VITENSE HE-MAN LEAGUE – 2026-2027 Season

Official League Rules & Information

League Format

The He-Man League consists of two-player teams:

- **A Player**
- **B Player**

Each weekly match includes two individual best-ball matches:

- A Player vs. A Player
- B Player vs. B Player

Each individual match is worth **12 points**, for a total of **24 team points** available each week.

Point Structure

For each individual match:

- Each hole won = **1 point**
- Match winner = **2 bonus points**
- Low net score = **1 point**
- Tied holes = points split evenly
- Tied matches = bonus points split evenly

Divisions

Teams will be placed into divisions before the season begins.

- Teams will primarily compete against others in their division.
- You may play each divisional opponent once or twice during the regular season.
- Cross-divisional matches may be scheduled throughout the season.

- Divisions are assigned randomly unless a request is made to be grouped with another team.

Playoffs

Every team qualifies for the playoffs.

Following the regular season, teams will be seeded into playoff brackets based on their divisional finish.

Division Finish	Playoff Bracket
1st Place	Champions Bracket
2nd Place	So Close Bracket
3rd Place	What If Bracket
4th Place	Excuses Bracket
5th Place	Whiners Bracket
6th Place	Toilet Bowl Bracket

Playoff Format

Playoffs use a different format than the regular season.

- Team Net Best Ball Match Play
- Both players complete each hole
- The team's lowest net score counts as the team score

Tiebreaker

Playoff matches cannot end in a tie.

If teams are tied after 9 holes:

- Sudden-death playoff holes will be played
- Handicaps remain in effect
- Play continues until a winner is determined

Prizes

Each bracket has its own prize pool.

Payouts will be awarded for:

- 1st Place
- 2nd Place
- 3rd Place

Additional course prizes will be awarded to winners of designated placement matches.

IMAGolfer

All league members must use IMAGolfer.

The platform provides:

- Weekly tee times
- Course assignments
- League standings
- Personal statistics
- Substitute requests and availability

Important

- Returning players should use their existing login credentials.
- New members will receive an invitation via email.
- Please ensure you are checked in and ready to play before your scheduled tee time.

Handicaps

Returning Players

League handicaps will carry over from previous seasons.

New Players

Initial handicaps will be established using:

- WSGA/USGA Handicap Index, or
- Estimated average scoring information

Handicap Calculation

Handicaps are calculated using:

- Best 5 scores from your last 10 league rounds
- 70% of the resulting average

Triple Bogey Rule

- The handicap system will set a maximum score as a **Triple Bogey**, but actual score maximum is +5 above par.
- Actual scores will still be used when determining hole winners and match points

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Substitute Players

If you cannot attend a scheduled match, it is your responsibility to secure a substitute.

Substitutes can be found through the IMAGolfer system.

Handicap Requirements

Substitutes must have:

- An established league handicap, or
- A valid WSGA/USGA handicap

Substitutes play using their own established handicap.

No-Show Policy

If a player does not attend and no substitute is secured:

- The absent player will compete as a "No Show."
- The No Show score will be calculated as **nine strokes above the player's handicap**.

Example:

- 4 Handicap Player
- No-Show Score = +13 Over

Additional Rules:

- No-show players ***can*** earn points on this calculated score for match and low net.
- No-show players ***cannot*** win the 2 match points.

Weather Policy

League play will proceed as scheduled unless otherwise announced.

If weather conditions require cancellation:

- A decision will be made by **3:30 PM**
- Notification will be sent via email

Please do not contact league staff prior to 3:30 PM regarding weather decisions.

Season Skins Game

Optional skins game entry:

$75 per player for the season

Players must choose one division:

- Gross Skins, or
- Net Skins

Players may not participate in both.

Weekly Schedule & Warm-Up

Warm-Up Schedule

Bays are available from:

5:30 PM – 6:00 PM

Players may use:

- Warm-Up Mode
- Toptracer Games
- Other Virtual Courses

Please do not use the designated league course during warm-up.

League Start Time

League play begins promptly at:

6:00 PM every Wednesday

Expected round duration:

Approximately 2.5 hours

Scoring & Scorecards

At the conclusion of the round:

1. Verify all scores are accurate.
2. Record hole-by-hole scores for every player.
3. Ensure scorecards are completed neatly and legibly.
4. Submit scorecards to the **Front Counter**.

League staff will enter scores into IMAGolfer.

The scoring software will automatically calculate:

- Match results
- League points
- Standings updates
- Handicap adjustments

Miscellaneous Rules

Tee Selection

All league play will be conducted from:

One tee box forward from the back tees.

Putting Format

The league uses a modified putting system designed to improve pace of play.

Players will chip toward designated target rings, which determine:

- 1 Putt
- 2 Putt
- 3 Putt

The process will be demonstrated before the first league round.

League Philosophy

The goal of the He-Man League is to provide a competitive, fair, and enjoyable experience for golfers of all skill levels. Please be ready for your shot, respect your fellow competitors, and help maintain a positive environment for everyone.

Please refrain from smoking in the suites. Designated smoking areas are set up on the edges of the suites. Portable speakers are not allowed.

Good luck and have a great season! ⛳