



2026 FALL LEAGUE STRUCTURE AND SCHEDULE

If you have never participated in The Big Kahuna Cup, you are in for the ride of a lifetime. It truly is so much fun, creating great friendships and friendly competition.

One thing to keep in mind is that while we are all here to Win The Cup, it is truly friendly competition – so if you are Bob Knight competitive (throwing chairs), this may not be the league for you lol.

If you’ve played before, please note we have made a few changes 😊

If you are ready, LET’S GOOOOOO!

The Schedule

- The league will consist of a eight-week regular season followed by a two-week Championship event!
- League Play will be on Monday night at 7:00pm. Players can arrive anytime after 6:00pm to warm up. **Note:** *We will close the course at 6:30pm on Mondays so we can facilitate Shotgun Starts.*
- Rain Dates will be scheduled for the following day, Tuesday.
- In the event a Team is unable to play on that Tuesday, they can contact their opponent to see if they could play another day/night during that week only. If it cannot be accommodated, the Team would take a forfeit loss.
- Week 1 will be a Fun Night (no points) but a great way to learn the course, meet other Teams, and have a great time without any pressure!

Monday, September 21, 2026	Week 1	FUN PLAY!
Monday, September 28, 2026	Week 2	Standard Play
Monday, October 5, 2026	Week 3	Scramble

Monday, October 12, 2026	Week 4	Standard Play
Monday, October 19, 2026	Week 5	Best Ball
Monday, October 26, 2026	Week 6	Standard Play
Monday, November 2, 2026	Week 7	Alternate Shots
Monday, November 9, 2026	Week 8	Standard Play
Monday, November 16, 2026	Championship	Rounds 1 & 2
Tuesday, November 17, 2026	Championship	Rounds 3 & 4

Note: All Teams will be competing in BOTH Championship Events

Teams and Divisions

- Maximum of 24 Teams
- After Week 3, Teams will be divided into 3 Divisions based on Current Rankings. This will provide more balanced play across all Divisions.
- If one player on your Team is unable to make it that week, you may bring an Alternate. This alternate will receive a 4-stroke penalty added to their score at the end of the round. (This eliminates the thought of bringing in a 'ringer')
- If your Team is unable to play that week, you will receive a Forfeit Loss – BUT... their opponent does not get an automatic win, rather Mike/Marie will be your new opponent, starting with an 8-stroke penalty. (Let's just say that we've never won as an alternate lol).

Scoring and Rules

- Standings will be determined by Win/Loss/Tie Record.
 - Win = 4 pts
 - Loss – 1 pt
 - Tie/Win = 3 pts
 - Tie/Loss = 2 pts
- Total Cumulative Strokes will be used to determine Tie Breakers.
- Teams that forfeit a match will receive a Team Score of 120 strokes.

- We have a NEW, AWESOME Digital Scorecard which will be used for Official Scoring, paper will be used as a backup.

The Championships

- We have created a format for Championships that allows ALL TEAMS to participate (no, not everyone gets a trophy lol). This allows all participants to enjoy a chance to win!
- Last season, with only 20 Teams, the event went on far too long, so we have decided to break it down over 2 nights.
- As well, we have 2 Types of Championships;
 - **The Big Kahuna Cup:** This is what you've been playing for all Season with the big prizes!
 - **The Little Kahuna Cup:** Didn't make it past the First 2 Rounds? No worries, you can still compete for the Little Kahuna Cup for other great prizes!

Night 1: Rounds 1 and 2 will be played to determine who will be competing for each of the Cups.

Night 2: Rounds 3, 4, and The Finals for each Cup!

The Formats

- **Standard Format:** Each player plays their own ball for all 18 holes. The total number of combined strokes determines the score. Lowest score wins.
- **Best Ball:** Each teammate plays the hole individually. The lower of the two scores is recorded as the team score for that hole for each player.
- **Scramble:** Both teammates tee off. Choose the better shot, then both play from that spot. Repeat until the hole is finished. Record the team's total strokes per hole.
- **Alternate Shots:** Because this format plays very quickly, you will be playing two rounds on Alternate Shot Week.

- **Round 1** - Teammates take turns hitting the same ball. One tees off, the other takes the next shot, alternating until the hole is completed. Record total strokes as the team score.
- **Round 2 – Match Play:** Play is same as above, but if your team wins the hole, you receive 1 point. At the end of the round, the Team with the higher points can deduct the difference between their score and their opponents.

For example: During the first-round Team A wins by 2 strokes (92-90). During Match Play, Team A wins 7 holes (8pts) and Team B wins 11 (11pts). Team B can then subtract 4 points from their Round 1 scores.

Final Score: Team A = 90 / Team B = 88

The Prizes

Last Season we awarded 10 Teams Prizes ranging from a \$250 Gift Certificate, Plaques, and The Big Kahuna Cup trophy for the Champion – followed by local Gift Cards ranging from \$200-\$25 to your favorite restaurants on the island!

Final Prizes will be determined once we finalize the number of Teams participating.

Other New & Notes

- We will close the course at 6:30pm each Monday to allow for (almost) uninterrupted League Play.
- Teams can arrive as early as 6:00pm to warm up, but please do not disturb regular guests on the course.
- The bar will have \$2 Off all Bar Drinks on League Night.
- Team Uniforms/Costumes, while not required, are highly recommended as each week your Team comes in Uniform, you will receive Free Passes to play the course during that week.
- All Roster Information (names, emails, phone) will be made available to all Teams so reschedules can be made when needed. If you would prefer your info not to be made available, please let us know when you register.

WEEKLY PLAY RULES

General Play Rules

- **Play Order:** Players from each team alternate. Player Team 1, Player Team 2, and so on. The team with the lowest score on the previous hole tees off first.
- **Tee Off:** All players must tee off from behind the first paver.
- **Flags:** Must remain in the hole at all times.
- **Stroke Count:** Each stroke counts, including accidental taps that travel more than a putter head length. The exception is if it was on the tee and does not advance past the first paver.
- **Max Strokes per Hole:** 6 strokes max per player. If not holed by stroke 6, record a 6 and move on.
- **Out of Bounds:** If a ball leaves the course or lands in water, place it back at the point of exit and add 1 penalty stroke.
- **Stuck Ball:** If your ball gets stuck against a wall or in an obstacle, you can move it up to one putter-head length away from the obstacle (no closer to the hole) with no penalty.
- **Interference:** If a player interferes with another player's shot, in any way, they receive a one stroke penalty, and the initial player can retake their shot.
- **Equipment:** Players can bring their own putters; however Surf's Up Mini Golf balls must be used. The Home Team chooses their colors first.
- **Scoring:** The Home Team will keep score Electronically (digital scorecard) while the Visiting Team will keep score on the paper Scorecard. The Paper Scorecard will record individual players, however the Digital Scorecard will be for just the Team Name and the combined score.