

Mini Golf Rules

Please note: Rules updated March 2011
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PLAYER REQUIREMENTS:

Teams will consist of three (3) players, minimum one (1) male and one (1) female.

All athletes must check in at the registration desk 30 minutes prior to their first game, on each day of competition. Appropriate identification (photo ID and company ID) must be presented each day of the event. See the "[Identification](#)" section of the CCC website under Regulations and Policies for acceptable forms of ID.

NO ID = NO PLAY, NO EXCEPTIONS

The Team Captain must have the Team Waiver Form completed and signed by each team member on-site at the appropriate event before they approach the registration desk to show their ID. The Team Captain must sign the waiver form as the witness for the entire team. At that time, the Team Captain will present the Team Waiver Form to the volunteer at the registration desk and all team members will then show their ID.

Game time is forfeit time. Teams defaulting, (ex. late team members, team members without proper I.D., not meeting male/female requirements, or not meeting the minimum number of players) will be deducted five (-5) points from their overall company score in the divisional standings. If a team is defaulted they must still play their scheduled round, if not, they will be considered a no show.

Any teams who no show for any of their games or cannot field a team to play at game time will be deducted ten (-10) points from their overall company score.

RULES:

1. Teams of three will be paired up with another team of three on each hole in a shotgun style format.

2. Each player will play their own ball for all 9 holes.
3. Scoring will be calculated by the amount of individual strokes (number of putts it takes to hole the ball) at each hole.
4. A ball is deemed to have been holed when it comes to rest in the cup. If a ball enters the cup and then rebounds out again, it is deemed not to have been successfully holed.
5. The hole will be completed once all 6 players have holed their ball or hit the stroke limit.
6. The stroke limit per hole is 10. Players can only take up to a maximum of 10 strokes, including penalty strokes.
7. A scorekeeper will be assigned to your team for the duration of the round. The final score that is recorded by the scorekeeper will be used to determine the team ranking.
8. Teams of 3 will play one round of 9 holes with their teams' added total score being used for final placing. The winning team will have the lowest total score.
9. Ties will be decided by the team total on the previous played hole. This will continue in reverse order until one team is declared the winner.
10. The first stroke at each hole, by each player, must be played from within the teeing-off area (green turf section).
11. Once all players have taken their first shot (tee shot), the player furthest from the hole will putt first. This will then be followed by the next furthest person and so on.
12. The first player to tee off on the hole is determined by the player with the lowest score from the last hole. After that you will alternate players from each team. If there is a tie for lowest score, the player who went first on previous hole will go again.
13. A ball on the playing surface must be marked before it can be lifted for cleaning. Balls can only be marked if on the fairway.
14. If a ball lands in the rough or in a sand trap it may not be moved or altered. Altering of this ball will result in a (1) penalty stroke.
15. Please use only short putting strokes. Full swings are prohibited and can cause injury.

16. Players may remove debris (e.g. leaves) from the intended path of their ball before taking a shot.
17. The pin must be removed from the hole (unless the ball is not on putting surface) when players are within 15ft of the hole.
18. If a ball is in the path of the player's ball, it must be marked in a manner as to not interfere with other participants putt.
19. Players are not permitted to take practice putts or to roll the ball on the greens.
20. If a ball lands in a sand trap it must be played as it lies. Practice swings or "grounding the club" in the hazard are not allowed and will count as a stroke.
21. Should your ball come to rest next to a fence post, fence rail or ground under repair you may move it up to 6 inches either left or right without penalty, but not closer to the hole.
22. Players must play the individual holes as per the short grass layout. Absolutely no cutting corners on dog legs, jumping rails, or water hazards.
23. No player will alter, or cause a ball to move on the playing surface, except as provided for under the rules. If a player alters or moves a ball illegally it is scored as a (1) penalty stroke on their own scorecard.
24. Deliberately attempting to hit another participant's ball will result in a 1 stroke penalty, both participants balls will be returned to the original position. The shot must be attempted again.
25. Inadvertently contacting another participant's ball is acceptable and both balls will be played as they lie.
26. Skipping holes or replaying holes is strictly prohibited.
27. No smoking is allowed on the course.
28. A player who causes damage to the mini-golf course, equipment or property when participating in an event may himself/herself be held responsible for the damage caused and their team will be disqualified.
29. There will be no tolerance for bad language or unsportsmanlike behavior.

A (1) stroke penalty will result if:

- If a ball goes in the water – play your next shot from the spot where the ball went into the water.
- If the ball is snagged in an obstacle (such as a bush or tree) free the ball and play your next shot from that spot.
- If the ball comes to rest out of bounds – play your next shot from where ball exited the playing surface. Out of bounds is anywhere outside of the wooden fence surrounding the golf course.

Equipment:

1. Clubs

Participants are allowed to bring their own putters. RCGA will provide putters for those individuals who do not have one; however, it is recommended that you bring your own.

2. The Ball

All participants must use balls provided by Calgary Corporate Challenge.

Player's Responsibilities:

1. Teams must remain in the pairs to which they have been assigned by Calgary Corporate Challenge.
2. Players should check their score after each hole for accuracy. Scores may not be altered once the scorecard has been turned in. Turn in one scorecard per team. Team Captains must sign the scorecard and it must be turned in to the site supervisor or disqualification results.
3. There will be no handicapping of scores.
4. Players should not unduly delay play.