



2025 Indoor Fall League

Format (Based on 24 Teams)

- 4 divisions consisting of 6 teams
- 7 weeks of regular season – October 13th – November 30th
- The playoffs will run from December 1st-December 21st
- Each team will play each other within their division once.
- After 7 weeks of regular season the top 2 teams from each division advance to the knockout stages.
- Tie breakers will be decided on head-to-head results.

Scoring

- All scoring is based on NET scores
- 18 Points per match up for grabs
 - Hole-by-Hole Best Ball scoring, 2 points for winning a hole, 1 point for a tie
 - Points accumulate each week to establish standings
- Handicaps will be established using the USGA formula and updated every week. The first 2 weeks will be used to establish handicap. We will throw out the worst score each week when updating handicaps.

Course Rules

- 12' gimmies on all putts
- Different course will be played each week
- No mulligans
- Any shot that does not register or experiences a glitch will be replayed with no penalty at the discretion of our staff.

Scheduling

- Each team has 1 week to complete their 9 holes.
If you know you will not be able to play upcoming weeks, you can play more than 1 round at once
- 1.5 hours allocated for your 9 holes (includes 10-minute warm up)
- Each team is responsible for reserving their weekly time, you may book several weeks in advance to secure your reservation.
- You are only required to play with your partner and can play individually if needed.
- The Academy hours are 11AM-8PM Monday-Sunday
- Bookings can be made online at www.stonehenge.golf/golf365 or by calling 574-376-4555
- Select the 2025 FALL LEAGUE 1.5 Hour option when booking online

Tees

- Regular tees: 6,300 – 6,800 yards
- Senior 60+ tees: 5,800-6,000 yards
- Junior/Ladies tees: 4,500-5,200 yards

Entry Fee

- **\$120** per team league fee must be paid prior to playing the first week. This can be paid with credit card, cash, or house account. 100% of the league fee will go into the prize fund.
- **\$30 CASH ENTRY** per player each week includes simulator fee and prize fund. \$10 per person into the weekly game.

Overall Prize Fund: (Based on 24 teams)

-Paid out in Stonehenge gift cards

-Overall Purse - \$2,800

1st- \$1,100

2nd- \$800

3rd- \$600

4th- \$300

Weekly Games included in entry:

- Weekly prizes paid out in cash (Per team payout)

- Low Net BB Team Score Per Division (Ties broken using USGA Countback Formula)

- Weekly purse = \$480 (\$120 Per Division)

1st Place - \$70

2nd Place - \$50

\$200 HOLE-IN-ONE CASH BONUS for the first player to make a hole-in-one!

Course Schedule and Deadlines

Week 1 – Hillcrest C.C. (Front 9) – **October 13th-19th**

Week 2 – Cabot Cliffs (Back 9) **October 20th-26th**

Week 3 – Craig Ranch (Front 9) **October 27th-November 2nd**

Week 4 – The Club at Olde Stone (Back 9) **November 3rd-9th**

Week 5 – Black Desert Resort (Front 9) **November 10th-16th**

Week 6 – Interlachen C.C. (Back 9) **November 17th-23rd**

Week 7 – Firekeeper G.C. (Front 9) **November 24th-30th**

Round of 8 – Richland C.C. (Back 9) **December 1st-7th**

Round of 4 – Oakwood C.C. (Front 9) **December 8th-14th**

Final – Bandon Dunes (Back 9) **December 15th-21st**

Useful tips for playing Trackman Simulator Golf

Prior to your first round a member of our staff will give you a tutorial of the basics covered below.

Use the Grid!

Just like outside, slopes will greatly affect the start line of the ball. To activate the grid and see what lie you have click the 3 lines on the bottom left of the screen. A grid will appear and show the slope. The darkest red part of the grid is the highest point.

If the slope is higher on one side the ball will start in the opposite direction, for example, if the ball is above your feet the ball will start to the left and the ball below your feet will start the ball to the right.

To accommodate this, you will have to change your intended target by clicking on the map on the bottom right of the screen to play for the slope.

Chipping!

The Trackman responds better to a higher chip versus a low chip and run. So always opt for carrying the chip most of the distance.

The grid will automatically come on when near the green showing you the slope of the green. This will tell you where to aim to play for the break.

If you decide to putt instead of chip when off the green change the club selection from a wedge to the putter.

Putting!

The Trackman will always aim the break for you. Your task is to always hit a straight putt at the blue tape on the floor and judge the distance using the numbers on the bottom left of the screen. For every inch uphill or downhill is worth about 1 foot of distance.

Every week, no matter the course, the greens will run the same speed on the Stimpmeter (10 feet) matching the same speed as the turf inside the simulator room.

Use the Yardage Book!

The bottom right of the screen has a map of the hole you are playing. This can be useful as it shows you how far to certain positions on the hole and will also reveal the wind direction and strength as well as out of bounds and penalty areas. The wind during our league will never exceed 5mph, but even 2mph will affect the flight and distance of the ball, so make sure you club accordingly and move the aim to allow for wind.

Elevation and Course Conditions

Each week we will be playing in a different part of the world. The elevation of the course you are playing will affect the distance of the ball. The ball will fly further in higher altitudes. The yardages that you are used to is based on Warsaw, Indiana which is roughly 800 feet above sea level. For every 1,000 feet of increase in elevation the ball will travel 2-3% further. The elevation of each course is presented on the screen as the course loads.