



EVENT FORMATS AND ASSOCIATED RULES

A. Individual Tournament

Summary: Individual players compete against each other for the lowest score on a golf course. There will be separate divisions for men, women and masters (55+).

1. Preliminary Round. All registered players will play an 18-hole preliminary round. The preliminary round may have a shotgun start (i.e., groups of players starting on all holes at the same time). There will be a cut after the Preliminary Round and depending on the number of registrations in the tournament, at least the three (3), and up to nine (9), lowest scores will advance to the Final Round in each division.

2. Scoring. Scoring is Medal (Stroke) Play. On each hole separately count: (a) each stroke of play, including penalty strokes, and (b) on par 3 holes only, if the player made a Reggie and converted it by scoring par or better, mark an "R" or check a box if the scorecard is designed for FlingGolf. A player's "Gross Score" will be the total number of strokes (including penalties) in (a) and the player's "Net Score" will be the "Gross Score" less the total number of converted Reggies counted in (b). DO NOT record "net scores" on the hole. For example, if on a par 3 a player gets on the green on their first shot (i.e., makes a Reggie) and then 2-putts for 3 total strokes, the player will record a 3 and a Reggie. This results in a net score of 2, but the player should record it as 3R or 3 and fill in the Reggie box, NOT as a 2 and a Reggie.

3. Tiebreakers. In the Preliminary Round, tiebreakers for the final spot or spots in the Final Round Playoff will be broken in favor of the player or players with the **fewest** gross strokes (i.e., lowest gross score or fewest Reggies among the ties to be broken), with the player with the fewest strokes **before** taking into account any Reggie bonuses finishing ahead of a player with an equivalent net score after taking into account the Reggie bonuses. WLF may at its discretion allow all tied players to compete in the finals without utilizing the tiebreaker or require the players tied with the same Gross Score after the tiebreaker to compete in a one or multi-hole playoff for the final spot or spots.

4. Final Playoff Round. The finalists will compete in an additional nine (9) hole playoff round, with cumulative scoring that carries over a player's Net Score from the Preliminary Round. Lowest Net Score after the Final Playoff Round wins. Ties for places will be broken based on the tiebreaker in **A.3.** above (lowest Gross Score) except for first place which will be broken by playing an additional playoff hole or holes for any players tied with the Lowest Net Score until the tie is broken.

Notwithstanding the foregoing, WLF reserves the right to utilize additional playoff scenarios as may be dictated by time, video production, course requirements, etc., including without limitation: fewer than nine (9) holes in the finals, non-cumulative scoring (scores reset before the Final Playoff Round), limited or non-use of Reggies or utilizing a tiebreaker or other competitive format (e.g., closest to the pin) to break a first place tie.

B. Team Doubles Tournament

Summary: Teams of two (2) players each compete in an alternate-shot format.

1. Alternate Shots. Players on a doubles team will alternate FlingGolf shots in accordance with the general play rules of FlingGolf. Players will continue to alternate shots until a hole is finished. Players will also alternate FlingShots off the tee - i.e., one player will take the first FlingShot on the odd holes, the other player will take the first FlingShot on the even holes. The player that takes the last shot on a hole MAY still take the first FlingShot on the next hole if it was that player's designated hole to tee off.

If a team fails to alternate shots on a hole, a one (1) stroke penalty will be assessed.

With one exception, teammates may use different balls during the course of a hole and ideally will use their partner's ball as the previous lie mark for their subsequent shot. However, for a shot out of a sand trap, a player MUST use the ball used by their partner on the previous shot since the shot must be played where it lies.

2. One FlingStick Rule. Teams will use one FlingStick per person; however, FlingSticks may be shared between teammates and either FlingStick is available for any shot by the players on the team.

3. Tee Boxes. If a team consists of a player that may use a forward tee box (e.g., a co-ed team), the player entitled to use a different tee box must use the same tee box throughout the round. For example, a woman on a team can choose to use the men's or the women's tee boxes but must consistently use the same tee boxes throughout the round.

4. Scoring. Scoring is Medal (Stroke) Play. Count each stroke of play, including penalties and Reggies as in **A.2.** above. The team with the lowest Net Score wins.

5. Tiebreakers. Tiebreakers will be broken in favor of the team with the **fewest** gross strokes (i.e., lowest Gross Score or fewest Reggies among the ties to be broken) as described in **A.3.** above.

6. Preliminary Round; Final Playoff Round. All registered teams will play an 18-hole Preliminary Round. It may be a shotgun start (i.e., groups of players starting on all holes at the same time) with two doubles teams per hole. Final Playoff Round will be as described in **A.4.** above.

C. Longest FlingShot Championship (LFC)

Summary: Each participant competes to win the LFC Belt by flinging a golf ball further than other competitors.

1. Preliminary Round. All registered players will get five (5) attempts at Valid FlingShots and must complete their FlingShots within a four (4) minute time frame. To be a Valid FlingShot, the player must release the ball while their plant foot is still behind the baseline and the ball must come to rest within the bounds of play (the “patch”). WLF officials will determine the longest Valid Flingshot for each player. The five (5) players with the longest Valid FlingShots will move on to the Final Round.

2. Final Rounds. Prior attempts and distances will not be considered for the Finals, EXCEPT, at the discretion of the WLF, the player with the longest distance from the Qualifying Round will carry over this distance to the Finals. That player will also compete to better their Qualifying Round distance in the Finals.

Each player in the Final Round will get five (5) attempts at Valid FlingShots, with the players alternating after each attempt. Players will attempt single FlingShots in reverse order from the 5th place player to the 1st place player, repeated 5 times, until all attempted FlingShots have been taken. The Player with the longest Valid FlingShot from the Finals (also including the top distance in the Qualifying Round) wins. Second, third, fourth and fifth place will correspond to each of those players’ longest FlingShot from the Finals (including the top distance in the Qualifying Round, if applicable).

3. Bounds of Play. WLF Officials will determine the bounds of play for each LFC event. A portion of the rough or even a sandtrap may still be considered within the bounds of play. However, any contact with a cart path or similar surface will be deemed out of the bounds of play regardless of whether such path is otherwise located within the bounds of play.

D. FlingGolf 5s

Summary: Five Players play 4 holes, where one player is eliminated on each hole, with the objective to be the last player standing.

1. Scoring. Scoring is Medal (Stroke) Play. Count each stroke of play, including penalty and bonus strokes.

2. Elimination. One player is eliminated on each of the first 3 holes based on the following:

- A. That player has the single worst score on a hole (i.e., no ties for worst);
- B. That player is tied for the worst score on a hole with a player or players having a Bump Card and that player does not have a Bump Card (see **3.** Below); or

C. That player is tied for having the worst score on a hole (after taking into account players with Bump Cards) and loses a tiebreaker (see **4.** Below).

NOTE: If all players on a hole score the same, they are all tied for the worst score.

3. Bump Cards. On the first two holes, an outright winner of those holes will earn a Bump Card (or “Bump”) to be played to help avoid a future elimination during a tie for worst score. Only an outright winner gains a Bump Card (i.e., ties for best score do not result in multiple Bump Cards being awarded). Bump Cards may only be used on the holes 2 & 3, and if a Bump Card is played on hole 2 it may not be used again.

4. Tiebreaker. In the case where there is a tie for worst score after taking into account players with Bump Cards (including the case where the tied players both have a Bump Card), the tie breaker becomes a one shot closest to the pin from a location designated on each hole beforehand by WLF. The single player with the shot farthest from the pin is eliminated.

5. The 4th Hole. On the 4th hole, Bumps are disregarded and only an outright winner of that hole wins. In the case of a tie on the 4th hole, players will play a single Sudden Death closest to the pin shot as in **4.** Above or, at the discretion of the WLF, play an additional hole.

E. General

The WLF reserves the right to modify the format of any event at its discretion.