

Birdietown

GOLF LEAGUE

let's play!

THE DETAILS

- (36) two-player teams in the league - \$300 per team (*\$15 rounds per player for all 18 holes!*)
- 10 week regular season + up to two additional playoffs weeks included
- Teams play both courses - *all 18 holes!* - every Tuesday evening, April 15 through June 17
- Shotgun start at 6pm - *come early to grab a drink before we tee off!*
- Playoffs: Tuesday, June 24 + Tuesday, July 1, 2025

HOW IT WORKS:

- Your team's weekly score is your players combined score
- We'll throw out your two worst scores of the season (*Or if you can't make it, that week will be thrown out*)
- The lowest score each week receives a prize!
- Points are awarded to each team, each week (1-36pts), lowest score getting the highest point rating. *Expect random Double Point Weeks!*
- In case of a tie in a single week, tie-breaker goes to the team with the lowest individual score by either team member
- In case of a tie at end of the season (week 10), both teams play a Sudden Death shoot-out on Lounge hole #9 (lowest combined score wins)



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PLAYOFFS DETAILS

Top 16 teams qualify for the Playoffs!

Week 11 - Tuesday, June 24

- Top 16 Teams play 18 holes - 8 teams are eliminated
- Top 8 Teams play 18 holes - 4 teams are eliminated
- Week 12 - Tuesday, July 1
 - Top 4 Teams from week 11 play 18 holes - 2 teams are eliminated
 - Top 2 Teams play 18-hole Championship Round
- Winners receive:
 - Two green velvet Birdietown jackets
 - Engraved gold plaque with team name + framed photo of team members placed under gold Birdietown trophy on Pillar of Champions
 - Additional Championship prizes!

MINI GOLF RULES:

- Players MUST use Birdietown putters and golf balls
- Both feet must be on the turf during the player's turn (keep 'em on the green!)
- Each player has a 6-stroke limit per hole
- Each player must complete the hole before the other team member plays.
- If a ball goes off the course, it is replaced at the point closest to where it went off, and one penalty stroke is added to the player's score
- An unplayable ball may be moved the length of the putter head to make it playable again

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