



## Thunder League Overview – Winter 2025

**[CLICK HERE TO REGISTER](#)** by Friday, January 3<sup>rd</sup>

**Number of Players:** 24-30+ players expected

**Days & Times:** Thursdays at 7pm

**Start Date:** Thursday, January 9<sup>th</sup> – March, 13<sup>th</sup> 2025

**Team Size:** 3 golfers per team, 6 per simulator bay

**Format:** Scramble with weekly handicap adjustments to create team net score

**Season Schedule:** 10-Weeks with 2 majors and a Championship Round in week 10

**Prizes For:** Points Leader (Grand Prize TBD) & Low Gross Avg

| Week    | Date        | Event/Scoring |
|---------|-------------|---------------|
| Week 1  | January 9   | Opening Day   |
| Week 2  | January 16  |               |
| Week 3  | January 23  |               |
| Week 4  | January 30  | Major         |
| Week 5  | February 6  |               |
| Week 6  | February 13 |               |
| Week 7  | February 20 | Major         |
| Week 8  | February 27 |               |
| Week 9  | March 6     |               |
| Week 10 | March 13    | Championship  |

### Pairings, Substitutions, and Make-Ups:

- Designated bays for league will be first come first serve each night
- Subs are welcome, but no more than 3 to a team. If at least 2 team members can make it, you can still post a score though it will be more difficult
- If nobody from your team can make it, you can complete the round during normal business hours by booking a bay or coming in on your membership.

### Scoring System:

- Each week teams will scramble 9 holes to post a score for points based on their ranking
- Points will be awarded for each week's net average rankings based on the number of teams in the field and a progressive weekly multiplier.
- For example, if there are 10 teams in the field 1<sup>st</sup> place would get 10 points, 2<sup>nd</sup> place 9, and so on through 10<sup>th</sup> place.



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- Each week will be progressively weighted with the multiplier increasing by 1x weekly. With no points week 1, week 2 would be 1x, week 3 2x to 9x in week 10. Major weeks will also have an additional 2x in the multiplier.

### Scorecards:

- Venue staff will hand out scorecards to all players as they begin their round.
- Players will fill in their team numbers, and 9-hole gross scores. That's it!
- Score must be turned into the front desk that night to be entered into the leaderboard.

**Leaderboards:** Are available in on the website and will go live on the website after round 1. Update emails will be sent out weekly to all league participants.

## Terms and Conditions

### Entry Fee:

- \$375 per player – includes 3 hours of weekly playtime for 10 weeks, a great environment for competition and camaraderie, access to league specials, and prizes for top performers!

### Pace of Play:

- Players are required to adhere to the 3-hour round limit. Failure to maintain pace may result in penalty strokes or disqualification from that week's event.

### Equipment:

- All players must use standard golf equipment compliant with USGA regulations.
- Players found to be using illegal equipment may face disqualification.

### Scoring and Integrity:

- Scores must be submitted **on the same night** the round was completed. Each player's score must be verified by at least one other player in their group.
- Any disputes regarding scoring or conduct will be reviewed by Golf VX League Operations, whose decision will be final.

### Prizes and Tiebreakers:

- Prizes will be awarded to the **Top Team for Points** as well as **Low Gross Average** in the standings at the end of the 10 weeks.
- If there is a tie in the final points, the winner will be determined by comparing team net scores week by week starting with week 9 and working backwards

**Player Conduct:** Players are expected to conduct themselves professionally. Any unsportsmanlike behavior, such as cheating, excessive drinking, or disruption, could result in disqualification and removal from the league.