information will be used in the upcoming season. If a player is new to X-Golf Leagues, he or she will need to record scores from a minimum of two, 9-hole rounds to establish their X-Golf Handicap prior to week one of the league. The two, 9-hole rounds at a minimum, will be played on the front and back-9 of Kapalua. If no handicap has been established prior to the first league match, the player's handicap will be zero to start the league. The procedure we use for calculating handicaps very closely follows the USGA's Handicap Formula.

Handicap Formula:

of rounds recorded * .5, rounded up to the nearest whole number = # of lowest rounds used to calculate average. If the average is positive, * .96. If negative, * 1.04. This number will then be rounded to the nearest whole number to determine a player's handicap for a match

Example: Player A has recorded a total of eight 9-hole rounds at X-Golf. His or her lowest four scores will be used to create an average (X). If X is positive, multiply by .96 to get handicap index. Round index to the nearest whole number (ie 7.3 becomes 7 or 7.5 becomes 8) to get player's match handicap.

Warmup on the driving range is available from 6:00 – 6:30pm, with an official start time at 6:30pm sharp. A member of the staff will get your match started once warmups have ended. If all players are present and ready, teams have the option to waive the full 30-minutes of warm up to start their match early. If any player arrives late (after the allotted 30-minutes of warm up time) but before completion of Hole #3, they will incur a one-time 2-stroke penalty and be allowed to finish the holes they missed at the conclusion of the match. If the player arrives after completion of Hole #3, they will automatically concede their individual match.

Substitutions and Pre-Play / Post-Play

If a player is unable to make their designated league night, they may pre-play their round up to one week in advance or after their scheduled league night. They must inform the staff or league director that they are pre-playing their league round, follow all league play rules, and are responsible for having staff record their final 9-hole score.

As an alternative option, the team can have a substitute player take their place. All substitutes will play as a zero handicap unless they have a previously established X-Golf Handicap.

Points will be accumulated throughout the season and used to determine which teams will make the playoffs. The top 4 teams at the conclusion of the regular season will move to the Championship Playoffs. In the case of a tie for 4th place, we will use the following tiebreakers in this order:

1. Head to head points.
2. Points earned against top seed team
3. Points earned against 2nd seed team
4. Points earned against 3rd seed team

The remaining 8 teams will compete in the consolation playoffs for bragging rights and other prizes

Seeding/Bracket

Regular season points will determine playoff seeding. Any ties will refer to the tiebreaker process listed above. Playoff Week 1 (Semi-Championship) schedule: #1 seed vs. #4 seed and #2 seed vs #3 seed. Playoff Week 2 (Championship) schedule: Winners will face off for the League Championship while the losers from week 1 will play a consolation match for 3rd place.

Substitutions will not be allowed during the playoffs. If a player is not able to make their scheduled league night and not able to pre-play for their round, the match will be conceded, and the other team will earn 1 point.

Any matches that end in a tie will head to a 1 on 1, sudden death tiebreaker. Each team's A player will play extra holes until a winner is determined (Strokes will be given based on handicap).

Rules and Setting for League Rounds:

Mulligans may not be used at any time by a player during league play (using a mulligan intentionally may subject you to forfeit the match).

Gimmie setting for putting will be set at 7 ft. Gimmies will be automatically given by the simulator when appropriate. Gimmie determination by the simulator is final.

Teeing Ground: Ladies will play from the RED Tees.

Default Fringe Setting is set to PUTTER. This means when the ball is on the fringe, you will putt unless you change to a full-swing club on the simulator (i.e. PW). If you do not know how to change the club, please ask an X-Golf Staff Member. In the case that a chip was intended and the simulator is selected as "Putter", the shot will be counted if the simulator registers a stroke.

Out of Bounds: Calculated by the simulator automatically. Settings will include OB Tee "Off" and Playable Holes "Almost All".

Max strokes on any hole is double par. The simulator will automatically pick-up your ball after double par is reached on any hole. You will be able to play again at the teeing grounds of the next hole.

Speed & Spin Simulator Adjustments: Tee Box and Fairway (100%), Rough (90%), Fairway Bunker (80%), Greenside Bunker (50%). The simulator will show your lie and Speed & Spin setting at the bottom of the screen prior to each shot.

Putting Preview (white "C" button) may not be used at any time. Using putting preview will result in a two-stroke penalty for each occurrence.

The Auto Ball Tee machine may only be used for tee shots. All other full swing strokes must be played from the hitting mat. Putting is played from the putting dimple.

If the simulator does not register a shot or a stroke for ANY REASON, the shot does not count and may be repeated without penalty.

If there is a system crash or power outage, notify an X-Golf Staff Member who will attempt to reload the round as it was left. If the round cannot be reloaded, the team will tee-off on the hole after the last completed hole.

X-Golf Staff Members may use the Mulligan option under the following circumstances: - Player plays the wrong ball: An X-Golf staff member will use the mulligan button to return the player's ball to the correct position. The Player hitting the incorrect ball must record a two-stroke penalty on their scorecard. - Ball on the simulator moves inadvertently or moves without being intentionally struck: An X-Golf staff member will use the mulligan button to return the ball to the correct position without penalty.

X-Golf League Director reserves the right to review, interpret, and make a final decision on any and all conflicts and rule applications.

