BSG & HER LEAGUE – RULES OF PLAY

COMPETITION FORMAT

All team members must play their ambrose round in teams of 2-4 players together at the same time in the same simulator. The team with the lowest nett stroke score of the week will be awarded a "weekly winner" prize. To be eligible the team must have completed their round by close-of-business on the Sunday of that weekly round. In the event of a tie for 1st place a standard countback will be conducted. Each player is permitted up to three mulligans per round, for simulator misreads or general strategic use; no further relief is given once mulligans are exhausted. Teams must submit a clear photo of their scorecard after each round; scorecards are required for any countback, and a team without a valid scorecard will lose a tied result to a team that has one.

LEAGUE POINTS

After each weekly round concludes, teams are ranked by nett stroke score (lowest to highest) 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.

INDIVIDUAL HANDICAPS

Each player requires an individual handicap. This is based upon:

a) An official Golf Australia handicap rounded to the nearest whole number.
b) An assessment of the players' abilities at the discretion of the League Coordinator.

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

TEAM HANDICAPS

The team handicap is determined by taking half of the team's average individual handicap and rounding it to the nearest whole number. New teams will receive a slope-adjusted reduction of 2 shots (2-player teams), 3 shots (3-player teams), or 4 shots (4-player teams), to ensure fair competition. Teams returning from the previous season will begin with the same handicap they ended on.

ONGOING HANDICAPPING CHANGES

Team handicaps are adjusted after each weekly round using a sliding scale. These changes apply to the team as a whole, not to individual players, unless otherwise determined by the League Coordinator. Over the course of a season, a team's handicap cannot increase by more than four strokes from its starting point. If a player is absent, the team handicap increases by 1 shot per player missing that round. Any team suspected of deliberately manipulating their handicap by playing poorly may face additional handicap penalties in later rounds, including finals.

LOCAL RULES

Local Rules apply to BSG League only and do not apply to HER League. Each BSG League 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 clarification on local rules.

FEES

HER League: a $20 fee applies to each player in the league team for each weekly round played. No registration fee applies.
BSG League: a $30 per player registration fee is payable prior to the season commencing, plus a $30 fee for each player in the league team for each weekly round played.

FINALS

The finals system involves the top 8 players or teams competing across four rounds, with the top 4 seeds potentially receiving a "double chance." Some venues may opt for a simplified top-4 knockout format based on local scheduling or participation, where no double chance applies. Finalists submit their 18-hole round scores, and the team recording the lowest nett score in each matchup progresses to the next round.

In the event of a tie during finals, the team that finished higher on the ladder at the end of the regular season advances. If there's a tie for the final qualifying spot at the end of the regular season, the team with the lower nett score in the last weekly round progresses. If still tied, a standard countback is applied to the final rounds

GENERAL TERMS & CONDITIONS

CANCELLATION POLICY

Teams participating in a league season may request a recurring booking, allowing them to play at the same scheduled time each week.

Should a team need to cancel such a booking, they must provide the venue with at least three hours' notice; failure to do so will result in a penalty of $20 per registered player, which will be charged during the team's next scheduled match or carried over to the following season.

DAMAGES TO SELF OR PROPERTY

By signing this agreement, you acknowledge that you are accepting these Terms & Conditions on behalf of yourself and all participants in your booking. Only one (1) person is permitted within each simulator while in use.

All children under 14 must be always supervised by a responsible adult. The adult is responsible for ensuring only one (1) person is within the simulator while in use.

Any children's games including but not limited to 'zombie dodgeball' may have multiple players within the simulator but MUST be supervised by an accompanying adult and the use of hard sports equipment is prohibited.

Physical activity is involved in your experience; ensure you are prepared and aware of your surroundings. Big Swing Golf takes no responsibility for any personal injury attained before, during, or after your experience.

Big Swing Golf provides simulator hire and sports equipment hire as part of your booking. You and/ or your party will be financially liable should any equipment be damaged by you as part of your booking. This will be at the sole discretion of the franchisee.

If you are using your own equipment, take note of your surroundings as any equipment damaged will be at the responsibility of the equipment owner. Big Swing Golf takes no responsibility should your equipment be damaged during your booking

By signing below, you have read & agree to Big Swing Golf's Terms and Conditions.