RANGE TWENTYFORE
VIRTUAL GOLF LEAGUES

2026
THREES COMPANY
VIRTUAL GOLF LEAGUE

LEAGUE INFORMATION

League Date & Time

League will run from **October 14th through December 9th** and will be held every Wednesday from 6:00 PM to 8:00 PM. The first half hour will be for warm up and the remaining time will be league play.

Note : No league play the week of Thanksgiving

Playing Format

This league will play similar to that of TGL. Each league night, three golfers on each team will participate in each of the two sessions.

- **Session one** is played as alternate shot. For example, Player 1 tees off, Player 2 takes the next shot and Player 3 the next. The rotation continues through the completion of the front 9.
- **Session two** is individual play, with teammates rotating hole by hole. For example, Player 1 plays all of Hole 9, Player 2 plays all of Hole 10, and Player 3 plays all of Hole 11. Hole 12 starts the rotation over. Continue this pattern through Hole 18.

A new virtual golf course will be played each week and all golfers will play from the same tee (ie: no forward tees for ladies or seniors)

Scoring

We'll use a gross Stableford scoring system each week, with your team's points added to a running season total that determines the final standings.

Double Bogey or Worse = 0 pts; Bogey = 1 pt; Par = 2 pts; Birdie = 3 pts; Eagle = 4 pts; Albatross = 5 pts; Hole-in-One = 6 pts

Team Registration

Teams can register as a team of three or four players. Teams are encouraged to register with four players whenever possible. This allows your group to rotate easily, stay consistent week-to-week, and avoid issues if one player can't attend. A full roster helps keep the league running smoothly and protects your team from penalties.

Each team must also designate a captain. The captain will serve as the primary point of contact for Range TwentyFORE staff and is responsible for sharing important league details with the

rest of their team.

Subs

Teams are allowed to use a sub (individual outside those named on the registration form) twice during the league. Teams are responsible for finding their own sub for the week.

Only players listed on the registration form are permitted to compete during playoff weeks.

If a team is unable to find a sub and must play with 2 golfers, alternate-shot will still be enforced. The two-person team must also switch who tees off on each hole.

Prizes

Cash payouts to 1st, 2nd and 3rd place teams

Nightly buy-in contests with cash payouts to the winner(s)

Pricing

Registration is $200.00 per team

Nightly "greens fees" are $10.00 + tax per golfer