



BSG LEAGUE – RULES OF PLAY

COMPETITION FORMAT

The BSG League is a team-based competition which is run over 4 seasons across each calendar year (summer, autumn, winter and spring). Each season consists of 6-8 weekly rounds of Ambrose golf followed by a final's series. Each round is played in teams of 2-4 players and all team members must play together at the same time in the same simulator.

The team with the highest Stableford score of the week will be awarded a “weekly winner” prize. To be eligible for this prize the team must have completed their round by close-of-business on the Sunday of that weekly round. In the event of a tie a standard countback will be conducted.

The teams with the highest total league points at the end of the regular season will qualify for the final's series. The finals series will consist of a top 4 or top 8 depending on how many teams are participating in the league.

BSG LEAGUE POINTS

After each weekly round concludes the team Stableford scores are ranked from 1st to last. 1st place receives 10 points, 2nd receives 9 points, 3rd receives 8 points etc.

In the event of a tied result between placings in the weekly scores, League Points are averaged between placings. For example, if two teams have the top score for the week, they will receive 9.5 points each

- 1st = 10 points, 2nd = 9 points.
- 10 + 9 = 19
- 19 / 2 = 9.5 League Points.

INDIVIDUAL HANDICAPS

Each player requires an individual handicap. This is based on

- a) An official Golf Australia handicap
- b) An assessment of the players abilities at the discretion of the BSG League Coordinator.

All handicapping decisions are at the sole discretion of the BSG League Coordinator, including the individual handicap of any league player regardless of their official GA handicap may state.

TEAM HANDICAPS

The BSG League team handicap is based upon half of the team's average individual handicap.

- 4 person team = the sum of all individual handicaps, divided by 8.
- 3 person team = the sum of all individual handicaps divided by 6.
- 2 person team = the sum of all individual handicaps divided by 4.

Decimals will be rounded to the nearest whole number.

ONGOING HANDICAPPING CHANGES THROUGHOUT THE SEASON

Ongoing handicapping changes impact the team handicap and not the individual members of the team, unless the BSG League Coordinator determines otherwise.

Team handicaps are adjusted based upon where a team's score ranks in relation to others after each weekly round has been completed. The rule of thumb is teams scoring in the top 20% of scores in any given round will be subject to a reduction of their team handicap. Teams in the bottom 20% of scores will be subject to an increase of their team handicap.

LOCAL RULES

Each venue may implement additional rules of play including when teams are permitted to complete their rounds, rules surrounding rescheduling missed rounds or playing rounds in advance, and who is eligible for receiving prizes. Please contact the BSG League Coordinator at your local Big Swing Golf venue for further clarification on local rules.