

OFFICIAL COMPETITION RULES

Virtual Team Golf League

Two nine-hole scrambles. Live throw-and-counter strategy. A home advantage that matters.



4

players per team

2

scrambles per fixture

9:00

AM PT Sundays

Version 2.2
September 2026

Competition format
Front-nine + back-nine scramble

THE LEAGUE IN ONE PAGE

Four-player teams. Two matches. One strategic reveal.

The Virtual Team Golf League (VTGL) is weekly team competition in Golf+. Each fixture begins with all eight players in a shared social lobby, uses a live throw-and-counter selection, and sends one 2v2 scramble to each nine of the home course.

6

TEAMS OF FOUR

7

SEASON WEEKS

18

COURSE HOLES IN PLAY

CORE COMPETITION RULES

- Weekly play begins at **9:00 AM Pacific Time every Sunday**.
- Each team declares one **home course** for the season.
- Each fixture contains **two independent nine-hole 2v2 scrambles**.
- One matchup plays the Front 9 and the other plays the Back 9.

COMPETITIVE IDENTITY

- Away reveals the first pair; home selects its counter.
- Home then assigns that matchup to the Front 9 or Back 9.
- Remaining players automatically form the second matchup.
- Clean wins are worth more than playoff wins.

CONTENTS

League teams	3	Matchday flow	4
Throw-and-counter	5	Home-course operations	6
Scoring and standings	7	Rosters and forfeits	8
Season and playoffs	9	Competition administration	10
Captain checklist	10		

THE FOUNDING SIX

Six teams enter the inaugural VTGL season.



Each four-player roster competes under its own team identity and declared home course. All teams wear black pants, either long or shorts; team shirt and hat colors distinguish the uniforms.

**Back Nine Brawlers**

LIGHT GREEN SHIRT / YELLOW
HAT

**Iron Avengers**

DARK BLUE SHIRT / GRAY OR
SILVER HAT

**Par-Tee Animals**

PURPLE SHIRT / WHITE HAT

**Putt Pirates**

DARK RED SHIRT / DARK GRAY
HAT

**Birdie Bandits**

LIGHT BLUE SHIRT / DARK BLUE
HAT

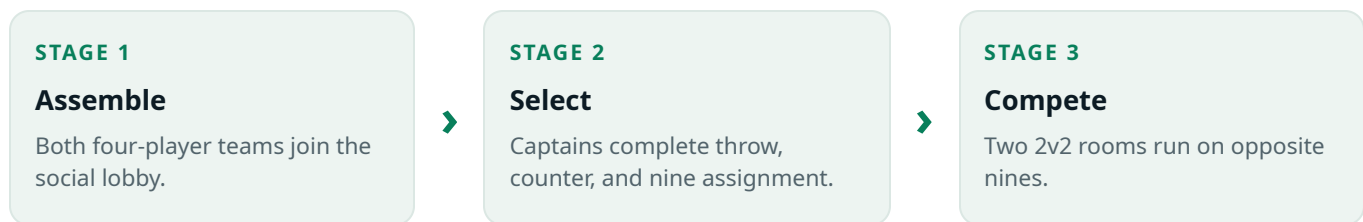
**Bogey Knights**

BLACK SHIRT / GRAY HAT

SUNDAY COMPETITION

The social lobby turns eight players into two matches.

All eight players gather in one Golf+ social lobby. Attendance, the throw-and-counter sequence, room assignments, and final score confirmation all happen from this shared matchday headquarters.



- 9:00 AM PT - fixture start**
Captains confirm four eligible players per team. Players should arrive early enough for selection to begin on time.
- Away throws**
The away captain names two of the four away players as the first scramble pair.
- Home counters and chooses the nine**
The home captain names two home players to face the thrown pair, then assigns that matchup to the Front 9 or Back 9.
- Remaining players lock**
The two unused players from each team form the second scramble matchup and play the other nine.
- Rooms launch**
A course owner creates both match rooms. Assigned players join, compete, and retain the result.
- Closeout**
Captains reconcile both results and report homeScore and awayScore through the league's designated channel.

ONE FIXTURE, TWO INDEPENDENT SCORING EVENTS

Front 9

2v2 scramble

Back 9

2v2 scramble

Each scramble awards two points for a clean win, one for a playoff win, and zero for a loss.

THROW, COUNTER, CHOOSE, LOCK

Home receives the counter-pick and controls the nine.

At the start of the fixture, all four players from each team are available. The selection sequence is completed live and in order.

1**AWAY THROWS**

The away captain selects two players as the first scramble pair.

2**HOME COUNTERS**

After seeing that pair, the home captain selects two home players to face them.

3**HOME CHOOSES**

The home captain assigns that matchup to the Front 9 or Back 9.

4**REMAINDER LOCKS**

The remaining pairs face each other on the other nine.

WORKED EXAMPLE

Away throws: Players A + B

Home counters: Players 1 + 2

Home chooses: Back 9

Back 9

A/B vs. 1/2

Front 9

C/D vs. 3/4

WHY THE SEQUENCE MATTERS

The home captain receives two meaningful controls: the captain sees the first away pairing before selecting a response, then chooses which nine that matchup plays.

The away captain must decide whether to expose the strongest pair first or use a different combination and preserve another pairing for the automatic match.

The order is mandatory. Home cannot choose a nine before the counter-pair is announced, and neither captain may alter a locked pairing.

SELECTION STANDARDS

- Captains announce each step clearly in the shared lobby.
- Only eligible players present for the fixture may be selected.
- Once home announces the chosen nine, both matchups and both assignments are final.
- If a team is short-handed, the forfeit procedure is applied before selection is finalized.

HOME ADVANTAGE, PRACTICAL ACCESS

The home team controls both matchup and terrain.

Each team declares one home course before the season. Every home fixture uses both nines of that course unless league administration approves a change.

01

DECLARE

Name the team's home course before regular-season play begins.

02

ASSIGN

Use the throw-and-counter procedure to determine both pairings.

03

CHOOSE

The home captain sends the first matchup to the preferred nine.

The home captain sees the away team's first pair, selects the counter-pair, and decides which nine hosts that matchup.

HOME CAPTAIN RESPONSIBILITIES

- Confirm the home course and official room settings before the fixture.
- Ensure at least one player who owns or can access the course is present.
- Complete both pairings before either match room is launched.
- Confirm which matchup is assigned to each nine.

ROOM CREATION SEQUENCE

1. Create the Front 9 room and confirm its four entrants.
2. Create the Back 9 room and confirm its four entrants.
3. The creator may leave after all assigned players have joined.
4. Use the published competition settings in both rooms.

ONLY ONE COURSE OWNER IS REQUIRED

A single player, typically the captain, may create both rooms. The other competitors do not need to own the course once they have joined the created room.

IF THE COURSE OWNER IS UNAVAILABLE

The team may use another approved course owner. If no one can create the declared home-course rooms, the captains must contact league administration before changing courses. A venue change is not automatic.

QUALITY OF WIN CHANGES THE VALUE

Clean wins earn two; playoff wins earn one.

Each scramble is scored independently. A match tied after its scheduled nine holes continues into the in-game playoff, but the winner receives fewer competition points than a team that wins within the scheduled nine.

2

CLEAN WIN

Win within the scheduled nine holes.

1

PLAYOFF WIN

Regulation tie, then win the playoff.

0

LOSS

Lose in regulation or in the playoff.

SCRAMBLE OUTCOME	WINNER	LOSER	TOTAL AWARDED
Clean win	2	0	2
Playoff win	1	0	1

FIXTURE SCORE

Maximum: 4-0

Possible normalized results are 4-0, 3-0, 2-2, 2-1, 2-0, 1-1, and 1-0.

DATABASE RULE

homeScore is the sum of points earned by the home team in both scrambles.

awayScore is calculated the same way.

homeScore + awayScore does not have to equal 4. Depending on playoff outcomes, the fixture may award two, three, or four total points.

REGULAR-SEASON RANKING ORDER

1. **Total competition points** earned across all regular-season scrambles.
2. **Head-to-head competition points** in the fixture between the tied teams.
3. **Total clean wins** across the regular season.
4. **Total scramble wins**, including clean and playoff wins.
5. **League-administered tiebreak** if teams remain level.

Five-fixture ceiling: A team can earn no more than 20 regular-season points: five fixtures multiplied by four possible points.

PROTECT THE FOUR-PLAYER TEAM

One substitute can preserve both matches.

Each VTGL team carries four active players. The league-wide substitute pool is a matchday safeguard, not an expanded bench.

GLOBAL SUBSTITUTE POOL

- Substitutes must be approved by league administration.
- A substitute cannot be active on another VTGL team.
- A team may use no more than **one substitute** in a fixture.
- A substitute may represent only one team in the same league week.
- The substitute enters throw-and-counter as a normal player.

FOUR-PLAYER STANDARD

If all four rostered players are available, the team must use its roster. A global substitute cannot replace an available player for matchup advantage.

All points earned by an eligible substitute count in full.

ROSTER STATUS	MATCHDAY RULING	RECORDED RESULT
4 roster players	Play normally	Both scrambles contested
3 + approved sub	Play normally	Both scrambles contested
3, no sub	Play short-handed	One scramble forfeited, 2-0
2 or fewer	Fixture forfeited	4-0 to opponent

ONE MISSING PLAYER WITH NO SUBSTITUTE

The short-handed team forfeits one scramble as a clean loss, recorded 2-0 to the opponent. Its remaining two-player pair contests the other scramble. Captains apply the forfeit before finalizing the playable matchup and nine assignment.

Two or more absences: A team unable to field at least three eligible players forfeits the full fixture, recorded 4-0 to the opponent.

ELIGIBILITY DISPUTES

League administration may reject an ineligible substitute, convert an affected scramble to a 2-0 forfeit, or issue a full 4-0 fixture forfeit when an ineligible player materially affected competition.

SEVEN-WEEK CHAMPIONSHIP PATH

Every team gets five league fixtures; four advance.

The regular season is a single round robin. Each team plays every other team once, producing five fixtures and up to 20 competition points per team.

**Weeks 1-5 - round robin**

Six teams play one fixture against every opponent. The published schedule assigns home and away status.

**Week 6 - semifinals**

Seed 1 plays Seed 4. Seed 2 plays Seed 3. The higher seed is the home team.

**Week 7 - championship final**

The semifinal winners meet for the VTGL championship at a league-designated neutral course.

SEEDING

The top four teams in the final regular-season table qualify. Seeds are assigned using the ranking order on page 7.

PLAYOFF FORMAT

Semifinals and the final use the same two-scramble throw-and-counter structure and the same 2/1/0 scoring.

POSTSEASON TIEBREAK: LOWEST COMBINED SCORE

If a semifinal or championship fixture finishes tied on competition points, including 2-2 or 1-1, add each team's Golf+-extracted Front 9 and Back 9 scramble scores. The lower combined total wins and advances or is declared champion.

HOME AND AWAY BALANCE

Because a five-game round robin cannot split home fixtures evenly, some teams receive three home dates and others two. The schedule should balance that difference as fairly as possible. Higher-seed home status in the semifinals rewards regular-season performance.

CHAMPIONSHIP DESIGNATION

The final is played on a league-designated neutral course. League administration must also designate which finalist receives the procedural home role for the counter-pick and choice of nine.

SCHEDULE CHANGES

A postponed or rescheduled fixture requires league approval. Captains cannot privately replace a league fixture with a different date, course, or format and submit the result as official.

CLEAR ROOMS, CLEAN RESULTS

Captains run the fixture; the league protects the result.

ROOM SETTINGS

The league publishes official gameplay settings before competition. Both match rooms must use those settings. If a room is created incorrectly, players should stop and alert both captains before materially advancing the match.

DISCONNECTS AND INCOMPLETE MATCHES

If Golf+ records a completed result, that result stands unless the league determines a platform error occurred. If no valid result is produced, captains must preserve available evidence and request a ruling. Players must not invent a replacement score.

COMPETITIVE CONDUCT

Players must compete in good faith, follow captain and league instructions, and avoid intentional delay, harassment, collusion, unauthorized account sharing, or exploitation of a known game issue.

CAPTAIN MATCHDAY CHECKLIST

1. Confirm four eligible players or one approved substitute.
2. Join the eight-player social lobby before 9:00 AM PT.
3. Away announces the first pair.
4. Home announces its counter-pair.
5. Home assigns that matchup to a nine.
6. Confirm the automatic matchup on the other nine.
7. Create and launch both match rooms.
8. Confirm each round score and whether each win was clean or in a playoff.
9. Submit homeScore and awayScore; retain the Golf+ round data.

AUTHORITY AND RULE INTERPRETATION

- League administration interprets this rulebook, confirms eligibility, resolves disputes, and may correct administrative scoring errors.
- Material rule changes should be communicated before the affected league week whenever circumstances permit.
- Official schedules, gameplay settings, approved course changes, and disciplinary rulings may be issued as league notices and carry the same force as this rulebook.

Preserve the full round record. The official data should include each scramble winner, whether the win was clean or came in a playoff, and both nine-hole team scores. The result type controls competition points; the round scores control any postseason fixture tiebreak.

DOCUMENT CONTROL

TITLE	VERSION	ISSUED
VTGL Official Rulebook	2.2	September 2026