

FAIRWAY SOCIAL 2026 FALL MEN'S GOLF LEAGUES

ALPHARETTA, TRILITH & BIRMINGHAM

START DATE: September 14, 2026 (Monday Nights)

DURATION: 6-week regular season, 2-week playoffs/finals (*no bye week*)

PLAYOFFS/FINALS: Playoffs: Mon, Oct. 28 // Finals: Mon, Nov. 2

TIME: Practice: 6:30 pm – 7:00 pm // Competition: Starts at 7:00 pm

TEAM SIZE: Team sizes are set to 4 players. All players must be 21+ years of age.

DUES: \$460 per team (\$115 per player)

PRIZES: Overall Fairway Social Champion Prize, Venue Overall Prizes, Weekly Competitions.

Week	Date	Course (Back 9)	Format (Net)
1	9/14	Great Waters	Stroke-Play
2	9/21	PGA National	Stroke-Play
3	9/28	TPC Sawgrass	Stroke-Play
4	10/5	Payne's Valley	Stroke-Play
5	10/12	Torrey Pines South	Stroke-Play
6	10/19	The Bear's Club	Stroke-Play
7	10/26 (Playoffs)	Pebble Beach	Stroke-Play
8	11/2 (Finals)	Bluejack National	Stroke-Play

OVERALL PRIZES – PER VENUE

FIRST PLACE:

2-HOUR BAY RENTAL WITH 150\$ BAR PACKAGE*

Dates for use of this prize are subject to availability. Expires 10/1/2027.

SECOND PLACE:

4 x 1 hour simulator rental time

THIRD PLACE:

3 x 1 hour simulator rental time

FOURTH PLACE:

2 x 1 hour simulator rental time

FIFTH PLACE:

1 x 1 hour simulator rental time

**THERE WILL BE AN OVERALL PRIZE FOR THE FIRST PLACE
WINNER ACROSS THE ALPHARETTA, TRILITH, AND
BIRMINGHAM VENUES**

FAIRWAY SOCIAL GOLF LEAGUES OVERVIEW

ARE THE LEAGUES HANDICAPPED? WHAT IS THE VERIFICATION?

Yes, the league will be handicapped. Players with an **active GHIN Handicap Index** may submit their current GHIN handicap for league play in their Full Swing Compete profile. Players who do not maintain an active GHIN handicap will be permitted to **self-rate** their handicap prior to the start of the season. Then the Full Swing Compete League Software uses built-in software to track scores and calculate gross & net handicaps throughout the season. There will be calibration weeks and updates to players' handicaps throughout the season via the software and based on how they are playing.

To promote fair and competitive play, **League Coordinators reserve the right to review and adjust any player's league handicap at any time throughout the season** if their performance consistently falls outside the expected range of their submitted or self-rated handicap.

All handicap adjustments will be made at the discretion of League Coordinators and are intended to maintain competitive balance and the integrity of league play. While no handicap system can completely eliminate sandbagging or inaccurate reporting, the league will address clear or repeated discrepancies when appropriate.

HOW DOES THE SCORING FORMAT WORK?

Each player's score is automatically recorded through Full Swing Compete when they complete their weekly round. Team scores and league standings are automatically calculated and updated each week based on the players' scores. All scores are tracked throughout the season in the Full Swing Compete platform.

SCORECARDS:

Team scorecards will be calculated and saved in the Full Swing Compete Platform. We will provide additional paper scorecards if needed.

FORMAT:

- *Net Stroke-Play:*
 - o Lowest total net score after subtracting handicap strokes wins the week. The team with the lowest total will be declared the winner.

HOW WILL I KNOW WHERE WE ARE IN THE STANDINGS EACH WEEK?

Teams will be able to log in under their Full Swing Compete account and see real-time leaderboard updates throughout the season. The League Coordinator will also send an email each week with details on their current standing on the leaderboard, as well as the next week's course information.

CAN DIFFERENT PLAYERS COMPETE EACH WEEK?

No. Due to Full Swing software capabilities, the same four (4) registered players must compete together each week. Teams cannot rotate players or use alternates from week to week. All four players must be registered on the team and participate each week. All players must be 21+.

DO I HAVE TO BRING MY OWN CLUBS?

No. You do not have to bring your own clubs, but we don't like excuses! Fairway Social has a full set of PXG clubs provided for every simulator. (One bag can be provided for each team.)

LEAGUE STRUCTURE

Competition Rules

The same four (4) registered players must compete together each week. Teams cannot rotate players or use alternates from week to week. All four players must be registered on the team and participate each week. All players must be 21+.

Score Tracking - Team Points

Team scores are automatically calculated, updated, and tracked in the Full Swing Compete platform each week based on your team's completed round. Scores will update weekly as your team plays, so you can easily keep up with the leaderboard and standings.

SEASON STRUCTURE

Regular Season

All regular-season rounds will be played during a six-week period on Monday nights. Each week, teams will be playing a different 9-hole course.

Playoffs & Finals

Playoffs will take place on Monday night of Week 7 (10/28), and Finals will take place on Monday night of Week 8 (11/2). The playoffs will be a bracket tournament with seeding coming from regular season play. The same seeding will happen for the Finals. Players must be present and play on the scheduled date for playoffs and finals each season.

A playoff tie will be decided by a sudden-death playoff going hole-by-hole, starting on the first hole of the already played nine holes.

Teams that are down a player will result in a DNF for the week.

SIMULATOR SETTINGS (FULLSWING)

Tee Settings

- Men: Pro (Blue)

Terrain Settings

- Terrain Penalty will be “Disabled” for all League play.
- “Green Hardness” will be set to “Normal” for all League play.
- “Green Speed” will be set to “Medium” for all League play.
- “Fairway Hardness” will be set to “Firm” for all League play.

Wind Settings

- Wind will be turned off during all League play.

Putting

- Putting units will be measured in feet. Full Shot units will be measured in yards.
- The “8-foot gimmie” range setting will be used during all League play.
- “Align Break” and “Terrain Grid” are both allowed to be used during all League play.
- Pin Positions will be set on “Preset” for all League play.

Mulligans

- Mulligans must always be on and set to “Unlimited” in case of any misreads or other sim issues. **Coordinator approval REQUIRED, or penalties will be given to the entire team.**

PLAYING A SIMULATOR ROUND

All competitors are expected to use the simulator properly to the best of their abilities. Any attempts to manipulate the simulator, specifically placing the ball outside of the camera view to avoid club face and club path data, will be grounds for a stroke penalty.

Teeing up the ball is only permitted on the first shot of every hole.

A stroke penalty will be assessed to any golfer who tees up a shot that is not their first on a hole.

Warming Up

- Teams can **ONLY** warm up before a round on the driving range.
- Warming up on the holes that you will be competing on will result in a DNF scorecard.

Mulligans

- Mulligans must be approved by a Fairway Social league coordinator when there is a misread or other sim issue. *Any unapproved mulligans will result in a two-stroke penalty.*

Checking the Scorecard

- Each location’s League Coordinators are instructed to match each physical scorecard with the electronic scorecard. Exiting out of your electronic scorecard will result in a DNF.