

MINIGOLF RULE BOOK

BY MINIGOLF FEDERATION OF INDIA
(AFFILIATED - WORLD MINIGOLF SPORTS FEDERATION)



**MINIGOLF
FEDERATION
OF INDIA**



OFFICIAL RULES OF MINIGOLF

The rules & regulations in this book are binding on all member association. The official playing rules for all playing competition are the rules set by the International & Minigolf Federation of India playing rules commission

References take from
Statutes of the World Minigolf Sport Federation

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Message

from the honorary
SECRETARY

On the behalf of the Minigolf Federation of India, our office bearers, coaches, players & all other associates, we want to welcome you to the great Sport of Minigolf.

The Minigolf federation of India, Is Affiliated unit of World Minigolf Sports federation & Asian Minigolf Sports Federation. It is also recognized in India by the Ministry of youth affairs & sports, Govt of India. The Minigolf game is played in more than 64 countries & over thousands of registered players worldwide, near about 1000 approved tournament courses, 900 clubs worldwide. & over 1500 tournaments every year.

Minigolf Federation has more than 30 state level association & union territories of India having Minigolf activity, through states, districts & different types of clubs. Minigolf game is a part of university game, school game & open national championship through Governing national level bodies. Minigolf Federation of India holds 3 national championship each year in both gender in all 3 sections, senior, Junior & sub-Junior also zone, Open, below 15 years championship is conducted by the federation. Minigolf Federation provides coaching clinics for coaches. The Minigolf Federation of India introduced a very successful umpire certification programme to develop their skill in game.

We are proud & pleased to work with our state associations, Associates, Umpires, coaches, players & many hundreds are on foot to organize, operating, growing & developing the great game of Minigolf in National & International level.

With good wishes

Dr. Surajsingh Yeotikar
Secretary General
Minigolf Federation of India & CEO



Dr. Gerhard Zimmermann
WMF President
World Minigolf Sport Federation



Minigolf as a worldwide sport

At a glance



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ABOUT THE WMF

- World Minigolf Sport Federation is the umbrella organization of Minigolf sports associations worldwide and continental associations in Asia, Europe and America.
- WMF is member of Sport Accord, the UNION for both Olympic and non-Olympic international sports federations as well as organizers of international sporting events.
- With 65 nation Minigolf associations as its members and over thousands of registered players around the world.
- WMF organizes World Championships, Youth World Championships, Continental Championships in Europe and Asia and Youth European Championships

WMF Facts

Thousands of registered players Worldwide
65 Member Nations
1,000 Approved Tournament Courses
900 Clubs Worldwide
Over 1,500 Tournaments Every Year



ABOUT MINI GOLF IN INDIA

Minigolf sports started in India from year 2012 by Dr. Ashish Deshmukh (MLA), Mr. Pravin Manwatkar & Dr. Surajsingh Yeotikar under the banner of Minigolf Federation of India. In 2013 Minigolf Federation of India getting affiliation from World Minigolf sports Federation & Asian Minigolf Federation. Minigolf Federation of India is Government registered body along with 30 Affiliated State Associations & Union Territory of India.

ABOUT MINI GOLF

Miniature golf, also known as minigolf or putt putt golf, is an off shoot of the sport of golf focusing solely on the putting aspect of its parent game. It is played on courses consisting of a series of holes (usually a multiple of 9) similar to its parent, but characterized by their short length (usually within 10 yards from tee to cup), the use of artificial putting surfaces such as carpet, astroturf and concrete, a geometric layout often requiring non-traditional putting lines such as bank shots, and artificial obstacles such as tunnels/tubes, ramps, concrete/metal/Fiberglas forms, and moving obstacles such as windmills. When miniature golf retains many of these characteristics but without the use of any props or obstacles, it is purely a mini version of its parent game.

Minigolf is a sport enjoyed by people of all ages and abilities and the aim of the game is to hit a ball from a tee-off point into a hole in as few shots as possible. Minigolf courses include a variety of interesting and tricky obstacles for players to putt through, over, under and around.

There are four types of tournament Minigolf courses recognised by the World Minigolf Sport Federation (WMF): Miniaturegolf, Feltgolf, Concrete and Minigolf Open Standard (MOS). Players use putters designed for the needs of minigolfers as well as special Minigolf balls mostly made of rubber and designed with competition players in mind, allowing them to find the best hole-in-one shot.

HISTORY

Golf originated from a game played on the coast of Scotland during the 15th century. Golfers would hit a pebble instead of a ball around the sand dunes using a stick or club. After 1750, golf evolved into the sport as we recognize it today. In 1774, Edinburgh golfers wrote the first standardized rules for the game of golf. The ever popular game of mini golf was invented in 1867 so women could play the game. Of course, today this would be completely ridiculed as being sexist. However, it wasn't men who developed the miniature version of the game. It was women that invented the game, and it is worth pointing out that the need to invent the game was because of men and the sexist society at the time. Not only that, but the game was vastly more different than it is today. Most people would probably think that mini golf is a relatively recent invention. But truth be told, the game is much older than you would probably think it to be. The first mini golf course was developed in 1867, and it was for the use of women. See, back in the day it was considered uncouth for women to raise a club above their shoulders. They could see that the men obviously enjoyed playing the game, clearly being absent from their families during their spare time. Who would think chasing a little white ball around a paddock would be so much fun? So to combat the social restrictions on outdoor fun for women, they invented mini golf. When mini golf was invented in 1867 it was incredibly different that the game we play today. Imagine someone sprinkling water onto a full sized course, then placing it inside a tumble dryer. That's right, it shrunken version. The games consisted of everything that a full sized game did, but only on a smaller scale. They had fairways, greens, sand and water traps, even trees to get in the way. It was designed in this way to more closely resemble the popular mens game of the day, and it added a challenge to it.

STARTING OUT IN MINIGOLF !

This brochure is both an instruction guide for minigolf as well as an inspiration for training. Everybody who is interested in Minigolf can use this brochure when they play this popular and growing sport.

The brochure will also provide you with information about the Minigolf Federation of Indian and the basic rules of Minigolf Complete rules.

In the first pages of the brochure, you can read about the four existing types of Minigolf courses that are approved by the WMF and played worldwide: Miniaturegolf, Feltgolf, Concrete and Minigolf Open Standard (MOS). These course types are approved by the WMF as well as the various national federations. All courses are designed to specific standards and regulations.

This brochure contains the basic information about the sport of Minigolf and is a good aide to getting started in Minigolf. If you have just started to play in tournaments the brochure will give you some help on how to start training. The sections “The Technique of Minigolf” and “Training program” are not necessarily right for every single player, but can be used as basic information.



PLAYING RULES

Here you will find a short description of the playing rules in Minigolf. There are also other rules, e.g. tournament regulations and rules for players.

- Every lane has to be played with one putter and one ball
- You should try to get the ball in the hole with as few shots as possible
- One shot is one point
- A player has a maximum six shots to get the ball in the hole. If they cannot manage this, it means a total of seven points for the lane
- The ball has to be played from an optional point within the teeing off area
- The first shot should always be played from the teeing off area and if the ball does not pass the red border line, the next shot should be played from the teeing off area as well. You continue until you have passed the border line. Note that there are holes without a border line and in those you may continue until the ball reaches the hole.

- When you have passed the border line, you continue from where the ball stops.

If the ball stops at the border or the obstacle, you are allowed to move the ball to the line in a right angle. If the ball returns over the border line, you should move the ball to the point where it passed the line on the return and from here place the ball on the playing line in an right angle.

If the ball leaves the lane over the band there are two possibilities: If the ball leaves the lane before the border line, you have to continue with next shot from the teeing off point. If the ball leaves the lane after the border line, you should place the ball of the playing line where the ball left the lane.

- Please note that there are no penalty points if the ball leaves the lane over the side of the lane.
- When the round is finished, you count the points and the player with the lowest number is the winner
- Split into groups of 4 or less
- No club sharing
- All players tee off before 2nd shot is played
- You may move the ball 15cm from any obstruction
- Move to the next hole as soon as you have finished playing



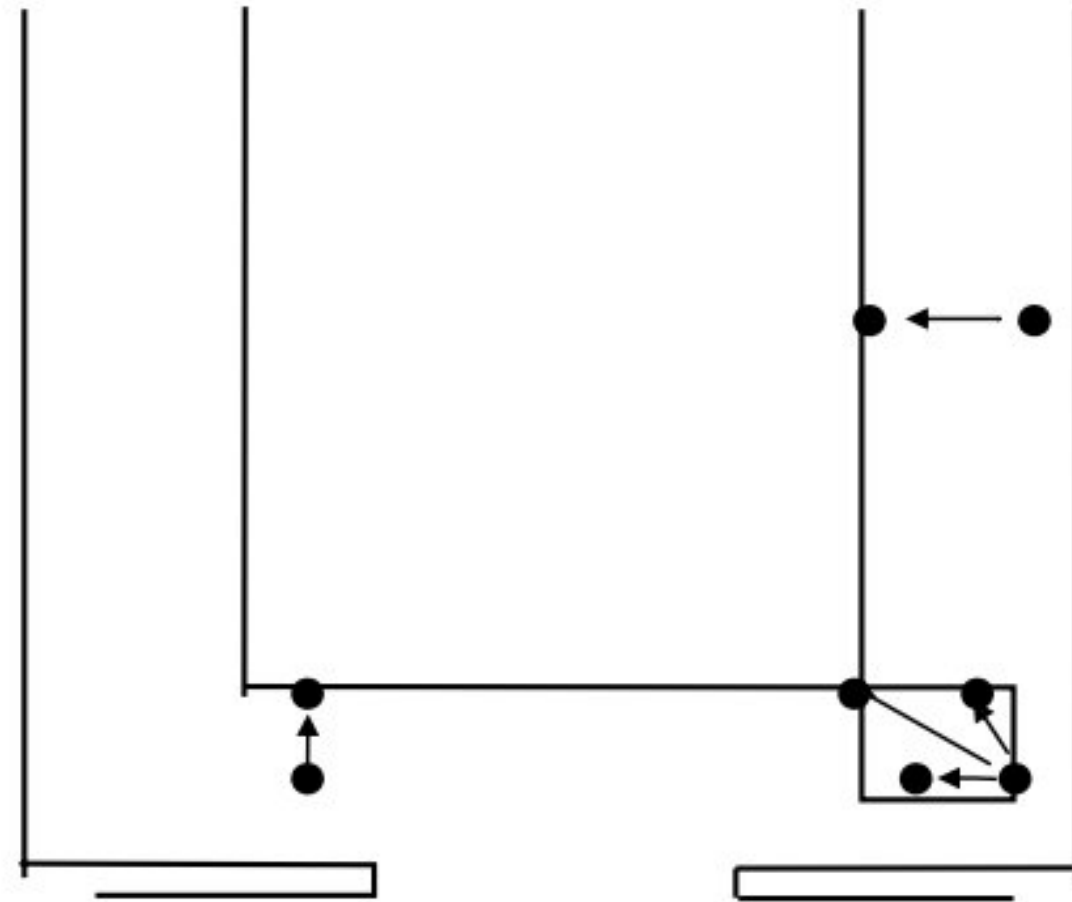
- Minigolf is played with ball and putter on a minigolf course. The aim is to get the ball from the teeing-off area to the defined target in as few strokes as possible. The winner is the player with the lowest total score.
- A minigolf course has 18 clearly marked lanes which are numbered. Players must complete each hole in number order without skipping any hole.
- Each stroke counts as a point. If the ball still has not been holed after 6 strokes, another point is added. The highest possible score at one lane is 7.
- Most of the lanes have obstacles which are functional in construction and design. They must be fixed for the purpose of play. Every obstacle must be different from the others in the same course.
- The border line marks how far the ball must travel at least from the teeing-off area to remain in play. The border line must be identical with the end of the obstacle. If a lane is only playable from the teeing-off area, every stroke must be played from there. In all other cases the ball must be played from where it has come to rest
- If the ball comes to rest near both the boundary and the obstacle the ball can be placed 20 cm from it
- If a ball leaves the playing area after correctly passing the border line, it is placed at the point where it left the playing area under considering of repositioning rules. There is no penalty shot



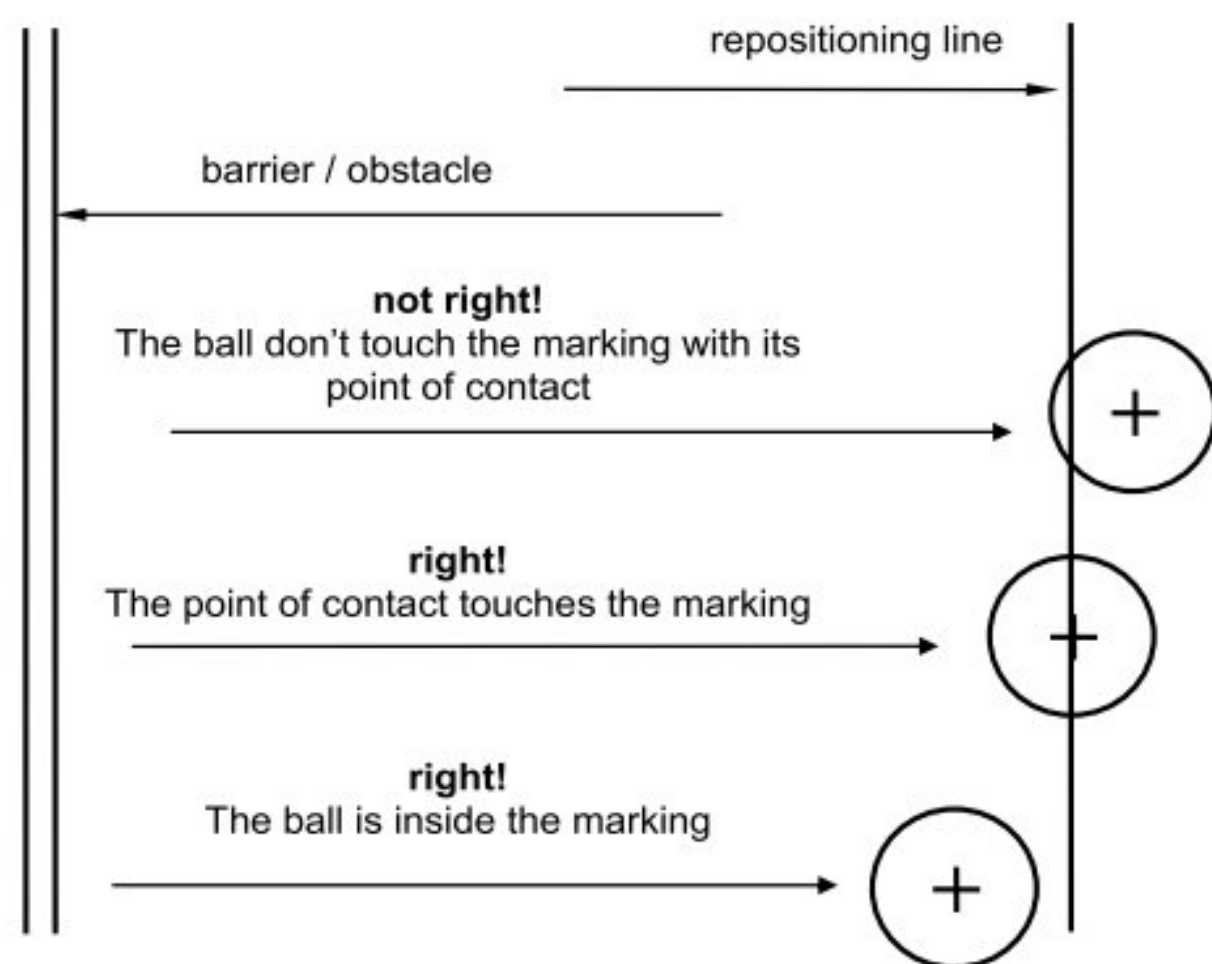
THE STROKE / BALL IN PLAY

- 1) A ball in play can only be moved by a stroke of the putter. It can only be played from a position of rest and can only be touched by the putter in the moment of the stroke (Exception: placement of the ball in the teeing-off area).
- 2) In preparation for a stroke the ball must be placed on the playing surface by the player or coach, by hand or by putter. The placement of the ball inside the playing area is allowed only with the hand . The ball must be always visible.
- 3) Before every stroke the ball has to be addressed with the putter held in both hands.
- 4) The ball is to be played from the teeing-off area at the commencement of every lane. This also applies when the ball has not correctly passed the border line. The border line has been correctly passed, if the ball has passed the border line with its point of contact. If a lane is only playable from the teeing-off area, every stroke must be played from there. In all other cases the ball must be played from where it has come to rest, except the following situations:
 - If a ball leaves the playing area after correctly passing the border line, it is placed at the point where it left the playing area under consideration of repositioning rules.
 - If a ball passes a second or further obstacle other than in prescribed way (i.e. jumps over it), it is placed after the last obstacle that it correctly passed.
 - If a ball comes to rest near an obstacle after having passed it, it can be placed only with the hand at 90 degrees angle to the obstacle and up to 30 cm (concrete, miniaturegolf), or 50 cm (feltgolf) from it in the direction of the target.
 - If a ball comes to rest near an obstacle without having passed it, it can be placed only with the hand at 90 degrees angle to the obstacle and up to 20 cm (miniaturegolf) or 50 cm (feltgolf) from it in the direction of the teeing-off area.
 - If a ball comes to rest on MOS near an obstacle (in any direction; behind, in front of or next to), it can be placed only with the hand at 90 degrees angle to the obstacle up to 30 cm from it.
 - If a ball comes to rest near to the boundary (within a boundary line), it can be placed, only with the hand at 90 degrees angle to the boundary up to 20 cm distance from it (all systems).
 - If a ball comes to rest near both the boundary and the obstacle a rectangle is regarded as repositioning area (see drawing).

If a ball rolls back over the border line to the direction of tee-off area, it must be stopped immediately. The play will be continued from the point where the ball passed the border line on the way back under



If the ball is placed up to a repositioning marking, it must touch the marking with its point of contact.



5. The position of a repositioned ball cannot be changed again before the stroke.
6. The shot is to be retaken, if it was not played from the teeing-off area, the ball was incorrectly repositioned or the ball was repositioned twice. The incorrectly taken shot counts.
7. Obstacles must be passed in the prescribed way.
8. A ball is deemed to have been holed when it comes to rest in the target, so that it cannot leave the target by itself. The ball may be taken out of the target by hand or sucker on the putter.
9. If the ball is picked up for cleaning, its position must be marked. As soon as the ball in play has passed the border line correctly, it isn't permitted to warm it up or to cool it down anymore or by any other means change its properties.
- 10 Each player is responsible for the cleanliness of the playing area. It is permitted to remove dirt from the playing area while the ball in play is still moving.

GENERAL PRINCIPLES

Minigolf is a game conducted in accord with the rules and regulation of the Minigolf Federation of India and the minigolf Technical Committee rules. Every player should complete the game through the first to the eighteenth fairway and the final outcome is determined by a total stroke count in. In case the player doesnot complete the game on any one fairway or discontinue playing his result will not be counted.

The system of competition

Types of competition - divided into

- 1) **Individual competition** - The individual as competition unit
(Single, double, Mix double competition.)
- 2) **Team competition** - The team as a competitor unit. The team may consist from 6 to 8 players as competition unit.

METHOD OF COMPETITION

1) STROKE COMPETITION

Stroke play also known as medal play is a scoring system in the sport of minigolf. It involves counting the total number of strokes taken on each hole during a given round, or series of round. The winner is the player who has \$taken the fewest, lowest strokes over the course of the round. The competitor who completed eighteen fairways or its multiple fairways with the lowest strokes shall be the winner.

Decision of outcome

- a) For single competition the outcome is determined after players complete the stipulated eighteen or its multiple fairways. The player who scores the least strokes is the winner. In case of players who secured the same strokes, whichever scores the least strokes by fairways among the last 18 fairways is the winner . Accordingly the result shall be evaluated in the same manner or the technical committee shall construct alternate methods to determine the winner. due to avaibility of time & courses choose the best 9 or 18 players from this events to play again & accordingly the result will be declare after the tournament.
- b) For team competition the outcome is determined by the total stroke count based on the 6 players scores in the team. The team with lowest scores is the winner. In case of teams who secured the same scores, whichever team with the players that secured the least strokes among the last 18 fairways shall be the winner . Accordingly the team result is still the same, In the same manner or the technical committee will construct alternate methods to decide the winner.

2) FAIRWAY COMPETITION -

a) Individual competition -

In minigolf fairway competition the competitor played with another competitor in knockout league cum knockout system basis. Each player played six (6) to (9) nine fairways. as per Technical Committee suggestion according to the condition of the fairways and players, and who had played the greater number out of the sixth or the numbers of play ninth fairways or its multiple fairways with the lowest strokes shall be the winner. In this way the winner will play in next round with another team player on the same knockout basis until he / she reach in to the finals.

Decision of outcome :

The outcome is determined by the lowest score of fairways as sixth or nine. In case of players who secured the same score of fairways additional games on fairways set by the technical committee are to be played until the results are determined as per availability of time & courses

b) Team competition :

For team competition in fairways that a team of six or eight players played with another team in the knockout / league cum knockout system & both team played six or nine fairways (as per technical committee suggestion, according to the condition of the fairways and the number of the fairway & the number of teams) The team players played six to nine fairways who had played the greater number, out of the six or nine fairways with the lowest strokes shall be the winner. In this way the winner team will be played in next round with another team, until they reach into the finals.

Decision of outcome :-

In minigolf , for team competition in fairways tournament the outcome is determined from 6 or 9 fairways by the total stroke count based on the 6/8 players scores in team, both the team play like knockout system, total score count from best 6 players the team with the lowest scores is the winner.

In case both the teams secured same score in that case both team play 1 8 fairways and those team scored lowest total shall be the winner. Accordingly the team result is same in 1 8 fairways at that time technical committee will construct alternative methods to decide the winner.

ORDER OF PLAY AND THE PLAYING OF A LANE

1. The lanes have always to be played in the order 1 to 18. Where a shotgun start has been stipulated, players will not necessarily start at lane 1, but must still play the lanes in sequence. E.g., a player starting at lane 9 would play lanes 9-18, then lanes 1-8, in that order. For a shotgun start at two courses that means: lanes 9-18 of course A, 1-18 of course B and 1-8 of course A in that order.
2. A lane can only be played once the previous player has played the lane and left the playing area. If this rule is violated the shots, which are taken too early, count and the lane is replayed when it is free. Every player must be ready to start play a lane as soon as the ball played by the previous player has correctly passed the border line.
3. At each lane the first player of each pairing has 70 seconds to play his first stroke. This time limit begins when the pairing reaches the lane. Each subsequent stroke must be played within 60 seconds. This time limit begins for the second or following strokes when the ball has come to rest, for the first stroke of the next player when the previous player has left the playing area. In the case of two-player pairings, the time limit for the first stroke begins when the score-keeper has written down the results and handed over the score-cards.
4. A new lane can only be played when the last player of the pairing concerned has finished the previous lane. If this rule is violated the shots, which are taken too early, count and the lane is replayed.
5. A pairing must move onto the next lane as quickly as possible. It must wait at lane they have just completed until the next lane becomes free. One lane can be/she occupied by one pairing only.
6. The order of play in the final rounds is determined by the scores of the players in each category in the preliminary rounds. The players with the highest scores start first. For special tournament modes the regulations have to be defined in the invitation.

FUNCTIONS AND RESPONSIBILITIES OF REFEREE

CHIEF REFEREE

1. Understand the practice and conduct of game.
2. Assign referees to the game and notify the particulars for attention.
3. Supervise referees in the execution of the game.
4. Assist the referees to settle the problem arising in the execution of the game.
5. Check the final scores.
6. Request to convene the Protest Committee in case an appeal or protest is submitted and report the incident to the Committee.
7. Announce the rules of play and the particulars for the attention to the players in advance of playing if necessary.

REFEREE

1. Check with the name list of the players and their equipment
2. Direct the start of playing on each fairway and manage the order of playing amongst the players.
3. Declare the conclusion of play on each fairway and the number of strokes of every player.
4. Lead the players to complete the game in accordance with the sequence number of the fairway.
5. Deal with incidents against precedent or infractions of rule during play and announce time-out and the restart of play.
6. Record the player's number of strokes and infractions.
7. Check the result of play and request the player to sign his/her name for confirmation.
8. The referee's onward movement shall not affect the player's hitting.
9. The referee shall stand at a position where he/she can see clearly the hitting action of the player and the direction the ball goes.



PENALTIES FOR PLAYERS

1. Infringements of the playing or general sporting rules and unsportsman like behaviour are punished with admonitions, bookings and disqualifications. The following chapters are valid for players also when they are acting temporarily as coaches.
2. The members of the refereeing committee can impose penalties to the players as follows:
 - a) admonition (A)
 - b) admonition and 1 penalty point (A+1)
 - c) booking and 2 penalty points (B+2)
 - d) disqualification and 5 penalty points (D+5)Penalties imposed on substitute players are added to the total score of their team.

Each of these penalties will only be given once per player during a tournament. The penalty also has to be indicated on the front of the score-card by a clearly visible "A", "A+1", "B+2" or "D+5". The reasons have to be stated on the front or the back of the score card. For electronic scorecards an alternative system can be used.

Furthermore the penalty should be notified to the player by a coloured card with following colours

- | | |
|---------------------------|-------------------------|
| a) Green for penalty A | b) Blue for penalty A+1 |
| c) Yellow for penalty B+2 | d) Red for penalty D+5 |

All penalties have to be published on the official tournament board immediately. The refereeing committee(s) can decide to work in addition to these 4 penalties with a certain number of verbal admonitions (depending on duration of a tournament) before using penalty a. Team penalties can be executed at international championships, where no individual competition is played at the same time. In match-play system at international championships special penalty rules can be executed. In both cases the penalty system has to be clearly described and published in the official invitation of the championships concerned.



PENALTIES FOR COACHES AND OFFICIALS

Infringements of the playing or general sporting rules and unsportsmanlike behaviour are punished with admonitions or banishing from the course.

The following chapters are valid for participants registered as coaches or officials and while these are acting on the course.

The members of the refereeing committee can impose penalties to the coaches as follows:

- a) admonition (step 1)
- b) banishing the coach from the course for the rest of the day (step 2)
- c) banishing the coach from the course for the rest of the tournament (step 3)

Each of these penalties will only be given once per coach during a tournament.

The penalty should be notified to the coach by a coloured card with following colours:

- a) Green for penalty step 1
- b) Yellow for penalty step 2
- c) Red for penalty step 3

All penalties have to be published on the official tournament board immediately.

The refereeing committee(s) can decide to work in addition to these 3 penalties with a certain number of verbal admonitions (depending on duration of a tournament) before using penalties.

PROTESTS AND DECISIONS ON PROTESTS

- 1 Protests against refereeing decisions have to be made in written form by an official of the participating federation or club concerned to chairman of the jury within 15 minutes. This minimum time can be prolonged by organizers by clear remarks in the official invitation concerned. The jury then decides on it as quickly as possible. If there is no jury installed the decision has to be taken by the refereeing committee.
- 2 Protests during match-play and other types of k.o.-matches must be declared and decided on the lane by referees / jury, if necessary by stopping this match until the decision has been made by the referees / jury.
- 3 The decisions of the jury are final.
- 4 Protest against a result list is limited to a period of 7 days after publication. The protest has to be sent in written form by a participating federation or club and has to be addressed to the organizer and the tournament director concerned. The following decision of the tournament director is final.

TECHNIQUES IN MINIGOLF

Minigolf is a sport where a certain skill of technique is required. Of course you are not supposed to know everything in advance. Normally players are building up their technique during a certain time that fits them, but of course more precise training means that you will be a better player. The section here describes in short, how you hit the ball and the way to play the border and with spin.

PLAYING POSITION

There are four elements to your playing position: Feet-, leg-, body position and grip. Basically, you should stand with your feet placed solid on the ground. There should be a natural distance between the feet. If you are tall, you can increase the distance between the feet to avoid that bending too much when reaching the course with the putter.

You should bend the knees a little with your back somewhat bent forwards to avoid standing too stiff. You should in a natural way reach your head over the ball to see the direction, and to hit the ball from where it lays.

You should, of course also have a natural balance in the body. You are probably already aware that the back and leg muscles have the highest load, normally you will notice this fact when you play more rounds in a day. Therefore, it's important to have a playing position which is free from straining. It can be an advantage in helping each other by giving hints to find the optimal playing position.



GRIP

The hands are placed around the grip of the putter and by stretching the forefinger you will be better able to steer the putter when hitting the ball. The hands should be placed with one hand above the other. If you have the left over the right or vice versa is down to individual choice.

When you hold the putter you should not hold it too firmly as you will then strengthen the hands and arms, and the shot will not be correct. Hold the



putter firmly enough so that you don't drop it and at the same time have control over the movements. You can eventually hold the putter more firmly or looser to find what is optimal for you.

SHOT PERFORMANCE

You should feel that the putter is an extension of the arms and the swing mostly proceeds in the shoulders. Now you will take the playing position that you find optimal. The head of the putter is placed behind the ball close to the course. You should also check that the ball lays at the middle of the putter head to get the correct balance at the shot.

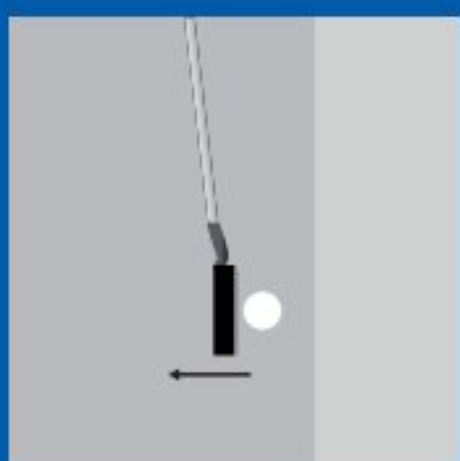


When you are heading the shot, you should imagine that there is a line at a right angle from the putter head through the ball centre in the direction of the target or the direction you have chosen. When all of these things are ready, you can perform the shot. When you start the swing, it is important that it is the same acceleration through the entire shot. The length of the swing is the determining factor of the power you hit the ball. A longer swing means more power to the shot.

As shown on the illustrations below, the swing consists of 4 phases:

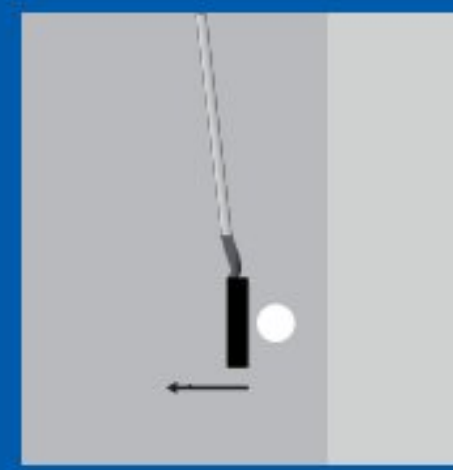
FIRST PHASE

– is the swing backwards from ball



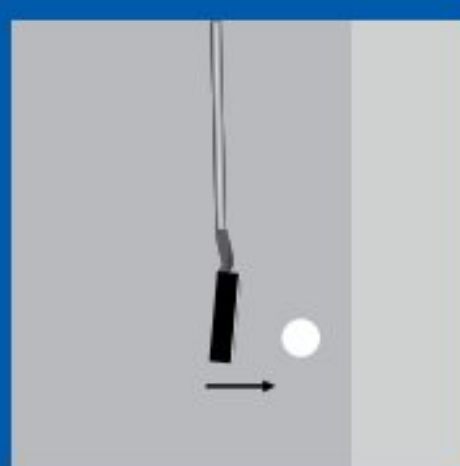
THIRD PHASE

– is when the putter gets in contact with the ball



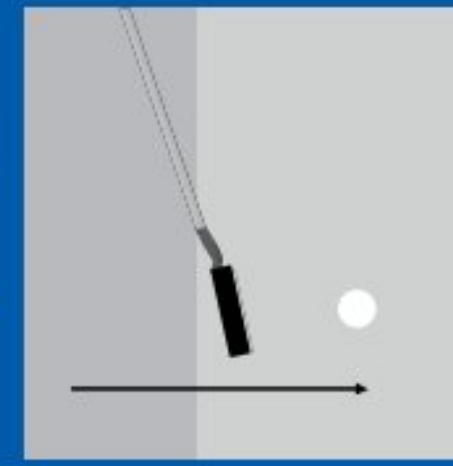
SECOND PHASE

is the swing forwards against the starting point behind the ball pointed in the same direction as you started and continue in the same direction you will hit the ball



FOURTH PHASE

is when the ball gets underway. The swing should continue after you have hit the ball and stop when the ball has left the teeing off area. This way you will have much better control of the ball direction



BASIC SHOT

In order to have success in Minigolf, it is important to learn the basic shot to get the right speed and direction. We have described that the speed is controlled through the length of the swing, phase 2. The direction is controlled by all phases and it's important to train all these efficiently and learn how to shoot. To get a pure shot without spin, you must move the putter in the same movement backwards and forwards as a pendulum. As mentioned previously, the shot is mostly done in the shoulders.

BORDER SHOT

When you are going to play at the border, the basic shot is also very important. The ball should be played without spin and with the correct speed to get the direction you want. Why do you play at the border? The shot at the border can be done when you cannot see the hole from the place where the ball lies. It might be from the teeing off area or behind an obstacle. The reason could also be that it is an advantage to have another "ball line" where it is easier to reach the hole in one shot. Sometimes you have two possibilities, direct to the hole or from the band behind. Last but not least, at some holes the border shot is more secure and will probably give a better result in the long run compared to direct shots, which have to be more offensive.

SPIN SHOT

A third variant of the minigolf shot that is technically more challenging is the spin shot, when the ball spins horizontal. You use the spin to get another ball line, e.g. hitting the border behind the hole. There are two types of screws: top spin and slice. You will achieve the spin when you draw the putter somewhat in a half

circle at the first phase of the shot. The rotating power is transformed from the putter to the ball in phase 3 and continues in phase 4 to get a full effect. It's very difficult to control screw shots and for some players it will take years until they control the shot.



TRAINING PROGRAM

This is a small training program that everybody can make use of. You are advised to train in pairs in order to assist each other.

DIRECTION CONTROL

During practise you play ten shots on five different holes where you should play the same shots. You can play against the hole or targets placed on the course. You can vary the difficulty by changing the distance to the target. You note the hits and mistakes you make. These statistics can be used to see the developments of the training every day you use the same program.

SPEED

Here you will learn how to control the speed of the shot. Find a hole with a slope that you divide into three different zones. Here you can use tape that is removable and doesn't damage the course. You start and play five shots in each zone and note how many hits and mistakes you make. Then you can vary the training with one shot in each zone. Here you also play 15 shots and note hits and mistakes. Then you choose a hole where you can play on the border behind the hole. The meaning of the training here is to control the distance that the ball returns from the band. Once again you should divide in different zones to have different targets. You play five shots to reach every zone and note the hits and mistakes.

SPIN

Here a better technical competence of the player is required and for this training it is important that you play different shots. The spin shot is an unfamiliar movement and you have to train a lot to learn it. The spinshot is divided into top spin and slice. You can start by playing on the border behind the hole and play in a right angle against the band. Then you can see the effect of the shot. You can also place an obstacle e.g. 2 stones that forms a passage where you should play straight through. Play 50 shots with 25 each of top spin and slice, note the result, but be aware that it is rather difficult to evaluate.

At the end of the spin-training it is important to train using the basic shot again. Therefore you should play ten shots with variation of speed of different holes. You can check if you play without spin, but using a two-coloured ball or put a



mark on the ball. If you don't play straight you can see the mark or the colours rotate around the ball.

TRAINING VARIANTS

The aim with training variants is to find new ways to play the hole, to understand your minigolf balls better and to prepare for new courses with other variants. Try to innovate, think untraditionally and watch what happens. Test many different balls. Finally play a couple of rounds with different variants on the holes you have trained on. Then you will notice if it works in practice.

SOME RULES

The following are only some small points picked from the WMF rules handbook. Please note that it does not cover all of the WMF's rules and regulations.

GENERAL

Minigolf is played with one putter and minigolf balls on a minigolf course. The target is to get the ball in the hole with as few shots as possible on every hole.

CHOICE OF BALL

The player is allowed to use one ball on each hole, but can carry any number during a round.

SHOT

Each touch of the ball with the putter is one shot. If the ball does not reach the hole in six shots (incl. any added points), seven points will be noted on the score card of the played hole; this is the maximum points of each hole. Penalty points could be added to the result.

TOURNAMENT REGULATIONS

For an international tournament, the course has to be approved by the WMF Technical Committee. If clubs or nations do not follow the regulations, they can be fined by the WMF or the nation's federation/association. The players are not allowed to make any changes to the course during the training or competition.

REGULATIONS AND RULES

FOR TOURNAMENT PLAYERS

A player is only allowed to break the play or leave the course after informing the referee. A general break of the tournament (e.g. because of rain) can only be decided by the referee. If a player plays on a hole, he is allowed to end this hole. If he doesn't end the hole, he has to mark the position of the ball. It is the referee that will decide when play starts again.



Note : Every player must registered his / her name on the minigolf online registration website with his / her detail information.

SCORE CARD

Team Event

MINIGOLF

FEDERATION

OF INDIA

Name of Championship :

Date :

Player Name	Course-1	Course-2	Course-3	Course-4	Course-5	Course-6	Course-7	Course-8	Course-9	Course-10	Course-11	Course-12	Course-13	Course-14	Course-15	Course-16	Course-17	Course-18	Total
	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	
	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	
	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	
	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	
	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	1 2 3 4 5 6 7	

I certify that the above scores correctly recorded.

Players Sign : 1)

4)

2)

5)

3)

6)

Referee Sign & Name

HOW TO SCORE ?

In minigolf how to score is very important according to the rule & regulation. Players playing together in limited to (6) person. 6 stroke limit on all the 18 hole. each player played all 18 holes. Each player clear the hole in 6 stroke, if not gives 1 penalty (it means to mark in 7 in score sheet) each player played 18 holes fairway & who had played the greater number out of 18 fairway or its multiple fairway with the lowest stroke shall be winner. in this way all events score will be return by the referees.

SCORE CARD

Single / Double / Mix Double

Name of Championship : _____

Date : _____

Player Name	Course-1	Course-2	Course-3	Course-4	Course-5	Course-6	Course-7	Course-8	Course-9	Course-10	Course-11	Course-12	Course-13	Course-14	Course-15	Course-16	Course-17	Course-18	Total
	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	
	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	
	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	
	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	1234567	

I certify that the above scores correctly recorded.

Players Sign : 1) 2) 3) 4)

Referee Sign & Name

SCORE NOTES :

The players are not allowed to note their own scores. In tournaments playing partners mark the scores for other players or referee in the group. Each player must ensure that the scores are correctly noted. This is also valid if it's someone outside the playing group that scores.

Count the number of shots to get the ball in the hole...

Hole in one -scores'1'

Two shots - scores '2'

Three shots - scores '3' ...and so on

If you still haven't holed the ball after six shots score 7' and move to the next hole At the end of the game, add up all the scores of 18th courses -Lowest wins!

SCORE CARD (BELOW 15 YRS.)

Team Event
(Stroke / Fairway)



Name of Championship : _____

Date : _____

Player Name	Course-1	Course-2	Course-3	Course-4	Course-5	Course-6	Course-7	Course-8	Course-9	Course-10	Course-11	Course-12	Course-13	Course-14	Course-15	Course-16	Course-17	Course-18	Total
	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	
	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	
	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	
	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7 8 9	

I certify that the above scores correctly recorded.

Players Sign : 1)

2)

3)

4)

Referee Sign & Name

Note : * This score sheet only for below 15 yrs. competition.
*Aplayer who is under 7, 9,11 &13 yrs old has a minimum 6 & Maximum 8 shot toget the ball in the hole if they cannot complete this it means a total 9 point for the lane.

**MINIGOLF
FEDERATION
OF INDIA**

**Single / Double / Mix Double
(Stroke / Fairway)**

Name of Championship : _____

Date:

[illegible]

I certify that the above scores correctly recorded.

Players Sign : 1)

2)

3)

4)

Referee Sign & Name

Note : * This score sheet only for below 15 yrs. competition.

*A player who is under 7, 9, 11 & 13 yrs old has a minimum 6 & Maximum 8 shot to get the ball in the hole if they cannot complete this it means a total 9 point for the lane.

TEAM ENTRY FORM (BOYS/GIRLS) STROKE / FAIRWAY



Name of Championship : _____
venue : _____
Date : ____ / ____ / ____ Name of State / University _____

Sr.No.	NAME OF PLAYER	SCHOOL NAME	BIRTH DATE	CERT.NO.	SIGN.
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					

Coach : _____ Manager _____ Sign of State President / Secretary _____

In Entry Form right the total number of the player name. Birth Date, School Name in serial number form.

NOTE

State association make their own form for there district & State Tournament
Boy's Team & Girls Team form fill up separately.

TEAM ENTRY FORM (02)
STROKE / FAIRWAY



Name of State / University : _____

Team Event

Sr.No.	NAME OF PLAYER	BIRTH DATE	CERT.NO.
1			
2			
3			
4			
5			
6			
7			
8			

Single Event

Sr.No.	NAME OF PLAYER	BIRTH DATE	CERT.NO.
1			
2			

Double Event

Sr.No.	NAME OF PLAYER	BIRTH DATE	CERT.NO.
1			
2			
3			
4			

Mix Double Event

Sr.No.	NAME OF PLAYER	BIRTH DATE	CERT.NO.
1			
2			
3			
4			

Coach : _____

Manager : _____

Address : _____

Contact No. : _____ Email : _____

Name & Sign. of Team Manager

Sign of State President / Secretary

HOW TO FILL UP FORM ?

In minigolf we have 18 player in deferent event of part of play. First we see the team event the are 8 player in association level & School level so you fill up the 8 player name in team event as well as fill up 2 player name in single event & in double event fill up 2 pair of players but in mix Double event you must fill up 2 pairs means 1 male & 1 Female. In this way every team manager will fill up the form for every tournament. Don'd repeat the players name in anather event. Each player playing only 1 event.

EQUIPMENT

Every player uses a minigolf putter and a number of minigolf balls, each with different properties that affect how it acts in play. It's important to have your own personal putter and a number of minigolf balls. When you start playing it is recommended to limit yourself to using around 5 to 7 balls. If you start with too many balls and if you do not have an instructor to get advice from, or if you prematurely believe that it is an advantage with many balls, there is a risk that you can overcomplicate the sport.

MINIGOLF PUTTER

A minigolf putter consists of three parts: The grip, handle and the foot. A nice grip is made of moulded rubber that is drawn down from the upper part of the handle. When playing a shot, the rules state you must have both hands on the putter. The typical material of the handle is steel. A conical steel tube that gives a stable handle that does not bend when you hit the ball. There are other types of material, e.g. graphite. The Putter head can be shaped like an L, the most commonly used by minigolf players, or a T. With an L-shaped putter the weight distribution is better and results in a more secure and stable shot for the player. The head of the putter is also covered with rubber about 6-8 mm thick. The result is a more controlled shot and it is not necessary to play the ball as hard as when using a metal headed putter. By using a rubber headed putter, it is also easier to play with spin. When playing with spin, you can add some technical finesse to your shot. Minigolf and golf putters may be used. Other golf clubs are permitted only if so defined in the system-specific rules. The putter must have no gadgets for aiming. Notches and lines on the putter head are permitted. The area of the putter face must not exceed 40 square centimetres. If the rules regarding the putter are violated, the shots played with a non-permitted putter count on the lane on which the violation is noticed, and the lane has to be replayed.



BALLS

As a casual player, you will normally play with one standard ball at most of the minigolf courses. All minigolf & Golf Balls of any material are permissible. It is different for members. They normally buy a small number of balls in the beginning and most players increase the number of minigolf balls they own when they feel they are a better player and they have higher playing ambitions. There are many ball producers, especially in Europe, and every year there are new balls brought onto the market. In total more than 10,000 different minigolf

balls have been produced in the last 70 years. The balls have different sizes (standard are 37-43 mm in diameter) and there are variations in hardness, weight, bounce (not more than 85 cm. when drop on concrete from height of 1 mtr.) and surface. Some balls are produced with lacquer of different types and some balls are produced without lacquer (raw). The raw balls have the advantage that they have a much better grip when hitting the borders or when you play with spin. As mentioned, it is important to see the advantage in having more than one ball.



The balls are used on different holes and often have a specific purpose such as Pipe ball, Labyrinth ball etc. as these balls have properties that fit these holes. If you learn the different ball properties in the beginning and watch how the hole has to be played, then you will begin to see where to use the balls. There is an advantage in having a coach or an experienced player who is willing to help a newplayer in the beginning. Only balls which are permitted under the homologation rules for balls may be use in tournaments.

SPORTWEAR

- Uniform team clothing from the waist upwards and sports shoes are required. The membership to a minigolf club or minigolf association must be shown on the clothing. (Exception: bad weather clothes).
- During the official opening ceremony and during the victory ceremony (on the course), a team must present a uniform appearance. (Exception: bad weather clothes).
- The active members are free to issue own regulations for their sphere of responsibility.



CHOICE OF BALL

- A player must finish each lane with the ball with which he / she was beginning the lane.
- A ball which has become so badly damaged during play that in the opinion of a referee it can no longer be played, or that has been lost on a lane (and not found within 5 minutes), can be replaced by another ball. The next stroke has to be taken from the last resting position of the lost or damaged ball.



Categories in Association School & University Game :

Association Game

Age Group (Boys & Girls)
11 yrs., 13 yrs., 15yrs., 19yrs,
Senior (below 45 yrs) &
Open (above 45 yrs)

School Games

Age Group (Boys & Girls)
14yrs., 17yrs., 19yrs

University Games

(as per rule of AIU/FISU)

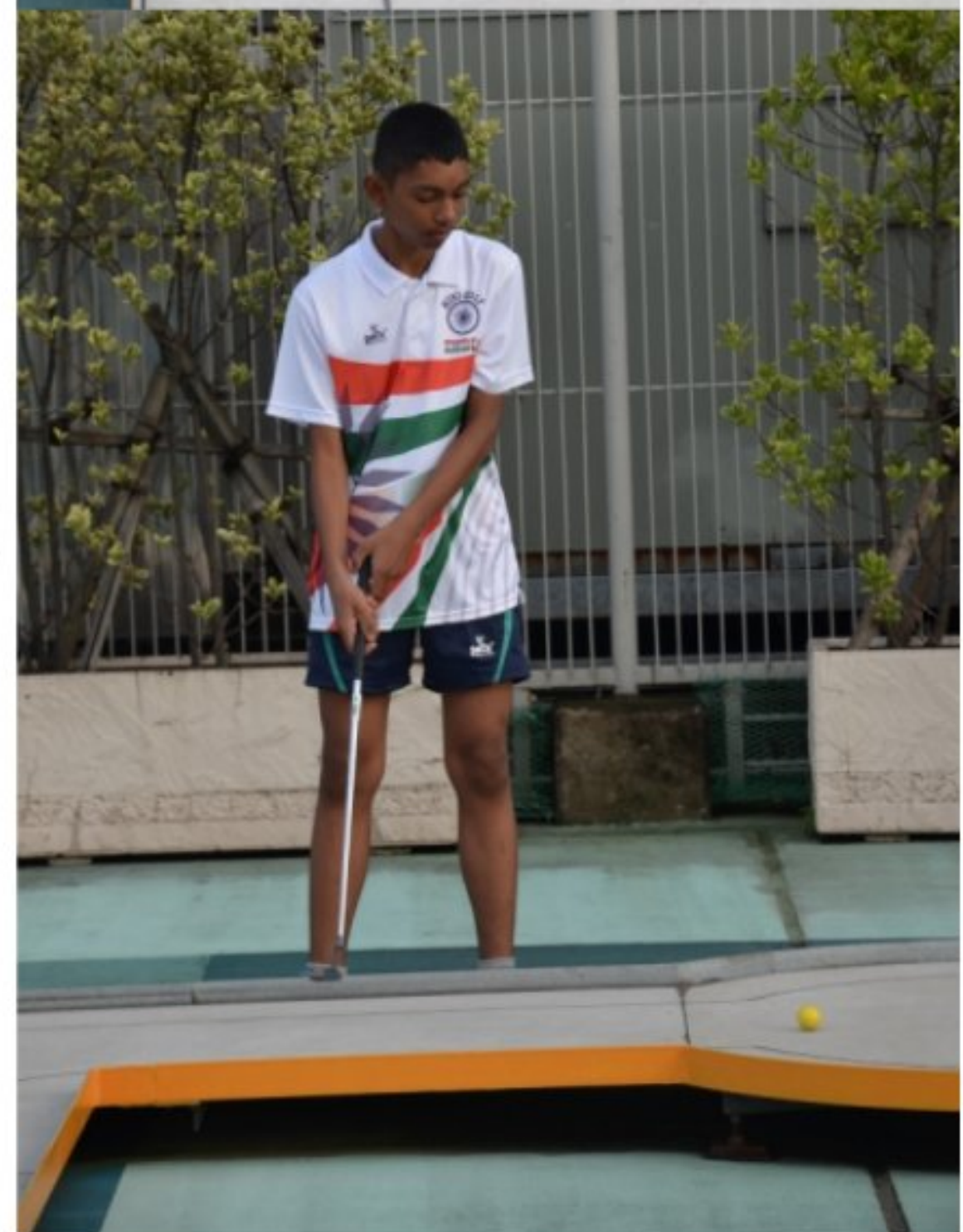
System of Competition in State Zone / National & University Games

1. Single Event (2 participant)
2. Double Event (4 participant)
3. Mix Double (4 participant)
4. Team Event (6/8 participant)

System of Competition in School Games

1. Single Event (2 participant)
2. Double Event (4 participant)
3. Team Event (8 participant)

- * **Single event-** 2 player each team play this event & they (2 player) win medal also.
- * **Double Event** - 2 player will playing alternative stroke on each course.
- * **Mix Double event** - a pair of male & female will play alternative stroke on each course.



TYPES OF MINIGOLF COURSES

The MFI recognises four types of Minigolf courses. Each type has its own special design, construction and obstacles.

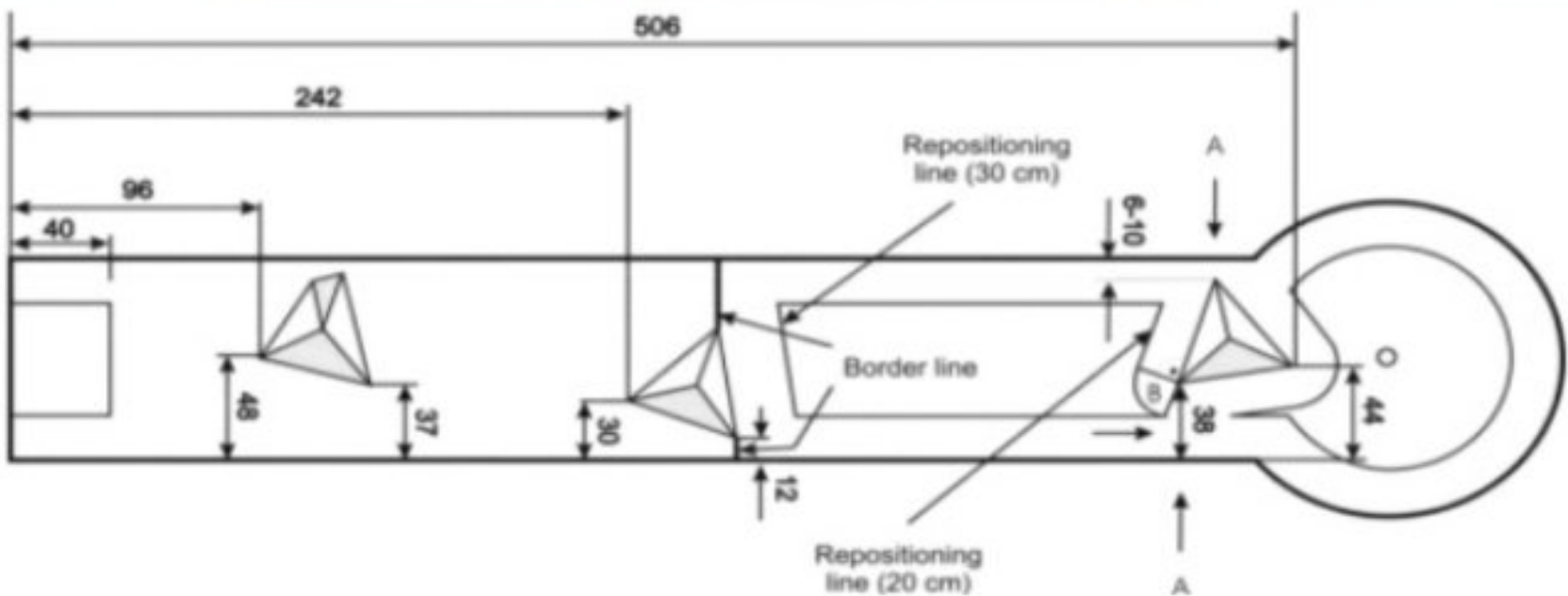
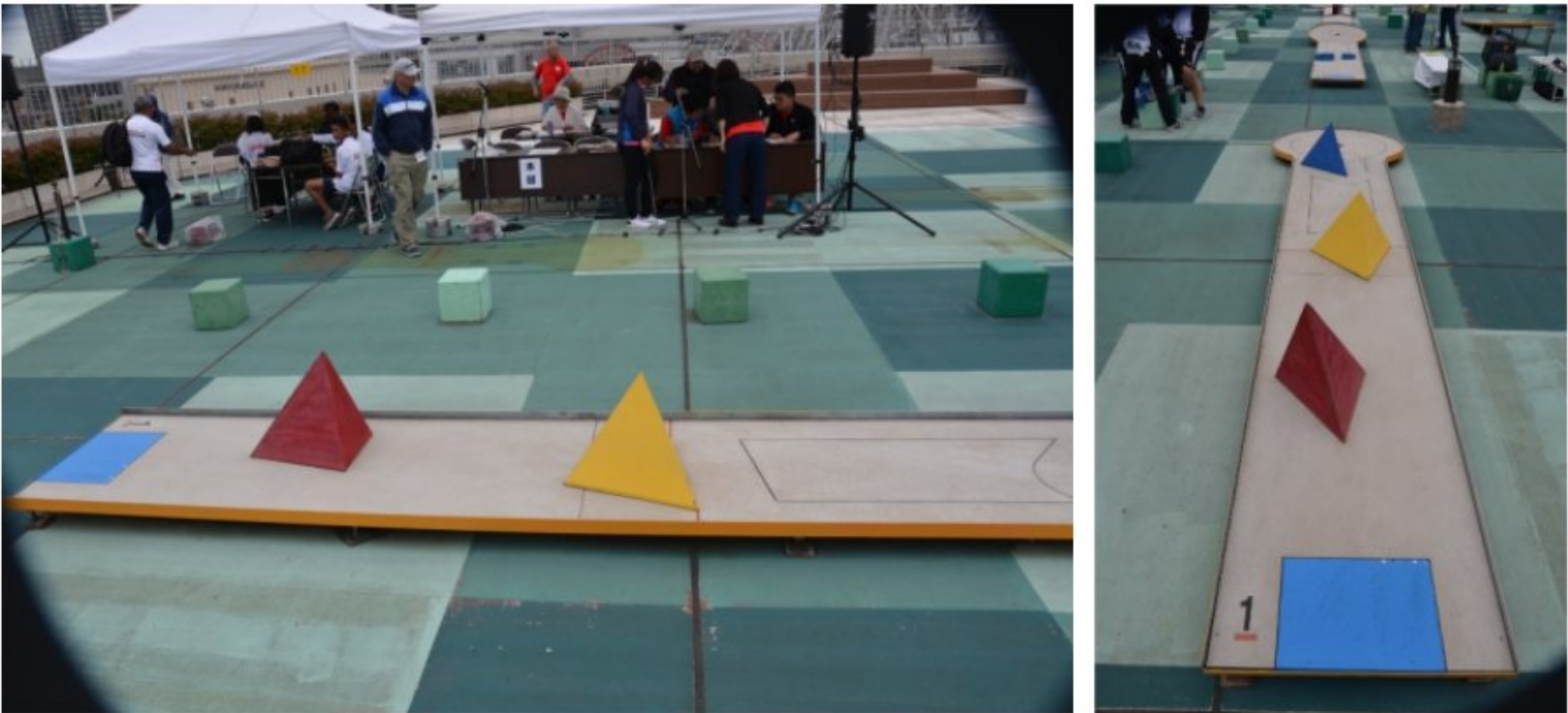
MINIATUREGOLF

The most common type of approved tournament Minigolf courses in the world are Miniaturegolf courses. These courses are mostly built using Fibre Cement. These courses require less space - a complete tournament course of 18 holes could be built in 600-800 m2.

To set up the course, you can select from 24 different types of holes. You will find these courses in many cities and holiday sites all over the world.

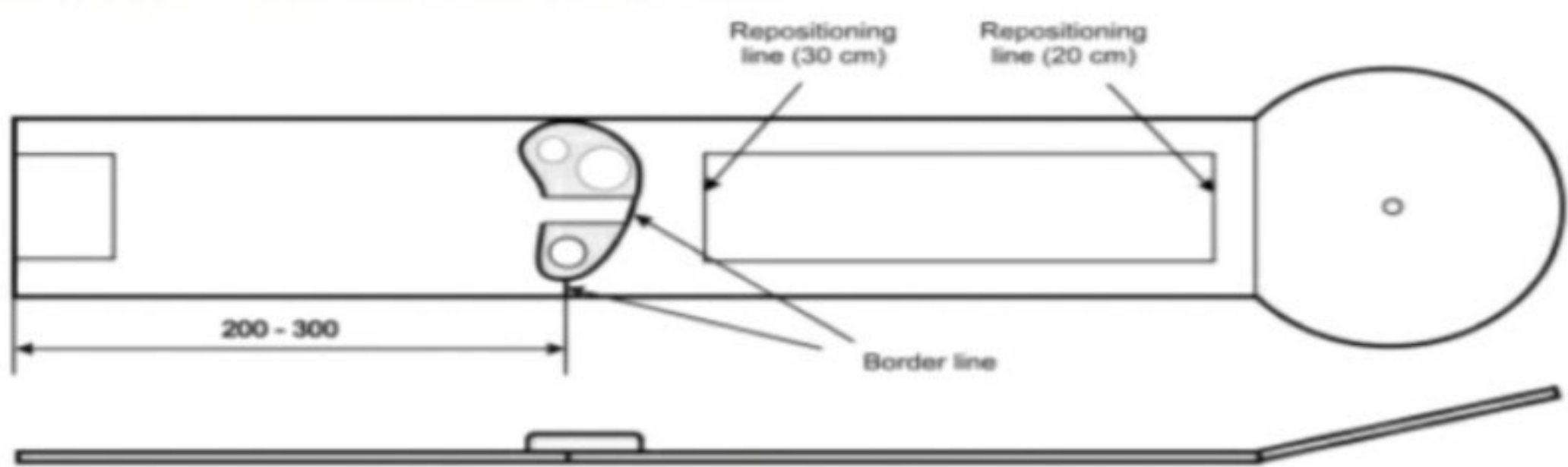
They are very popular and even though the holes are quite short, many people are surprised at how difficult some holes can be. The Miniaturegolf courses require some maintenance in early spring after the winter. You are not allowed to stand or walk on the course/obstacles, but this is not necessary to play.

Course No 1: Pyramids



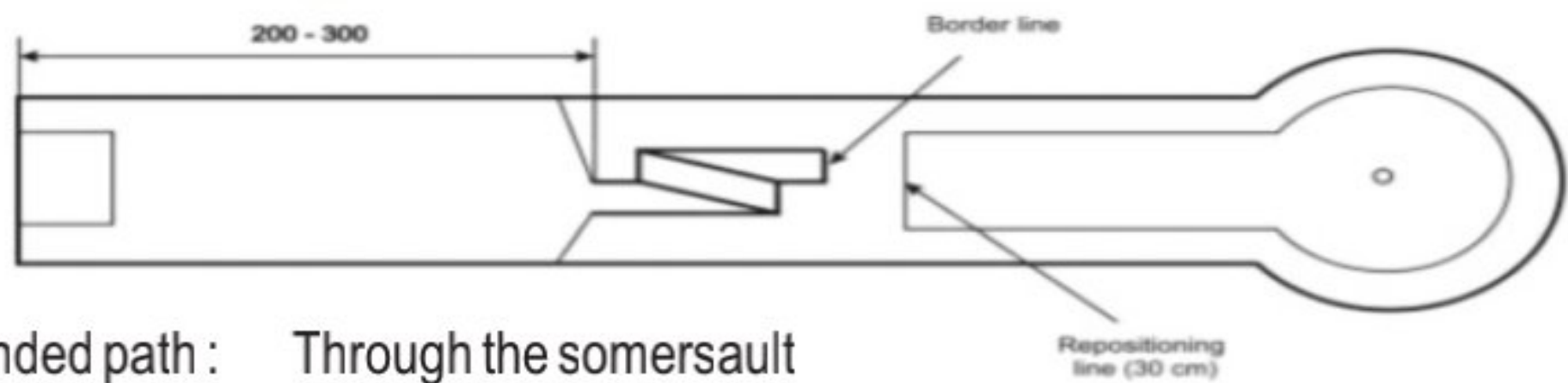
- Intended path : Not laid down
- Repositioning : If the ball comes to rest in sector B (see diagram) it can be repositioned at up to 20 cm radially from the pyramid. Should the space between the obstacle and the boundary be too small for the ball to be repositioned then the following regulations apply:
If the ball comes to rest in front or directly at of the narrowest part between the pyramid and the boundary (two markings A in diagram), it can be repositioned at up to 20 cm away from the boundary and the obstacle in the direction of the teemg-off area.

Course No 2 : Sloped Circle With Kidney



Intended path : Either through the tunnel as a straight stroke or passing the obstacle on the side

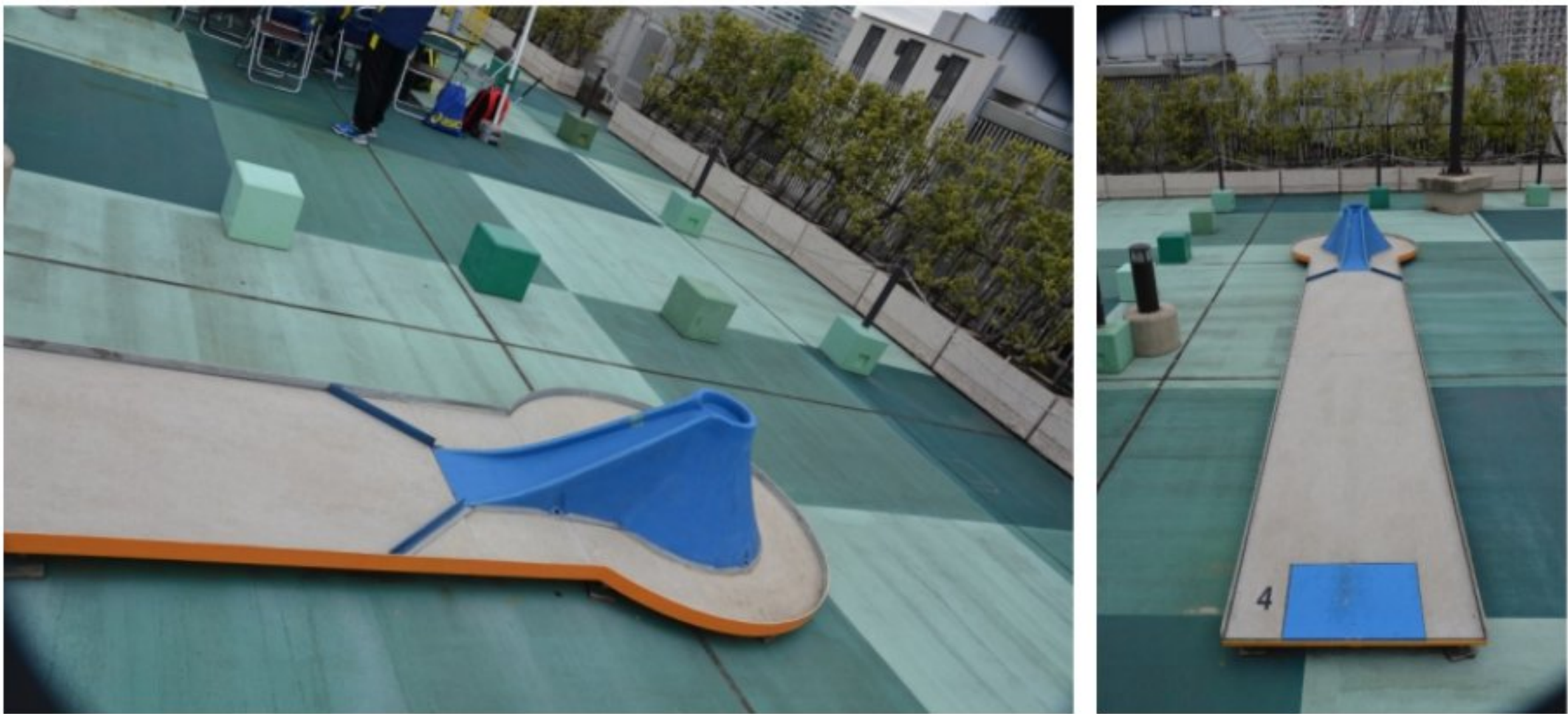
Course No.3 : Loop



Intended path : Through the somersault
As the path of the ball is not always controllable in the somersault, the obstacle can be considered as completed if the ball correctly crosses the entrance and the exit. Even a ball which jumps from the entrance to the exit and thereby leaves out the actual somersault, is still acceptable if it leaves the exit correctly. However, should the ball jump over the outside walls of the obstacle, it has left the intended path.

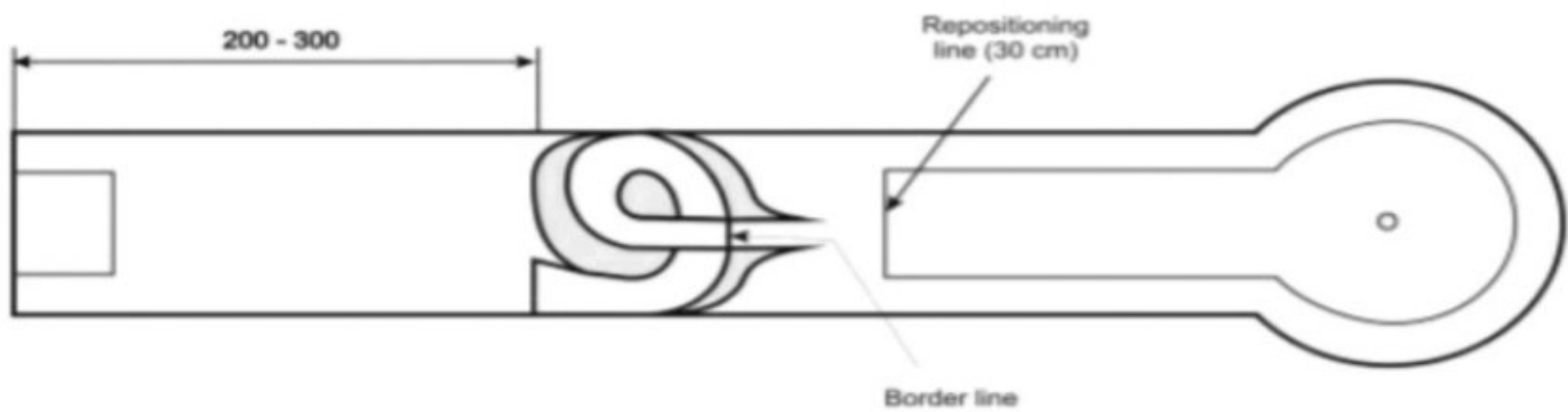
Measurements : beginning of obstacle 200 - 300 cm from beginning of the lane
width of obstacle 15 - 22 cm

Course No.4 : Volcano



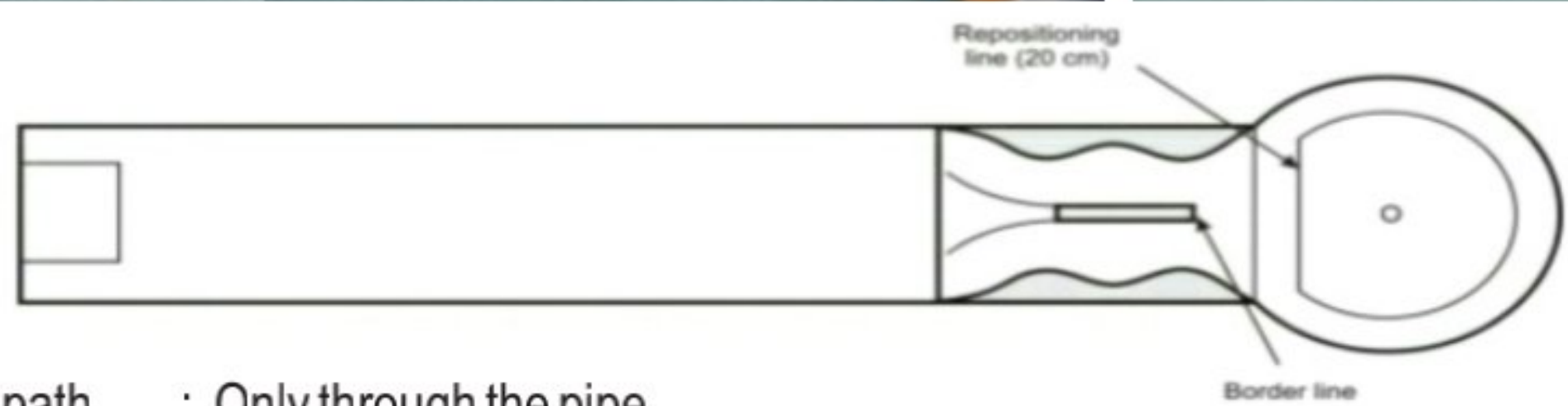
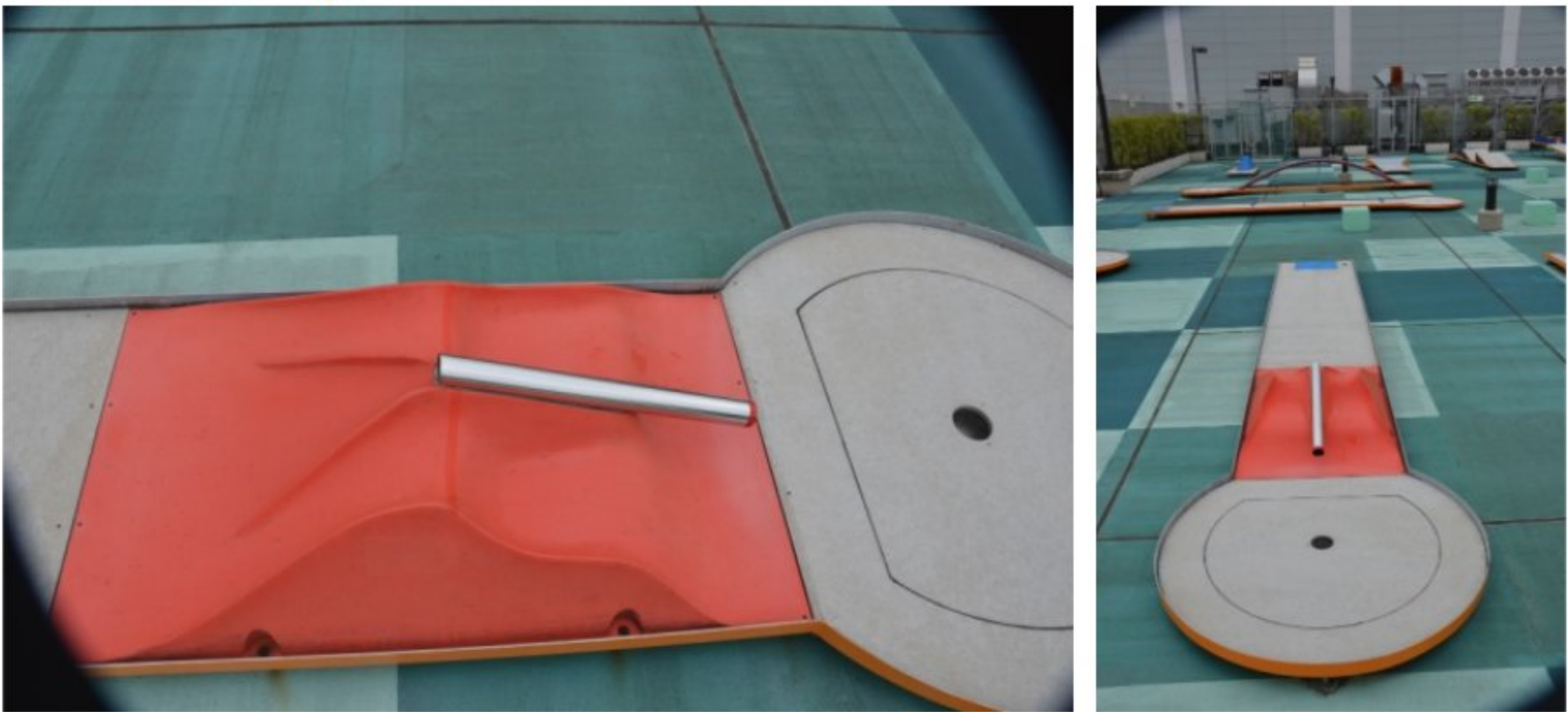
- Intended path : Not laid down
Border line : Lane without border line
Alternatives : 1) Shape as picture above
2) Shape as picture below

Course No 5 : Flat Loop



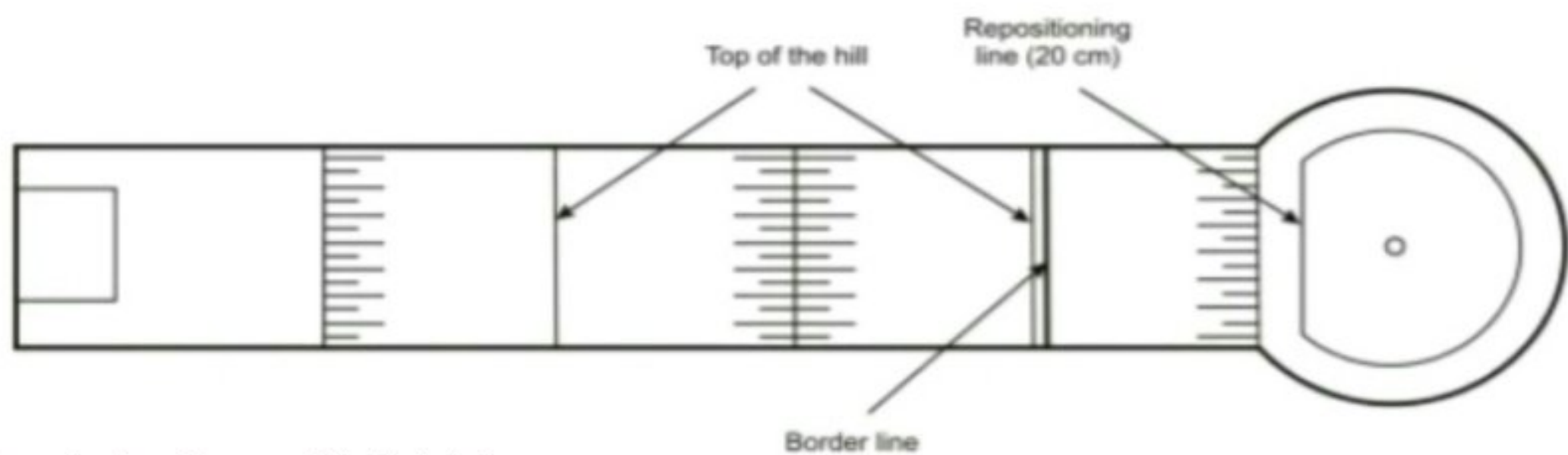
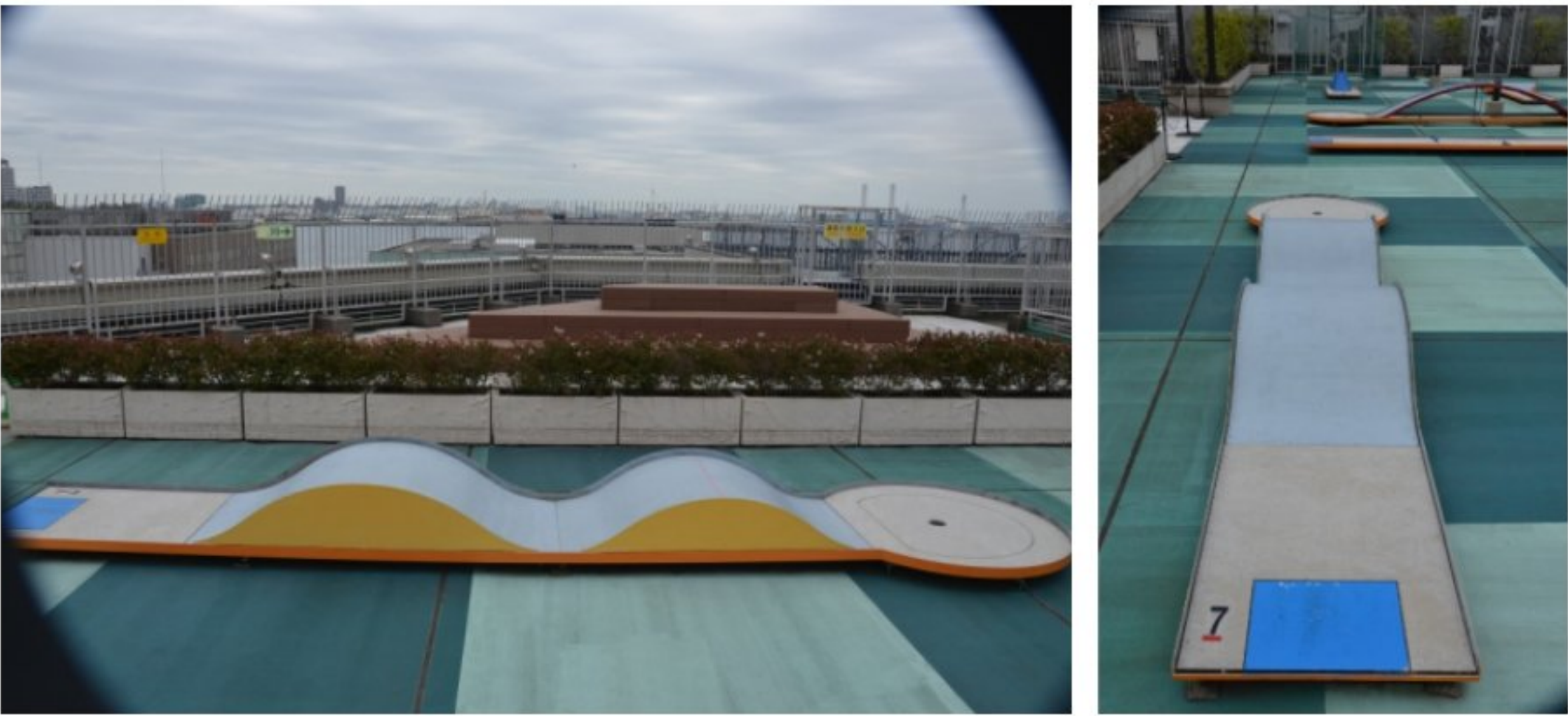
- Intended path : The ball must go through the entrance and the complete length of the loop up until the border line. The ball leaves the intended path if it jumps over the raised sides before the border line, or if it leaves out the loop.
Measurements : beginning of obstacle 200 - 300 cm from beginning of the lane

Course No 6 : Pipe



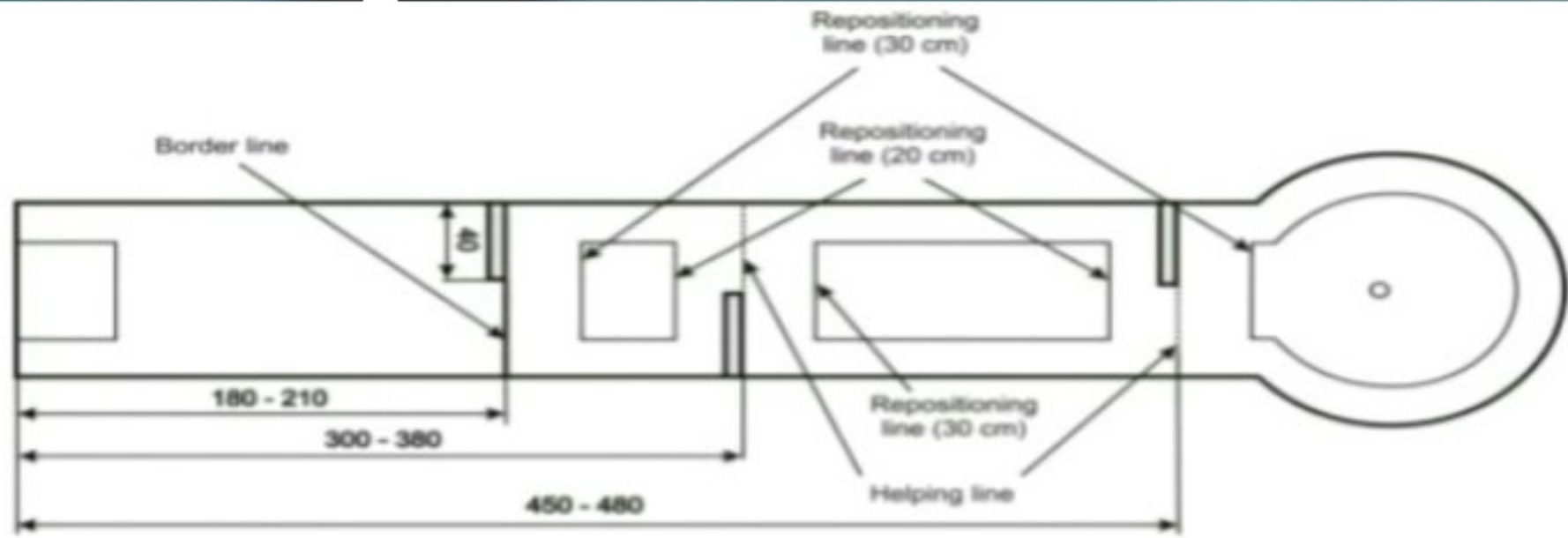
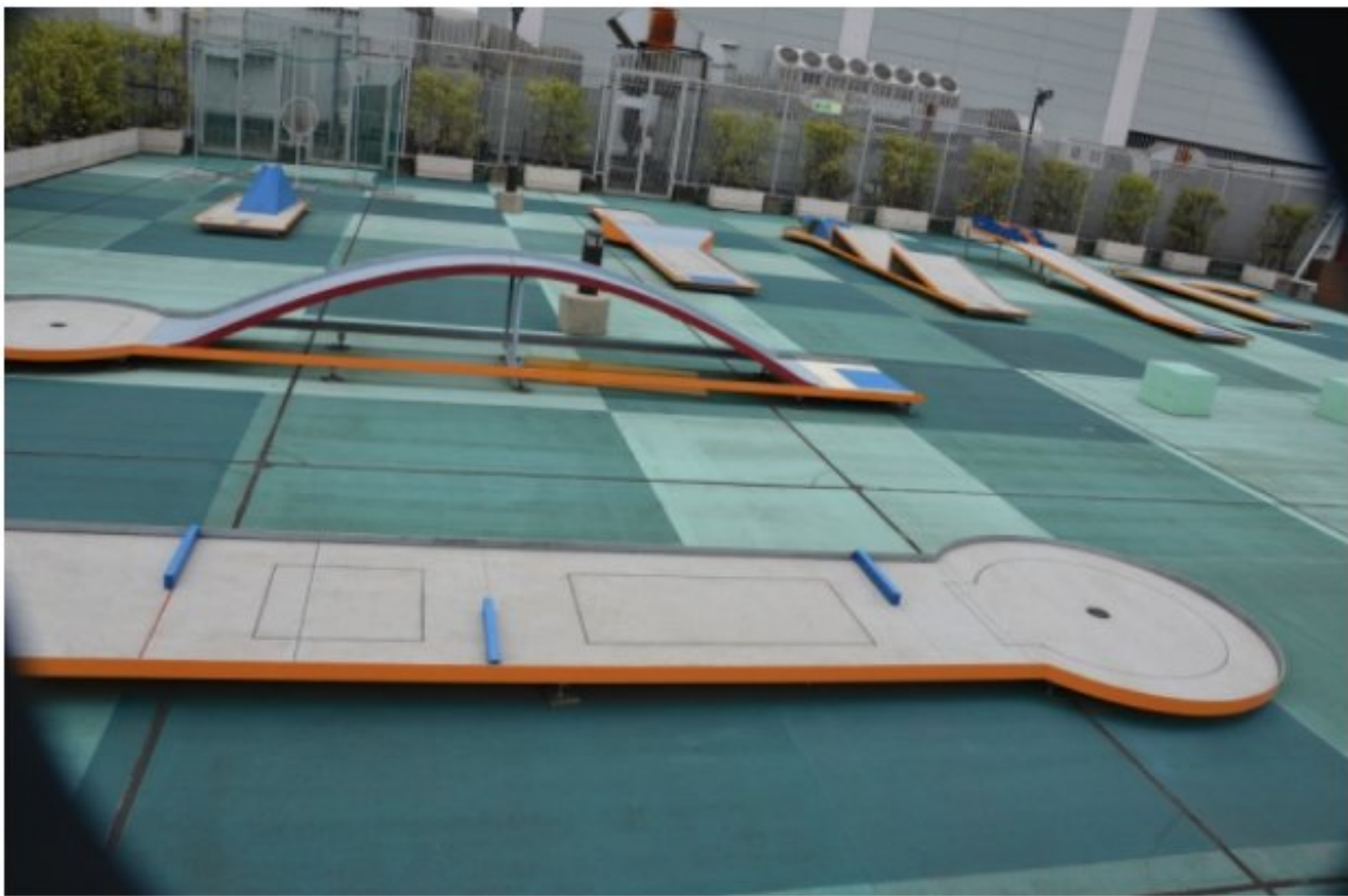
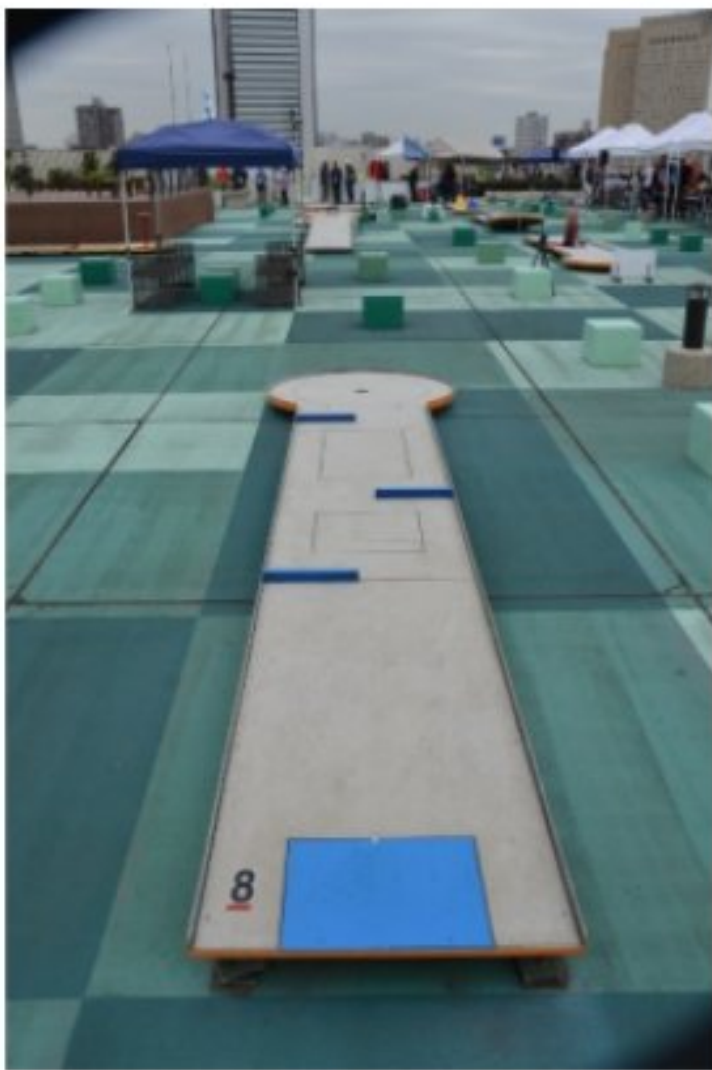
- Intended path : Only through the pipe
- Measurements : Rear edge of obstacle 500 cm from the beginning of the lane
diameter of the pipe 4.5 - 6.5 cm
- Border Line : Right at the exit of the pipe

Course No 7 : Double Waves



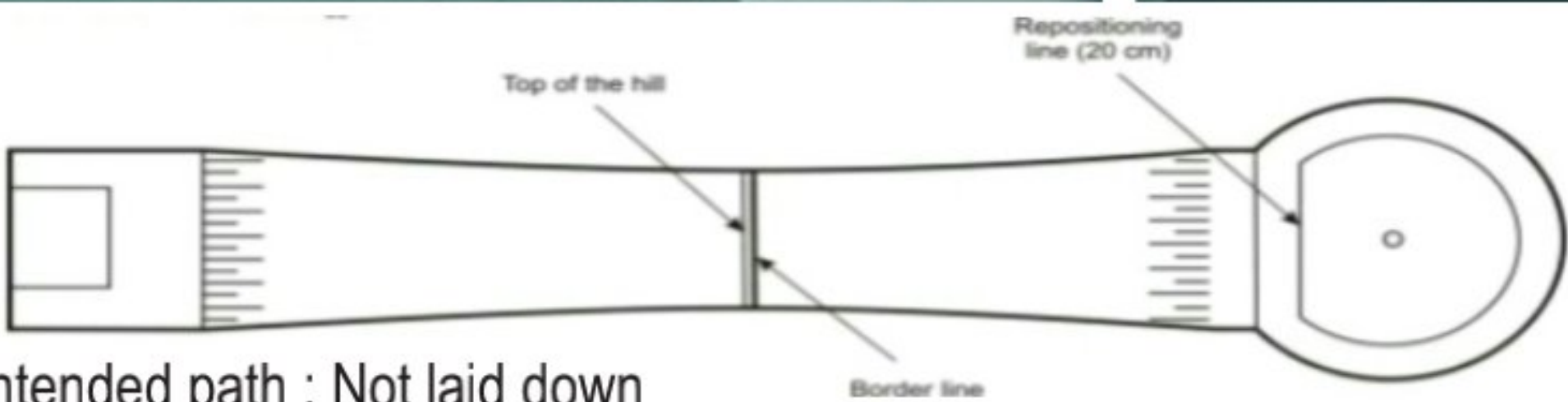
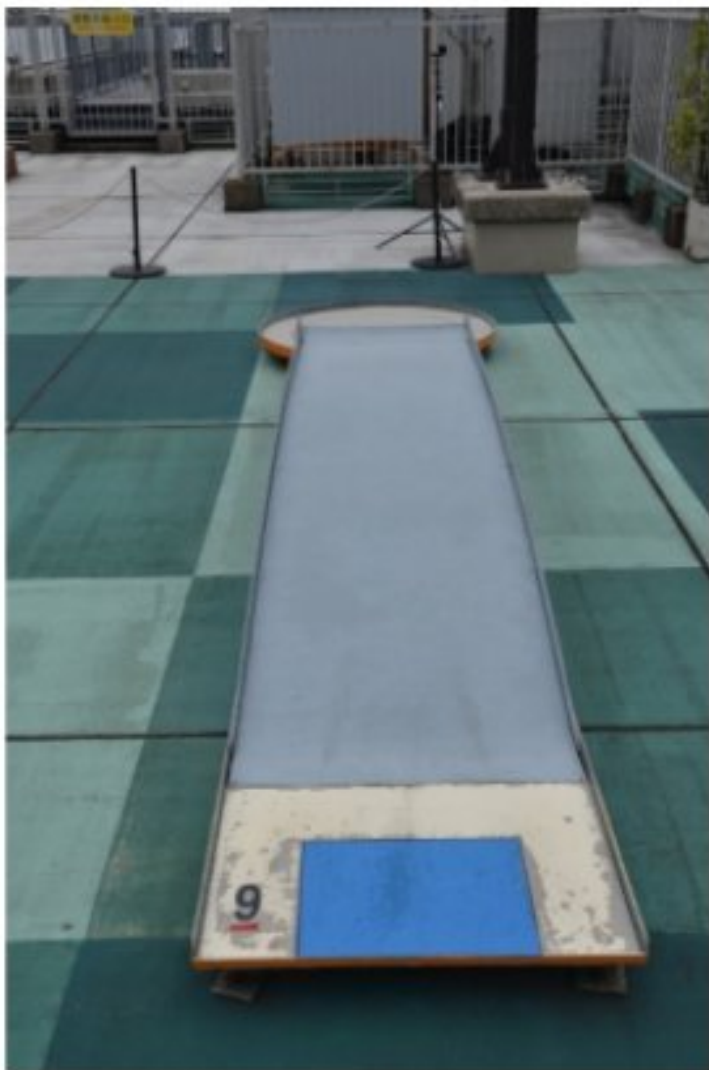
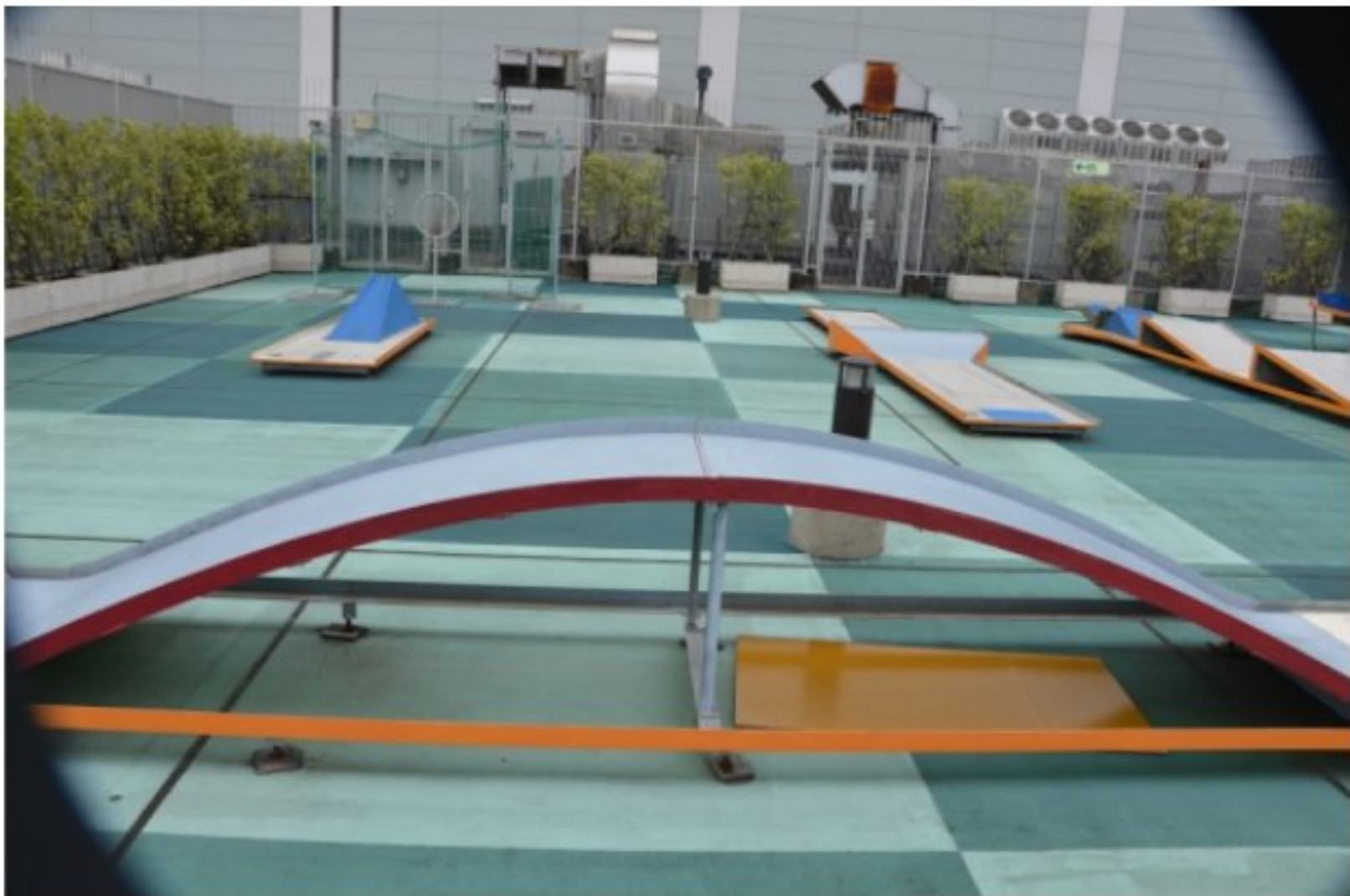
- Intended path : Not laid dow
- Border line : Right after the top of the second hill

Course No 8 : Sticks



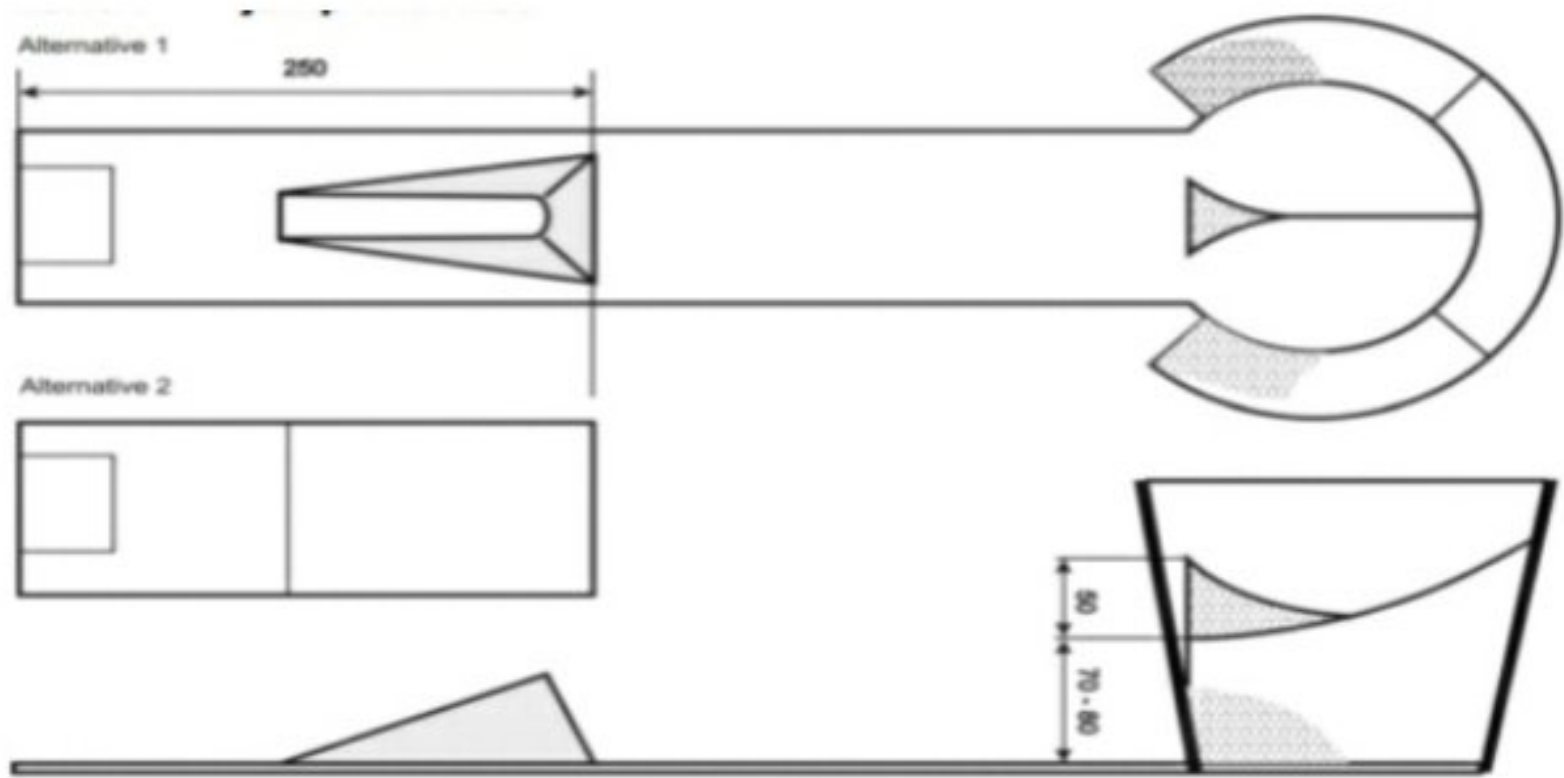
- Intended path : Between the obstacles (not over them)
- Measurements : See diagram
- Helping line : A helping line is marked right at the end of the second & third obstacle
- Alternatives : Position of each stick can be on left or right side
Third stick can be excluded.
On each side has to be at least one stick

Course No 9 : Bridge



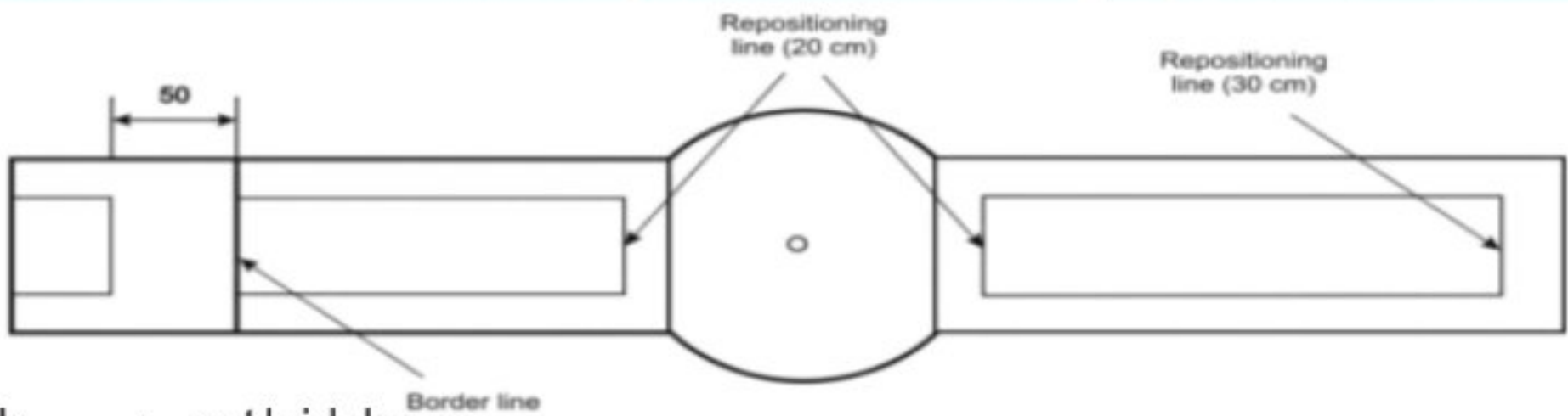
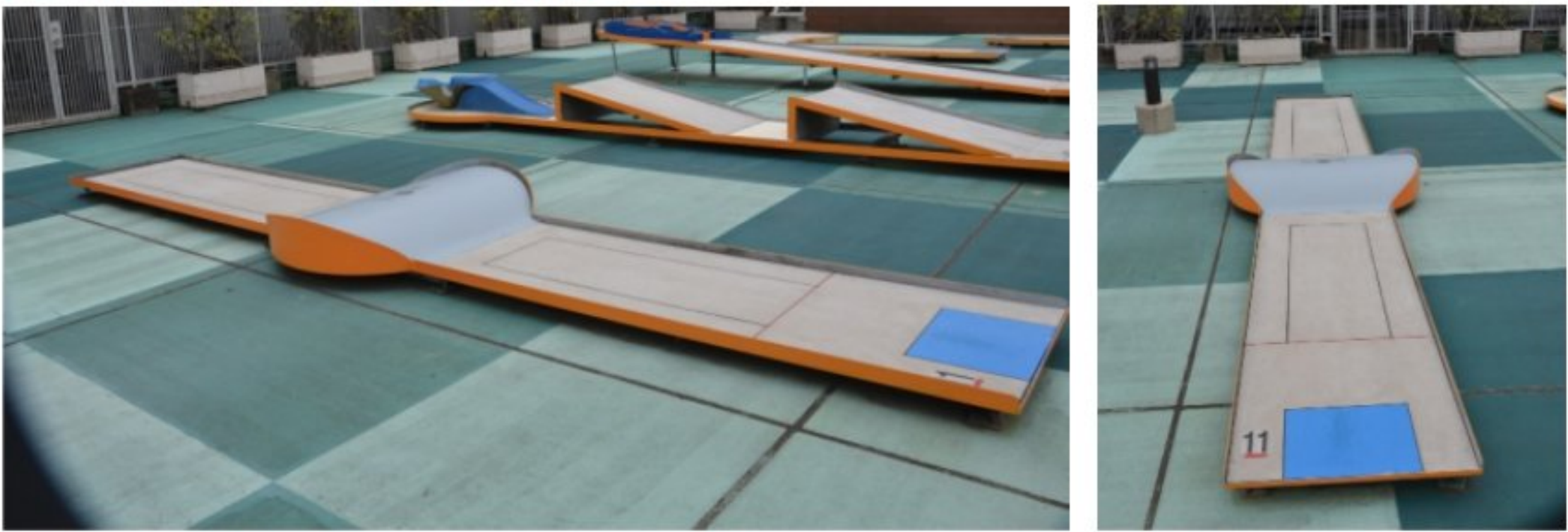
- Intended path : Not laid down
- Border line : Right after the top of me hill

Course No 10 : Jump with net



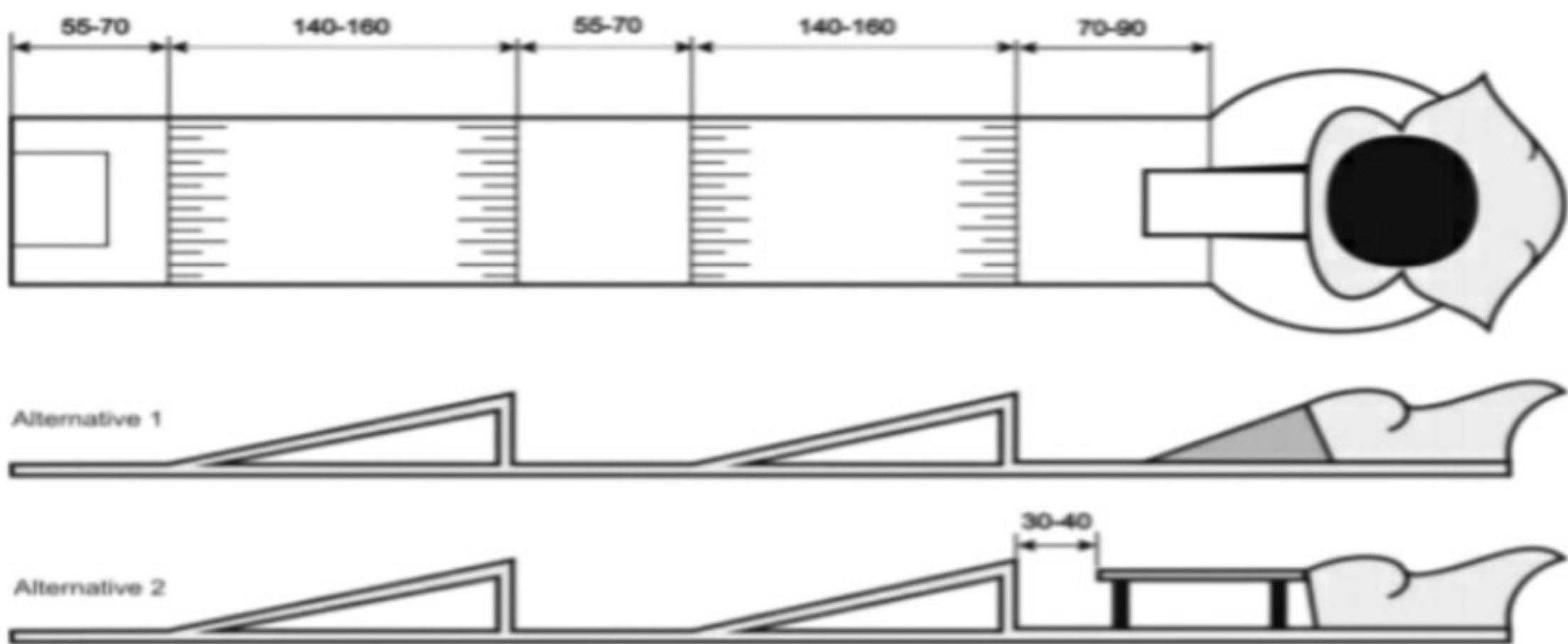
- Intended path : The direct line of flight from the teeing-off area touching the ski-jump into the net
- Measurements : Net ring 50 cm in diameter
End of obstacle 250cm from beginning of the lane
distance between teeing-off level and lower edge of ring:70-80 cm.

Course No 11 : Middle Hill



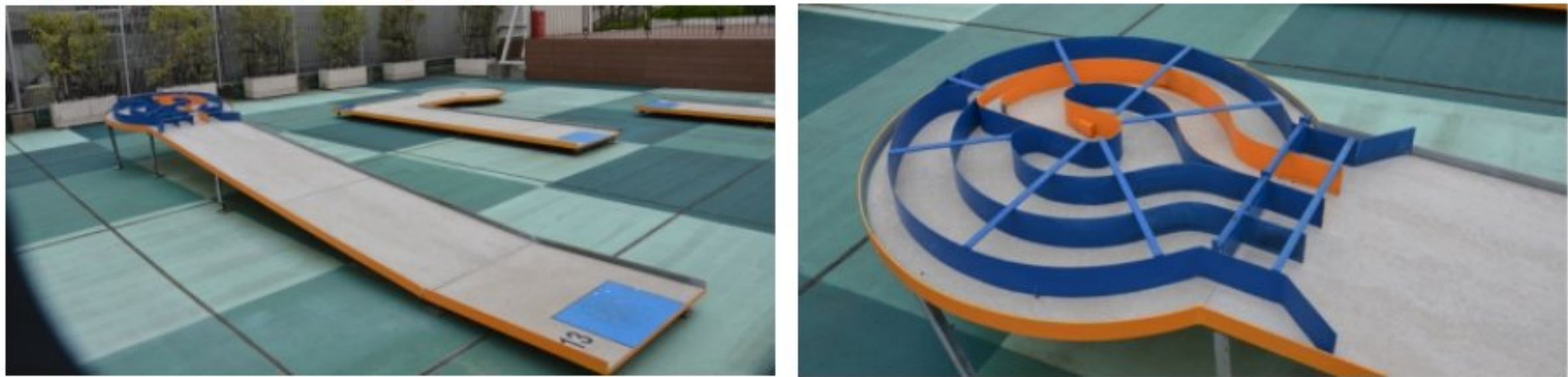
- Intended path : not laid down
- Alternative : Shape of the hill part with boundaries, which are parallel with the boundaries of the flat part of the lane.
- Repositioning : If the ball comes to rest on the hill it can be repositioned at up to 20 cm from the hill parallel to the boundary line in the direction from which it has come from. It can also be played from the point on the hill where it has come to rest.
- Border line : Border line is marked 50 cm ahead the teeing-off area.

Course No 12 : Double Wedges



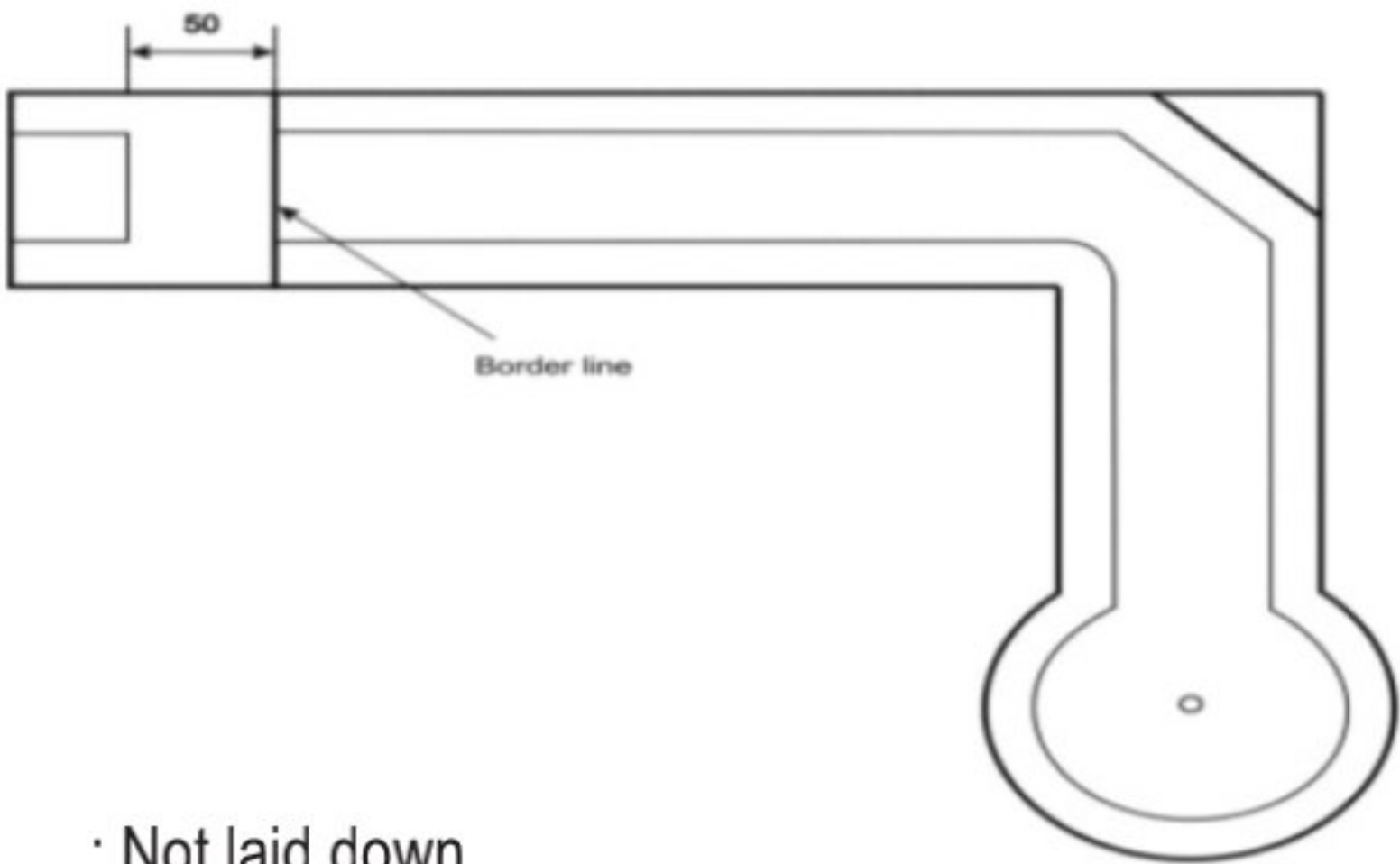
- Intended path : Not laid down.
- Measurements : Width of entrance to the bowl 12 - 25 on (both alternatives)
Others see diagram
- Border line : Lane without border line

Course No 13 : Labyrinth



- Intended path : Although the obstacle has four entrances, only the second entrance from the right-hand side (left-hand side at mirror-image version) leads to the target. The remaining entrances must be blocked in such as way as to prevent the ball from reaching the target.
- Measurements : width of gate 12 - 20 cm
- Border line : Lane without border line.
- Target : The target area is defined by the area between the parallel vertical irons in the center of the labyrinth only (see diagram). It can be designed with or without target hole.

Course No 14 : Angle



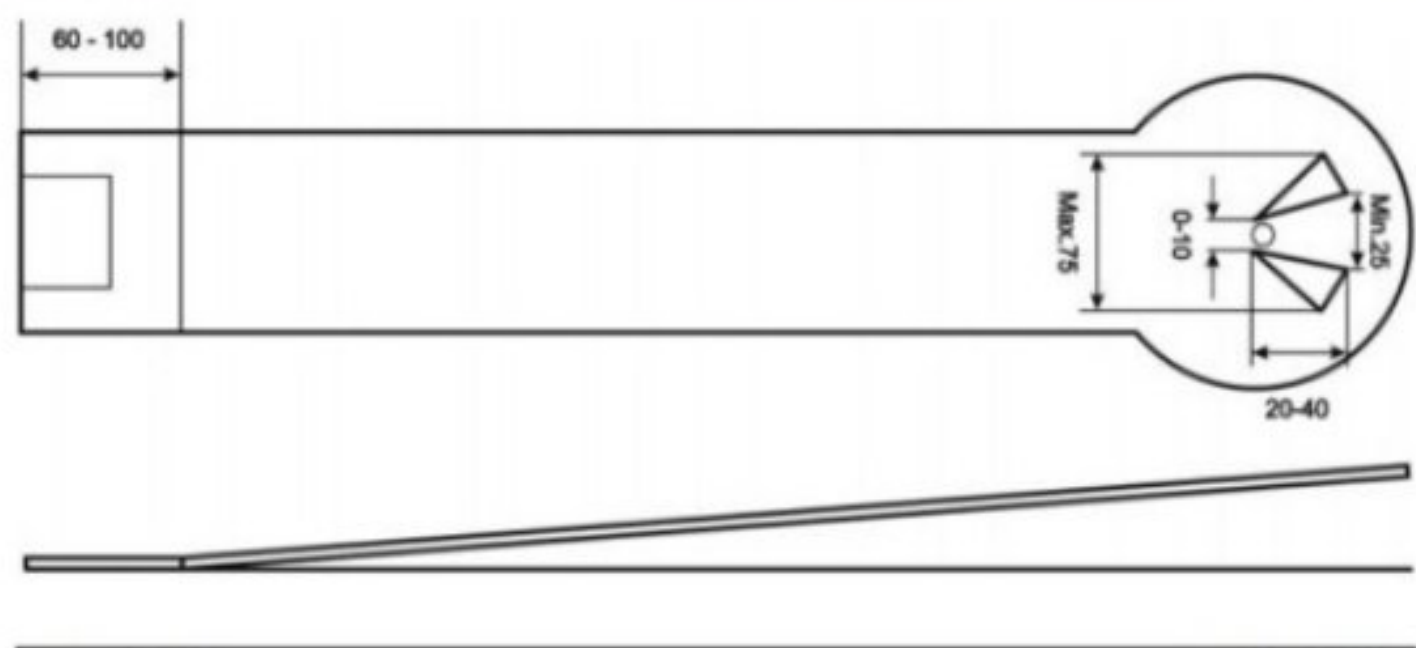
- Intended path : Not laid down.
- Measurements : Border line is marked 50 cm ahead the teeing-off area.
- Border line : Length of obstacle 40 - 60 cm

Course No 15 : plateau



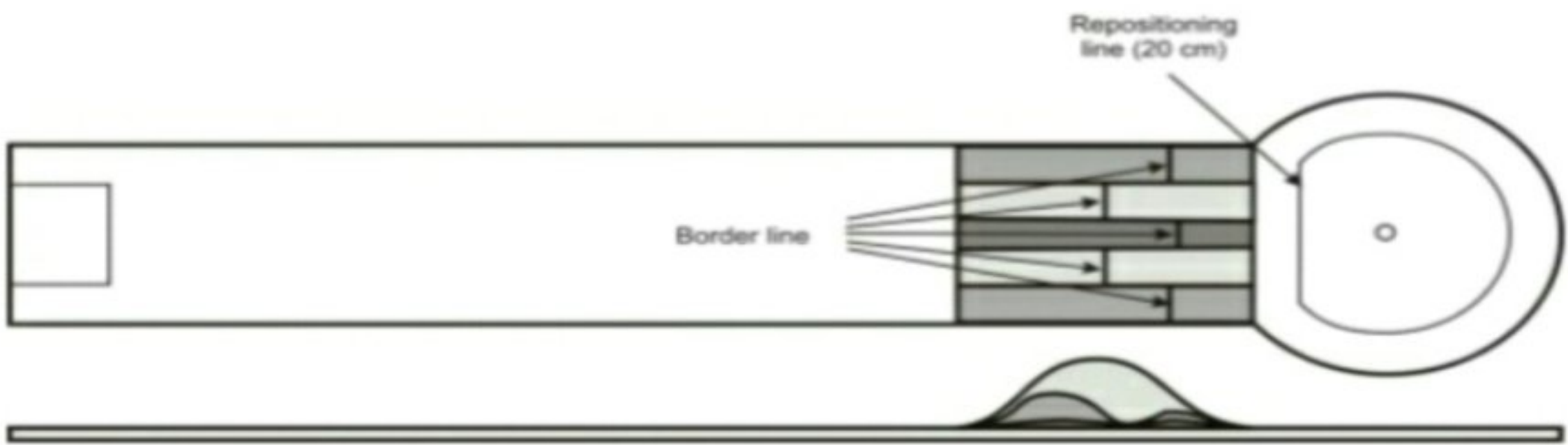
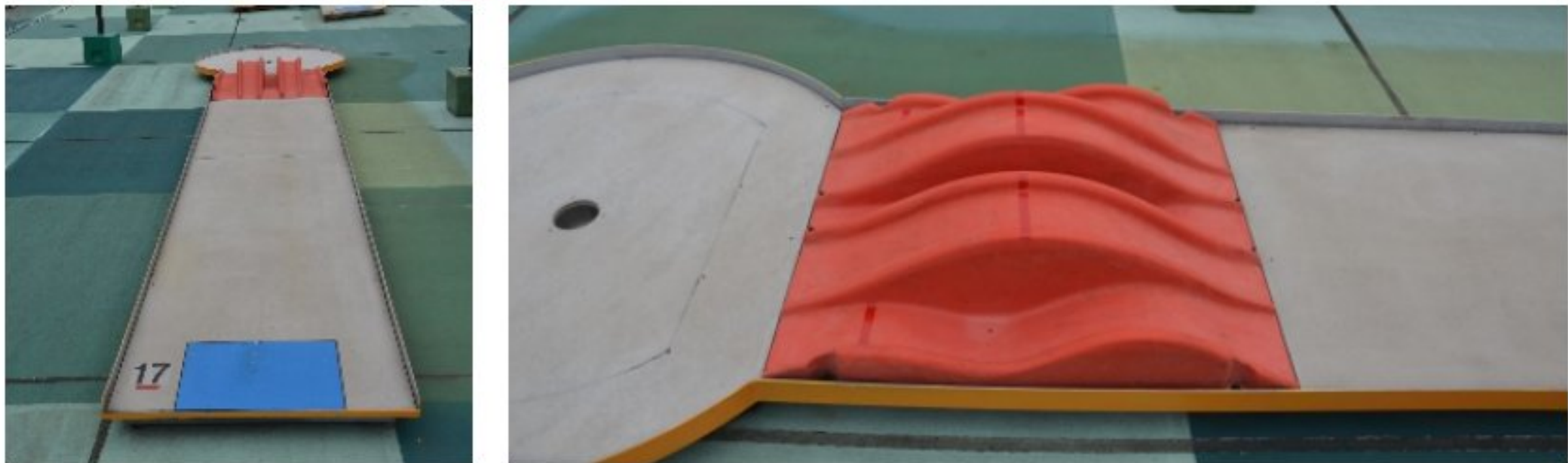
- Intended path : Not laid down.
- Measurements : beginning of obstacle 250-350 cm from beginning of the lane
- width of ramp entrance 12 - 25 cm
- Rear edge of plateau frame 0.8 - 1,7 cm
- Position of center of plateau 500-600 cm from beginning of the lane
- Border line : Lane without border line
- Target : Target area can be rectangular or round.
- Others : Full course under the ramp is not requested.
- Lane-specific rule : It is allowed to step inside the lane for retrieving the ball.

Course No 16 : Inclain line with target Window



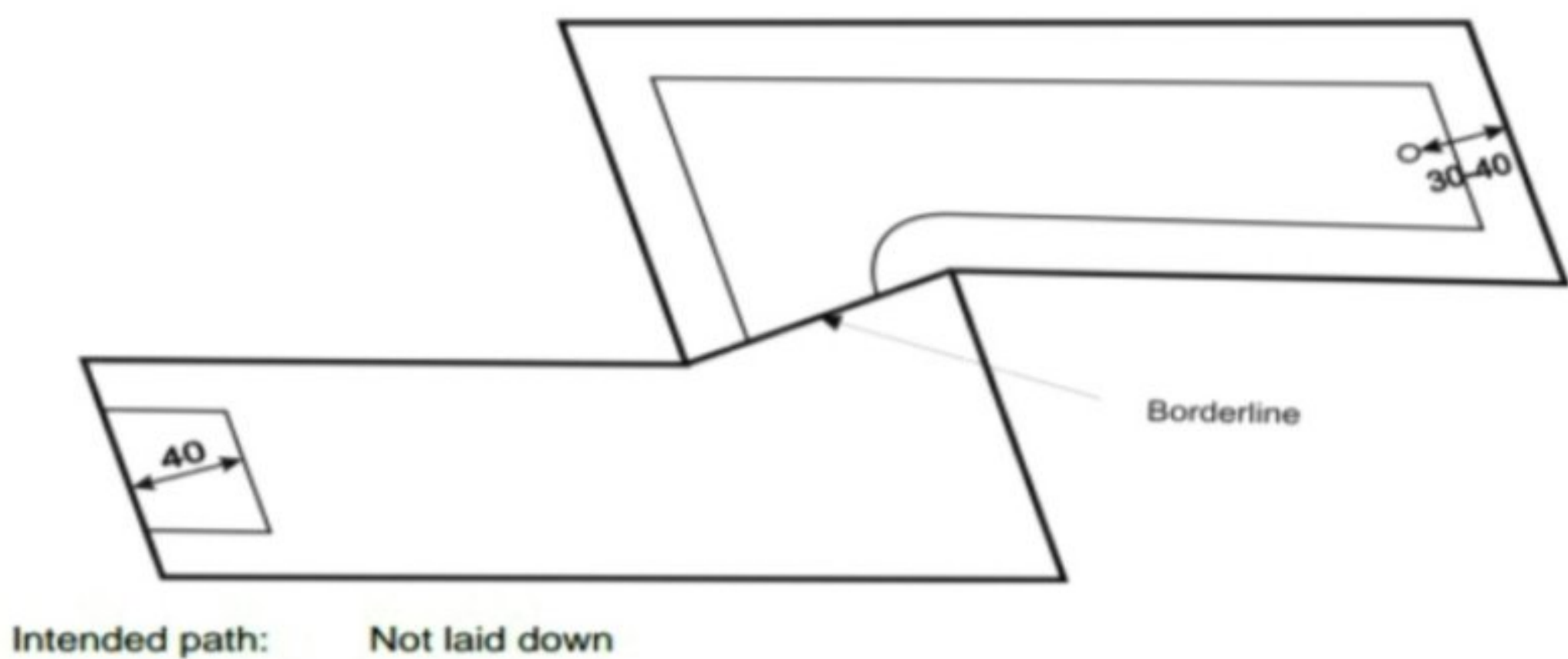
- Intended path : Not laid down, but ball is not allowed to jump over obstacles.
- Measurements : see drawing
- Alternatives : 1 Obstacles are linear sticks
2 Obstacles are triangles (see drawing)
3 Two sticks or triangles are close together at the bottom with target hole
4 Two sticks or triangles are close together at the bottom without target hole (target can be a round mould)
- Border line : Lane without border line.

Course No 17 : Passages



- Intended path : Not laid down
- Measurements : Rear edge of obstacle 500 cm from the beginning of the lane
- Border line : Right after the top of the last hill in each passage

Course No 18 : Lightning



FELTGOLF

The surface is felt as indicated in the name and the borders are made of wood. This type of course can be quite difficult as some holes are much longer than the Miniaturegolf holes. Nowadays this type of course has grown all over Europe and it has become quite popular to play on felt.

The felt courses require more space, a typical area 1000-1500 m². There could be some variation as the total length should be at least 180 metres, while the longest courses are well above 200 metres in length.

You could also plan the construction around the landscape and area. You can also select the holes from almost 40 different types, even though all of these are not used for competition, the producer can inform which holes are approved for tournaments.

There are international tournaments played almost every year on felt courses as they are becoming more and more popular. You are allowed to stand on these courses when you play, but you should avoid walking on the lanes as it risks that you bring dirt or small stones onto the course.



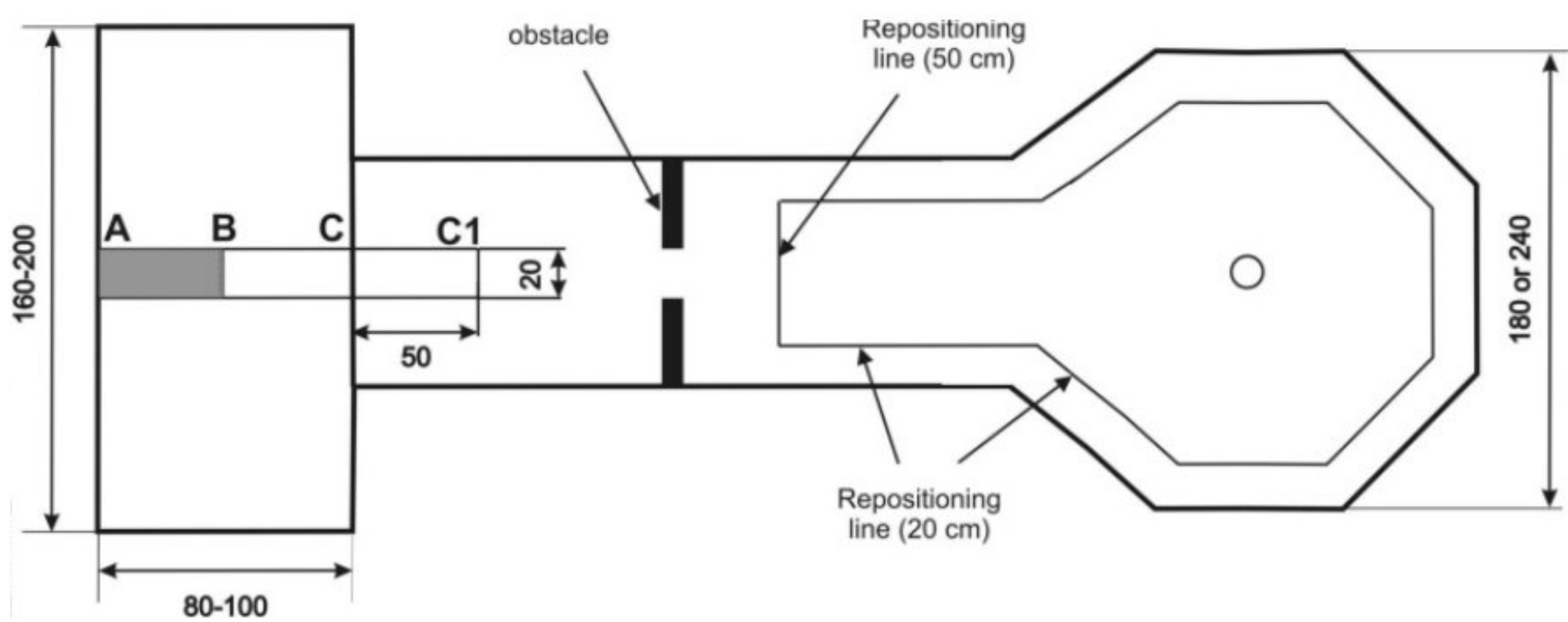
FELTGOLF COURSE	
Length	7-18 m
Width	0,8-0,9 m
Space	1000-1500 m ²

System-specific rules feltgolf

1. In general feltgolf lanes have the following dimensions:

Length (lanes without target green)	6,00 m - 16,00m including tee-off plate
Length (lanes with target green)	6,00 m - 18,00 m Including tee-off plate
Width (inside measure)	0,90 m
Frame width	3,00 – 8,00 cm
Height of slope	0,30 – 1,60 m if not specified Slope does not have to be continuously uniform (linear).
Target green diameter	1,80 m or 2,40 m
Length of tee-off plate	1,30 m - 1,50 m
Width of tee-off plate	0,20 m Alternative: irregular rectangle with back end width 20 cm and front end width 40 cm
Tee-off platform for player	0,80 m - 1,00m x 1,60m -2,00 m
Hole diameter if not specified	0,10 m
Height of gate obstacles	5,00 – 9,00 cm

- 2. The authoritative drawings for standardization are kept by the WMF.
- 3. Only courses with standard dimensions and with 18 of the 32 standardized lanes can be approved as feltgolf courses. Different alternatives of the same lane type are permitted, however max. two on one course.
- 4. The lanes can be arranged in any order from 1 to 18.
- 5. Mirror-image versions of lanes 3, 5, 10, 11, 15, 17, 20 and 22 are permitted.
- 6. General measurements in cm



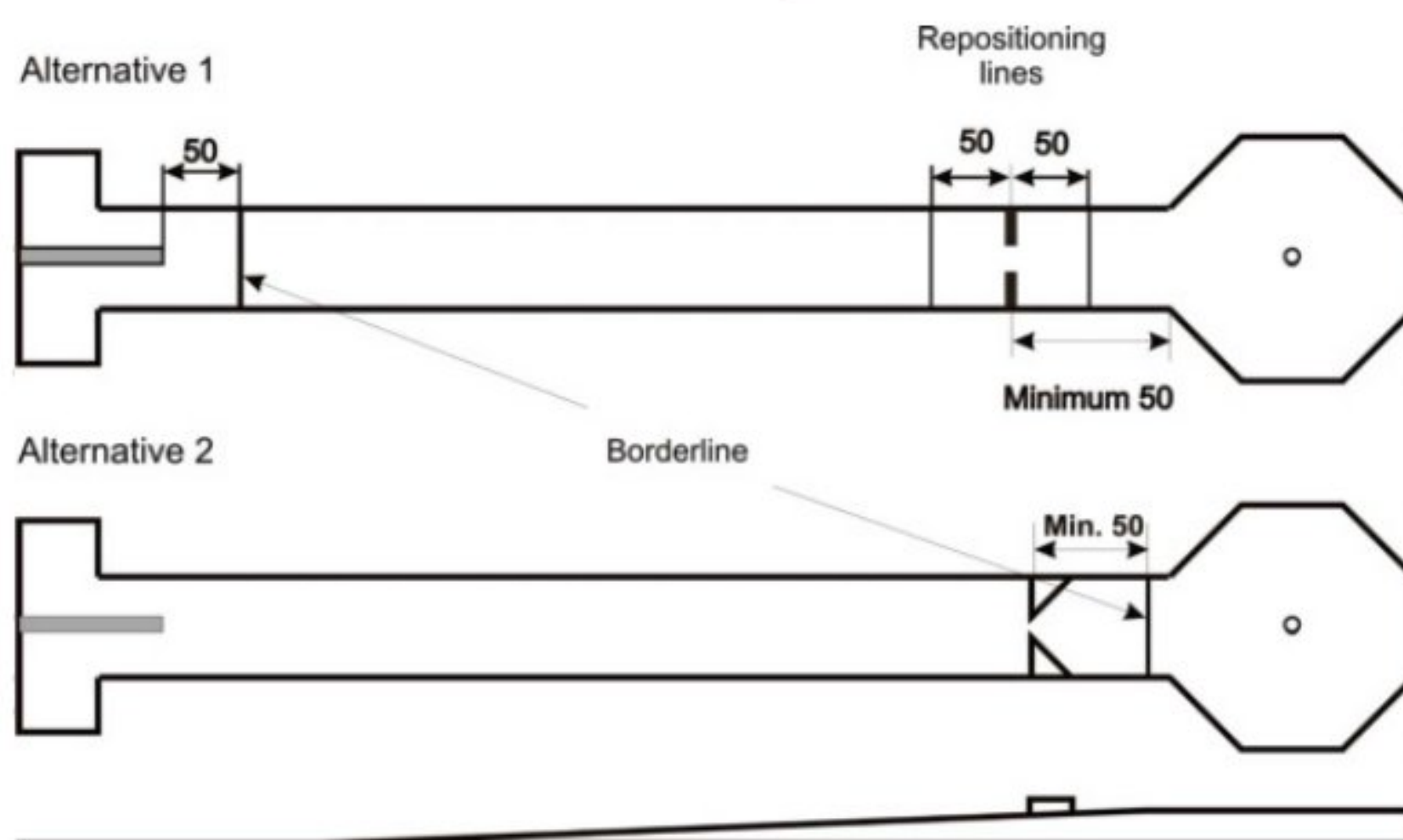
7. The complete tee-off plate between markings A and B is defined as the tee-off area. B is exactly the middle between A and C. Tee-off plate is defined from A to C1.
8. Position of target hole is allowed to be anywhere in the target green as long as minimum distance to the boundary is 30 cm.
9. On every target green there must be a repositioning line marked at a constant distance of 20 cm from the boundary. Repositioning lines at obstacles have a distance of 50 cm and at boundaries a distance of 20 cm. Further details are defined at each lane in the following.
10. The following lanes and obstacles are standardized:

1. Single gate	2. Double gate
3. Boxes	4. German ledge
5. Optical illusion	6. Middle hole in slope
7. Mailbox	8. Gentleman
9. Örkelljunga	10. Angle
11. Special angle	12. Middle hill
13. Side gates	14. Cradle
15. Fishbone	16. Channel
17. Side hole in slope	18. Bridge
19. Hill with gate	20. Lightning
21. Ditch	22. Inclined hill with gate
23. Ace box	24. Swedish ledge
25. Cross	26. Möllberg-cradle
27. Vertical hole in slope	28. Horseshoe
29. Twin gate	30. Stationary scales
31. Middle green	32. Passage
11. Following lanes can be built with or without green: 6, 8, 9, 14, 17, 27, 28 and 30. If these lanes are built without green, they have no border line.
12. The playing area can be entered, but only for preparing and playing a stroke. It is not allowed to step on obstacles.



Lane 1 Single gate

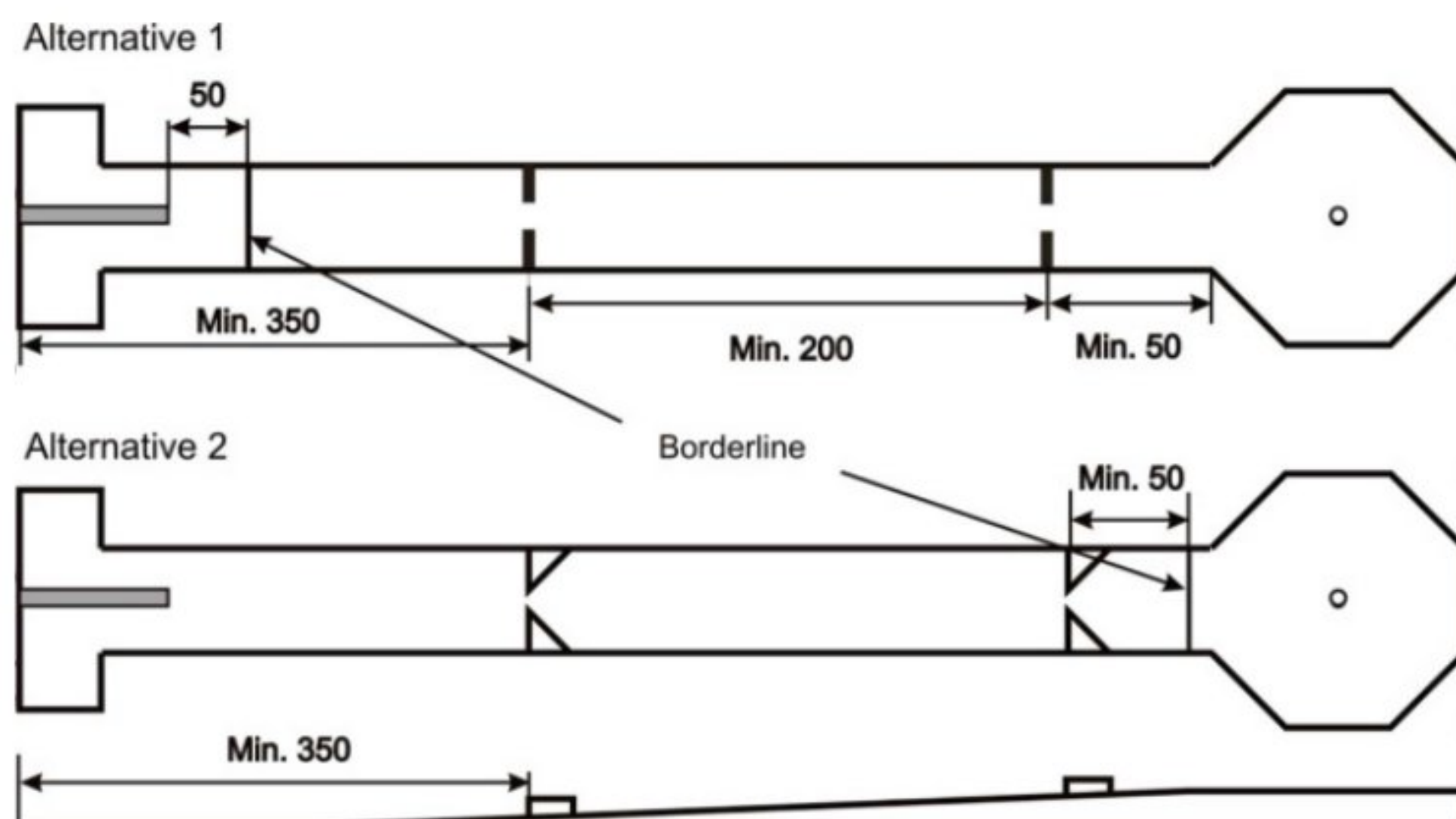
- Alternative 1: flat lane
Border line is marked 50 cm ahead of the tee-off plate.
- Alternative 2: lane with slope
Border line is marked right after the end of the slope.



Measurements: length of lane 7 - 13 m
width of gate see Chart 1

Lane 2 Double gate

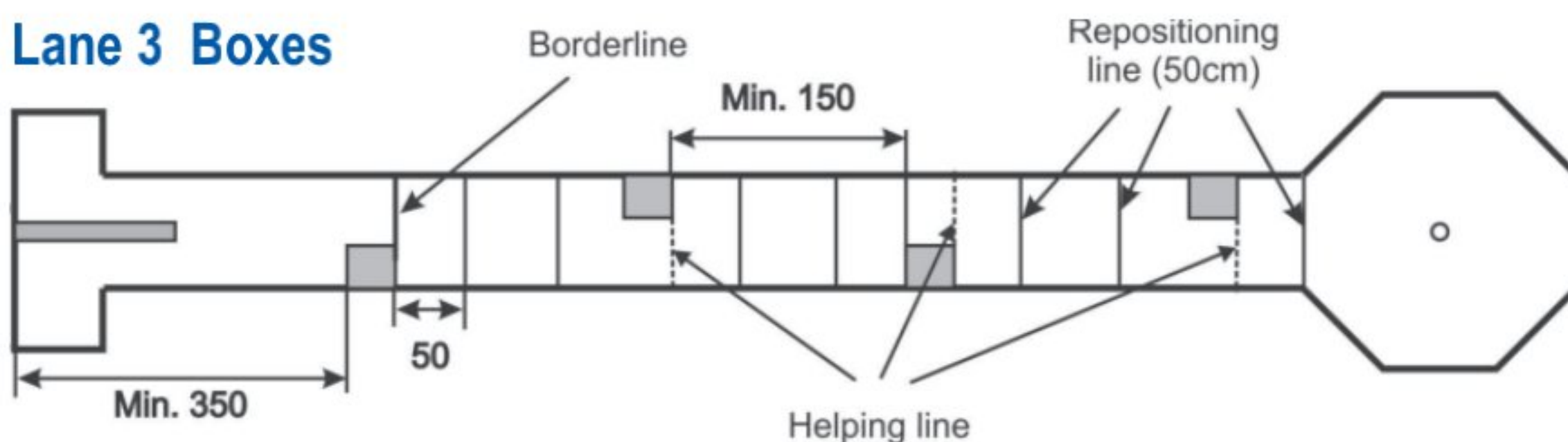
- Alternative 1: flat lane
Border line is marked 50 cm ahead of the tee-off plate.
- Alternative 2: lane with slope
Border line is marked right after the end of the slope.



Measurements: length of lane 8 - 13 m
width of gate see Chart 1
Distance in the chart is measured from the front edge of the tee-off area to the beginning of the second obstacle.

Others: First gate must be at least as wide as second gate

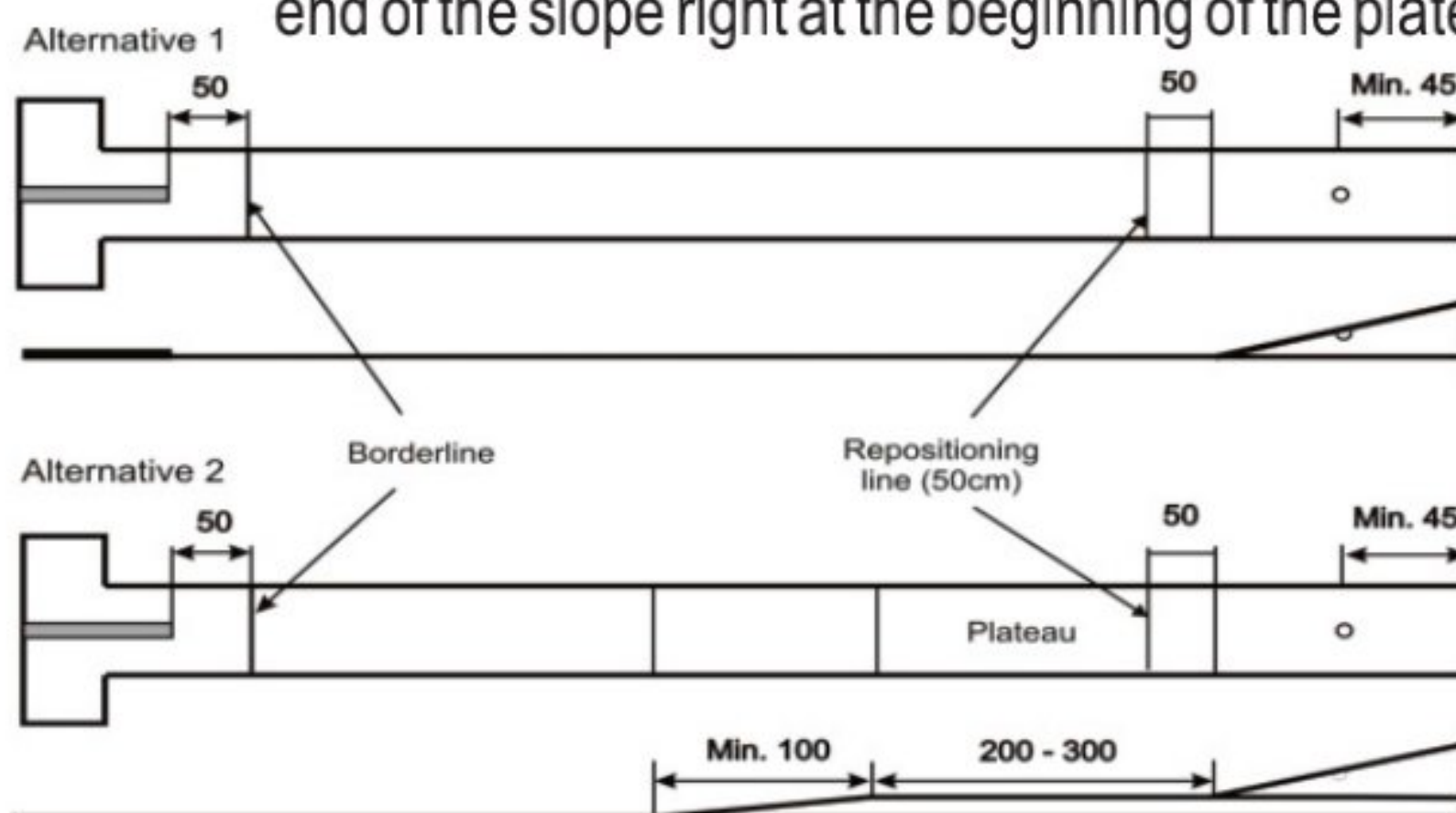
Lane 3 Boxes



Measurements :	length of lane	10 - 18 m
	distance between obstacles	distances between boxes must be identical
	width of passage way	see Chart 1
	Distance in the chart is measured from the front edge of the tee-off area to the beginning of the third obstacle.	
Border line :	Border line is marked right at the end of the first box.	
Helping line :	A helping line is marked right at the end of the other boxes.	
Repositioning :	If the ball comes to rest close before or on the helping line with its point of contact, it can be repositioned at up to 50 cm from the obstacle in the direction of the tee-off area. If it has passed the helping line with its point of contact, it can be repositioned at up to 50 cm from the obstacle in the direction of the target green.	
Others :	3, 4 or 5 boxes are permitted.	

Lane 4 German ledge

Alternative 1:	flat lane with hole section in slope
	Border line is marked 50 cm ahead of the tee-off plate.
Alternative 2:	lane with plateau and hole section in slope
	Border line is regularly marked 50 cm ahead of the tee-off plate. If there is no flat part before the slope, the border line is marked at the end of the slope right at the beginning of the plateau



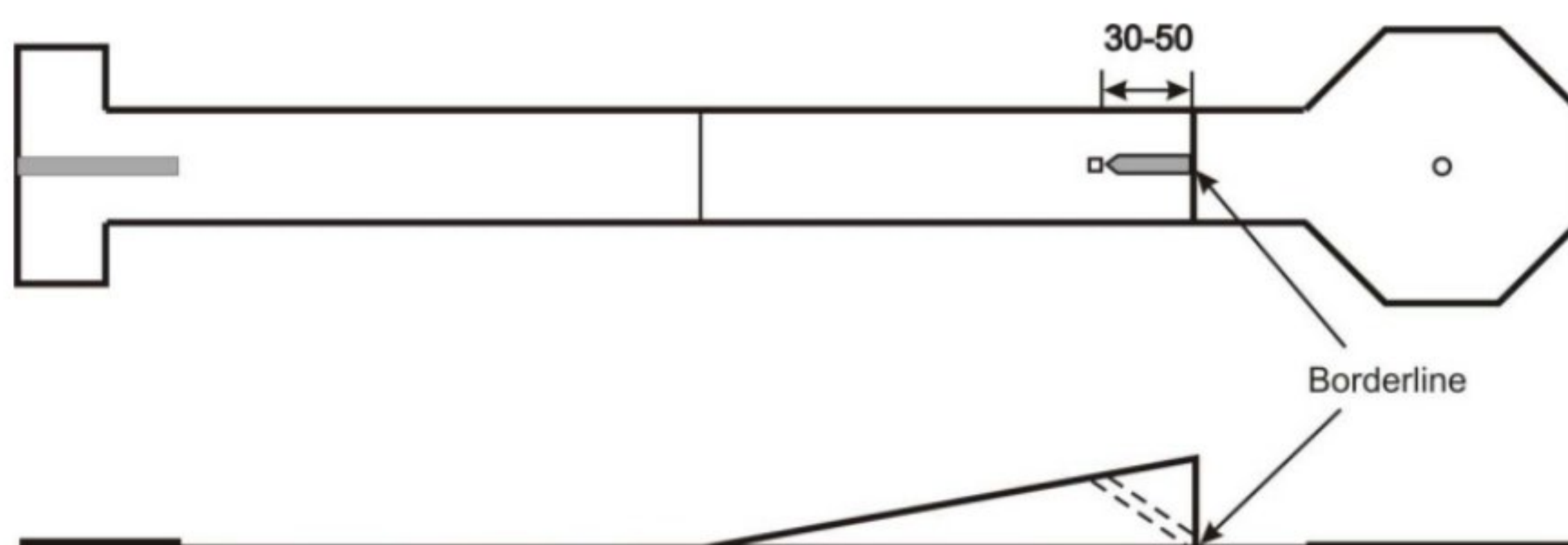
Measurements :	length of lane	7 - 12 m
	hole diameter	see Chart 5
	length of target slope	min. 100 cm
	height of target slope	20 - 60 cm

Lane rule :

If the ball leaves the lane over the boundaries with any of the strokes, the stroke counts and has to be retaken. With this rule the unsportsmanlike tactical possibility of playing the ball over the boundaries and getting an easy putting position is excluded

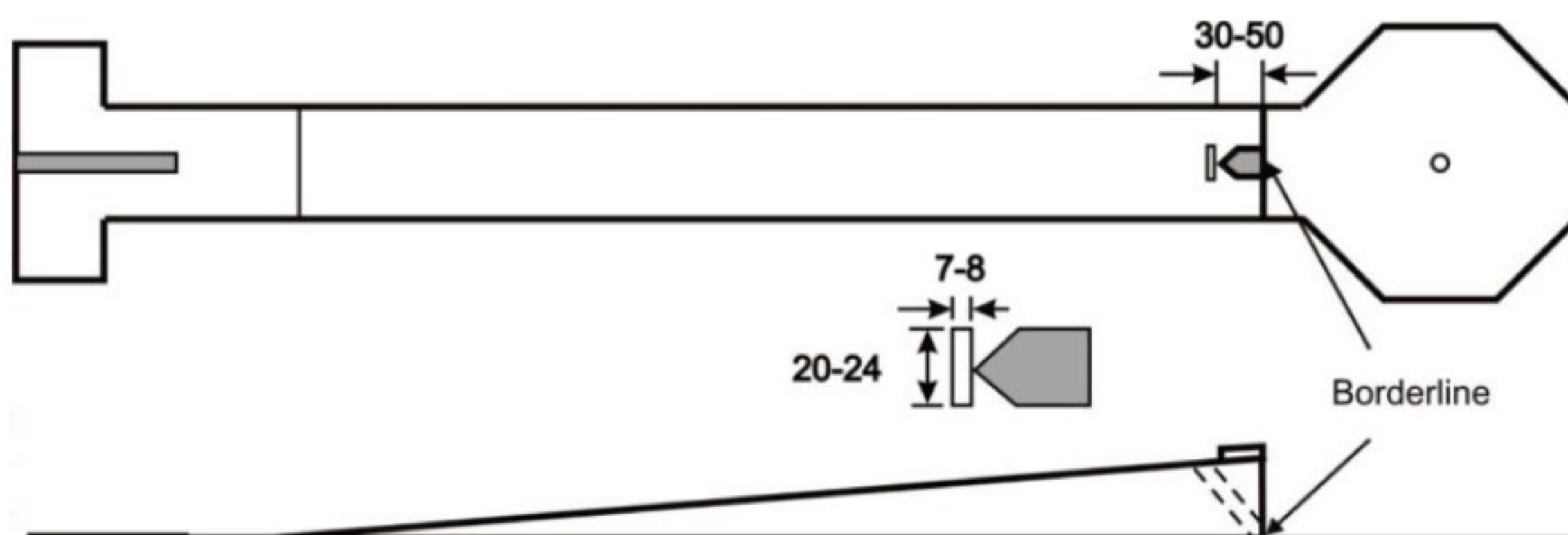
Lane 5 Middle hole in slope

Alternative 1: Middle hole in slope



Measurements :	length of lane	6 - 12 m (excluding green)
	length of slope	min. 200 cm
	hole in slope	see Chart 4
	obstacle behind hole	obstacle is 0 – 2 cm wider than the hole
	tip of obstacle	0 - 2 cm behind hole
Border line :	Lanes without green have no border line.	
	At lanes with green the border line is marked right behind the slope section.	

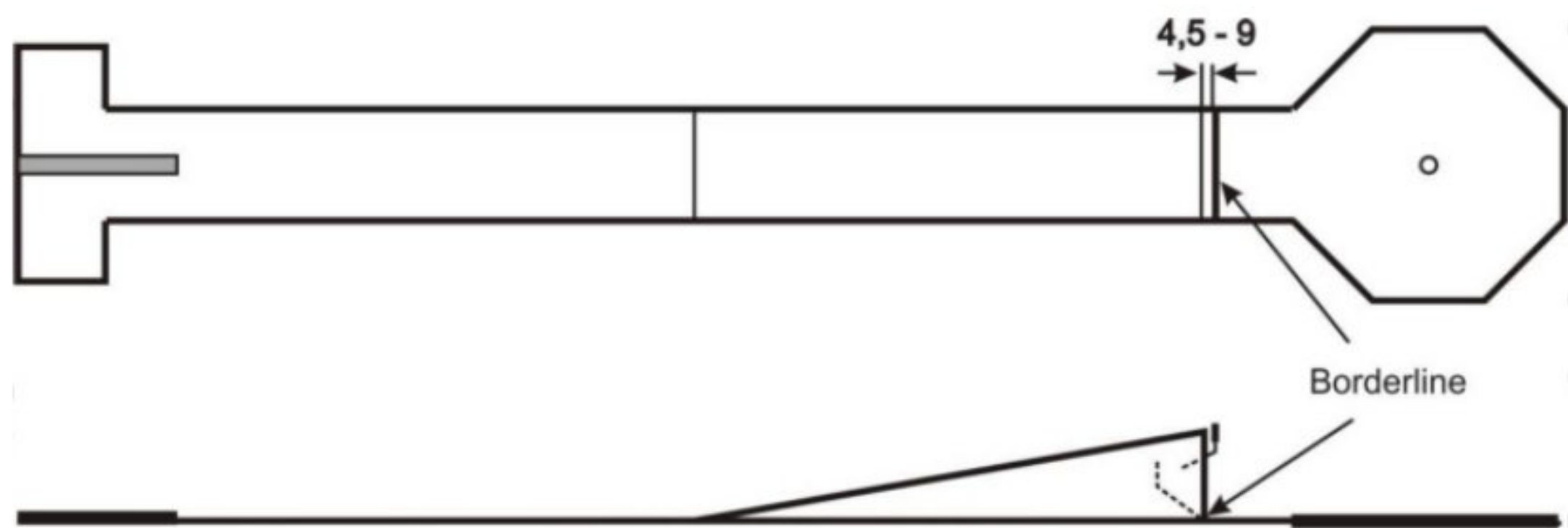
Alternative 2: Money box



Measurements :	length of lane	6 - 12 m (excluding green)
	length of slope	min. 200 cm
	measurements of slot	see diagram
	obstacle behind slot	obstacle is 0-2 cm wider than the slot
	tip of obstacle	0 - 2 cm behind hole
Border line :	Lanes without green have no border line.	
	At lanes with green the border line is marked right behind the slope section.	

Lane 6 Mailbox

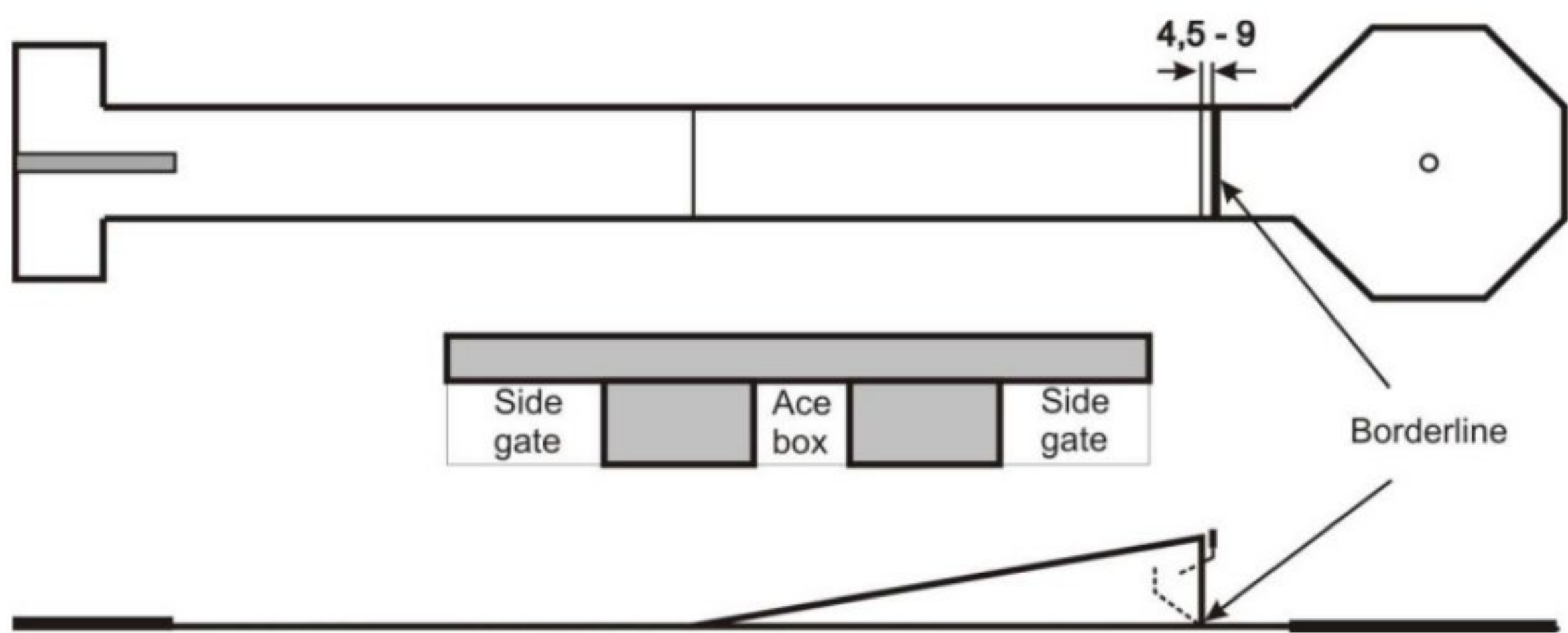
Alternative 1



- Measurements :
- length of lane

8 - 15 m
- length of slope

min. 200 cm
- Border line :
- Border line is marked right behind the slope section.
- Alternative 2 :
- (with ace box and side entrances to target green)



- Measurements :
- length of lane

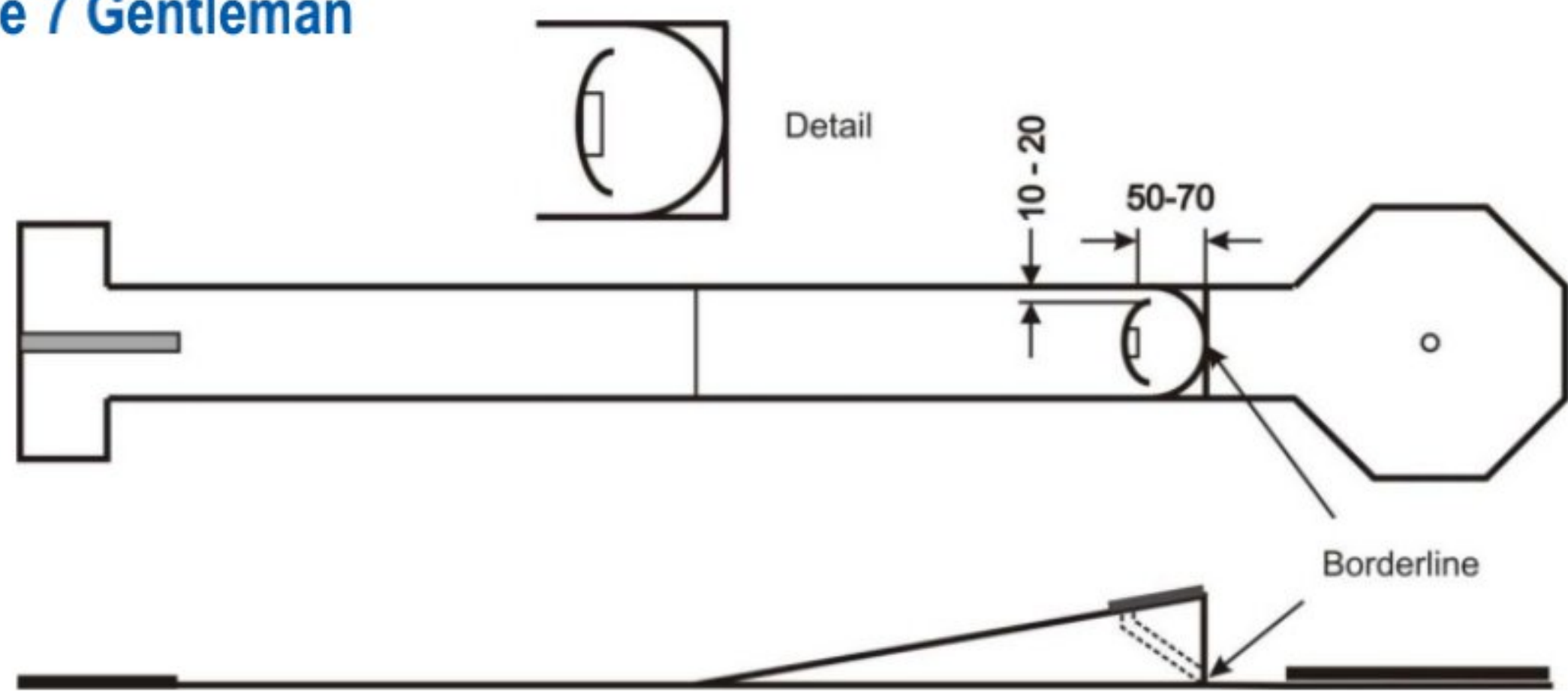
8 - 15 m
- length of slope

min. 200 cm
- width of ace box (option A)

see Chart 1
- width of side gates

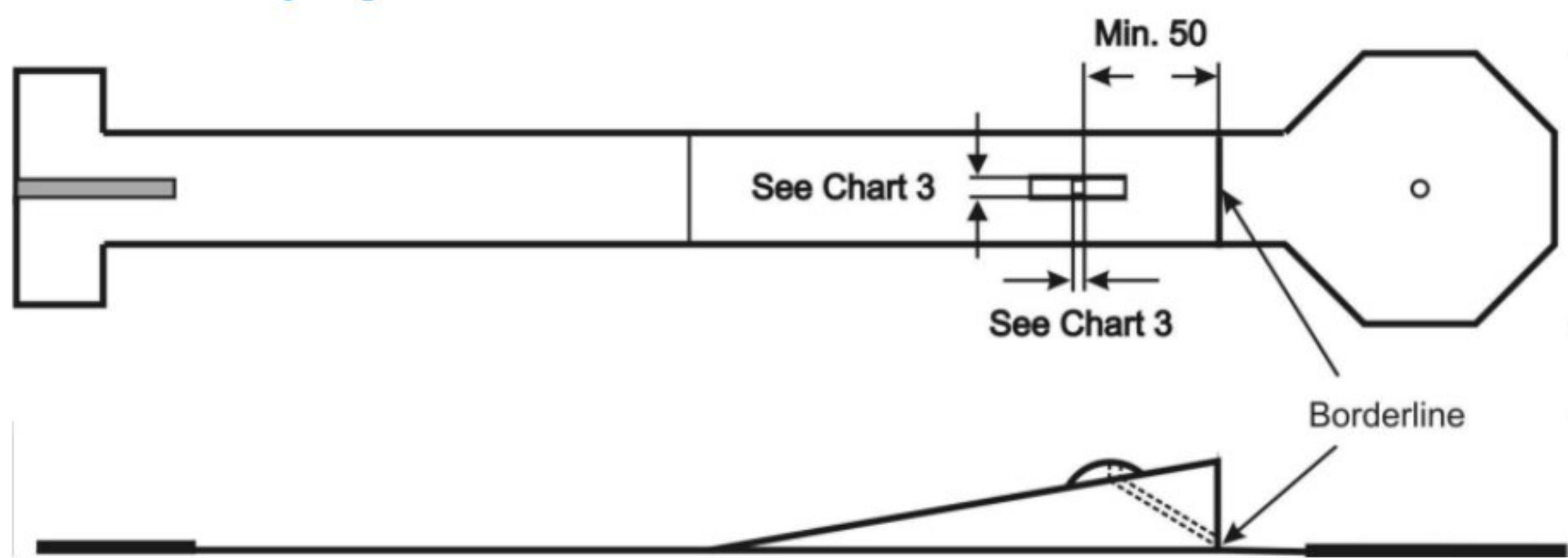
15 - 20 cm
- Border line :
- Border line is marked right behind the slope section.
- Lane rule for alt. 2 :
- This lane is defined with two targets and the player can choose between options A or B whenever he wants.
- Option A is the ace box (middle gate). For this option there is no border line defined.
- The option B is to pass one of the side gates through the slot and go for the target hole in the green.

Lane 7 Gentleman



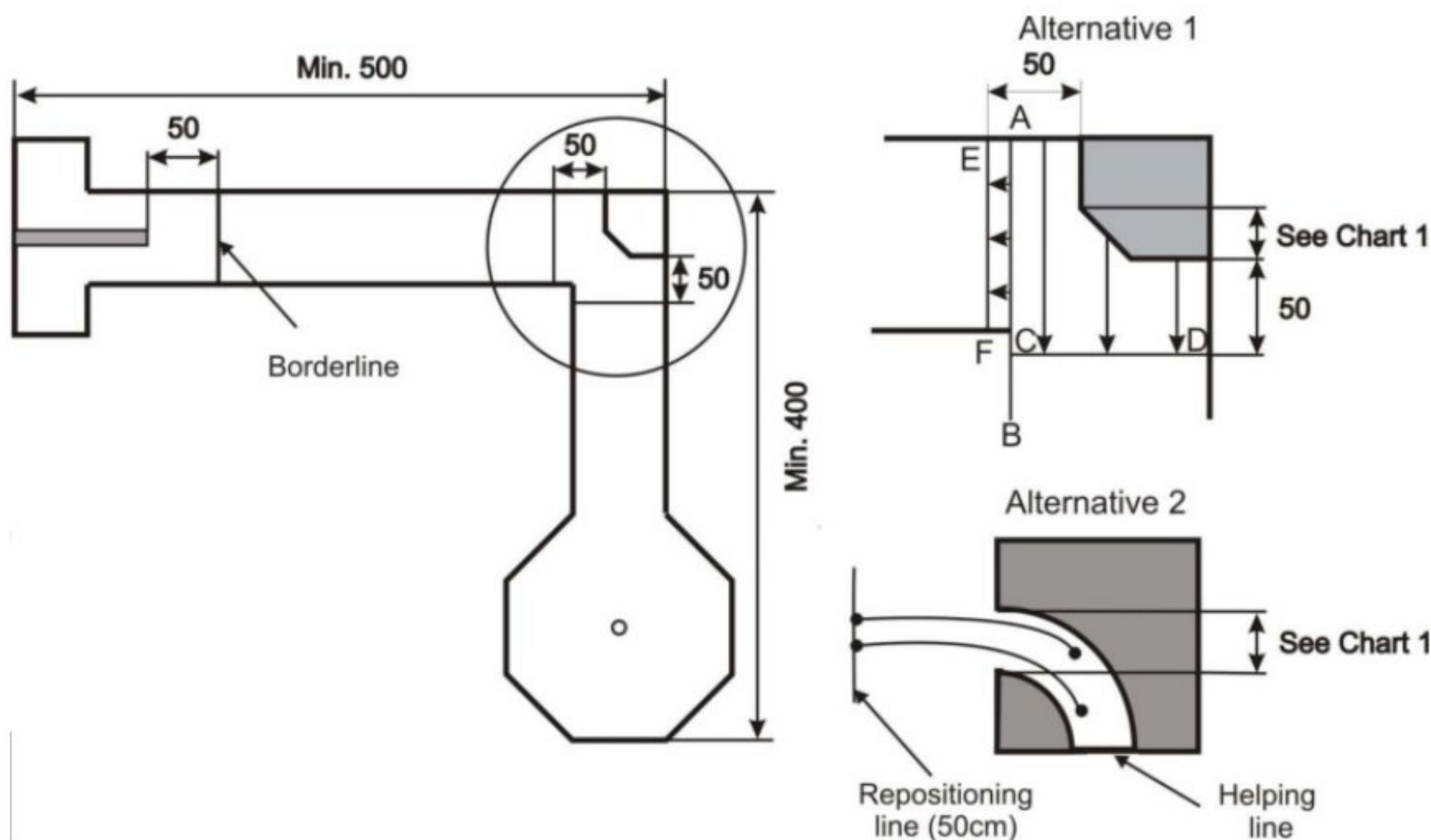
- Measurements : length of lane 6 - 12 m (excluding green)
 length of slope min. 200 cm
- Border line : Lanes without green have no border line.
 At lanes with green the border line is marked right behind the slope section.
- Lane rules : If the ball comes to rest at the top of the arch-shaped obstacle, the next stroke has to be played from the tee-off area. The target is reached at a lane without green, if the ball comes to rest in the arch or in the target hole or box. At lanes with green, the ball must pass the border line.

Lane 8 Örkelljunga



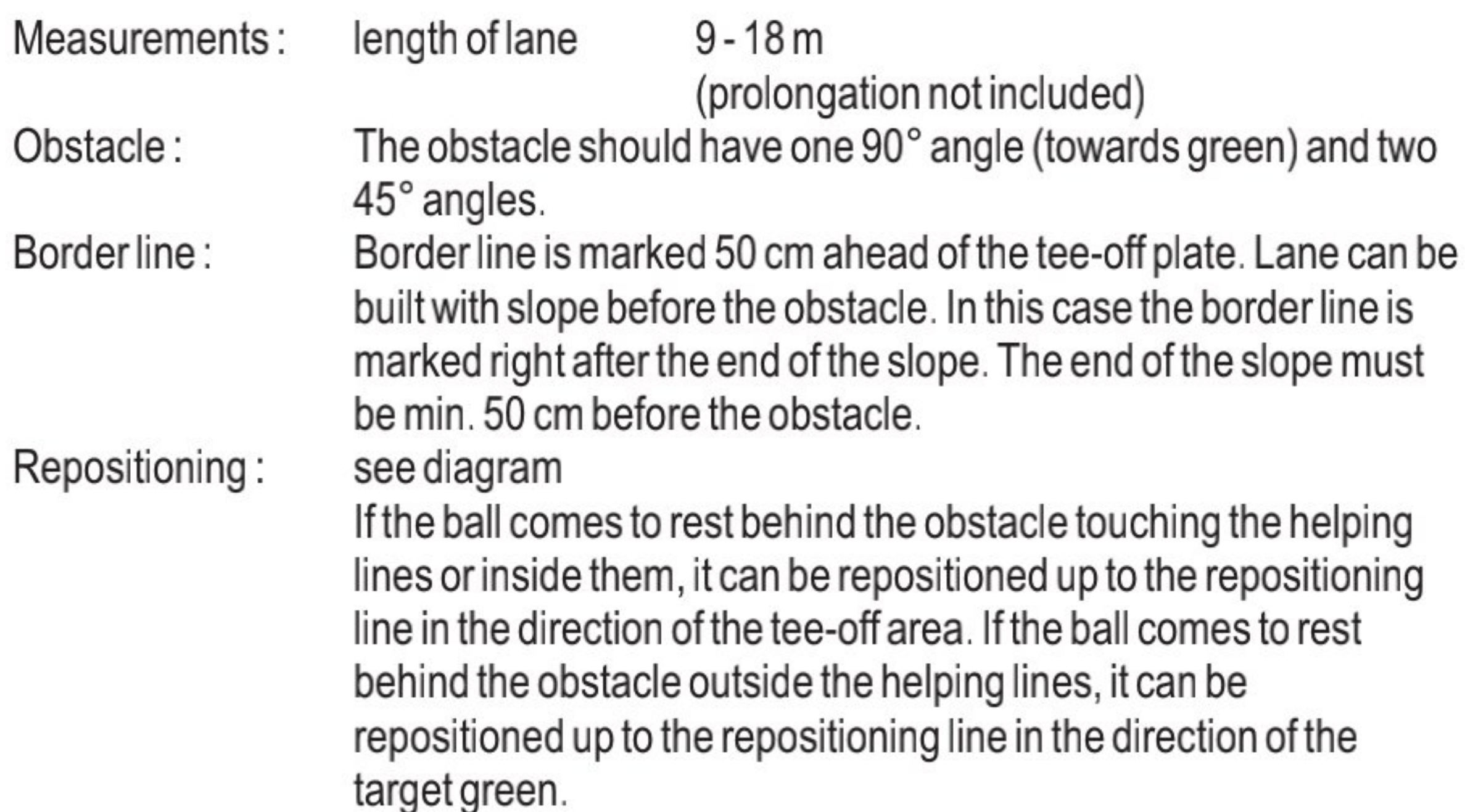
- Measurements : length of lane 6 - 12 m (excluding green)
 length of slope min. 200 cm
 height of bridge 10 - 35 cm
 The bridge can also end right behind the target slot.
- Border line : Lanes without green have no border line.
 At lanes with green the border line is marked right behind the slope section.

Lane 9 Angle

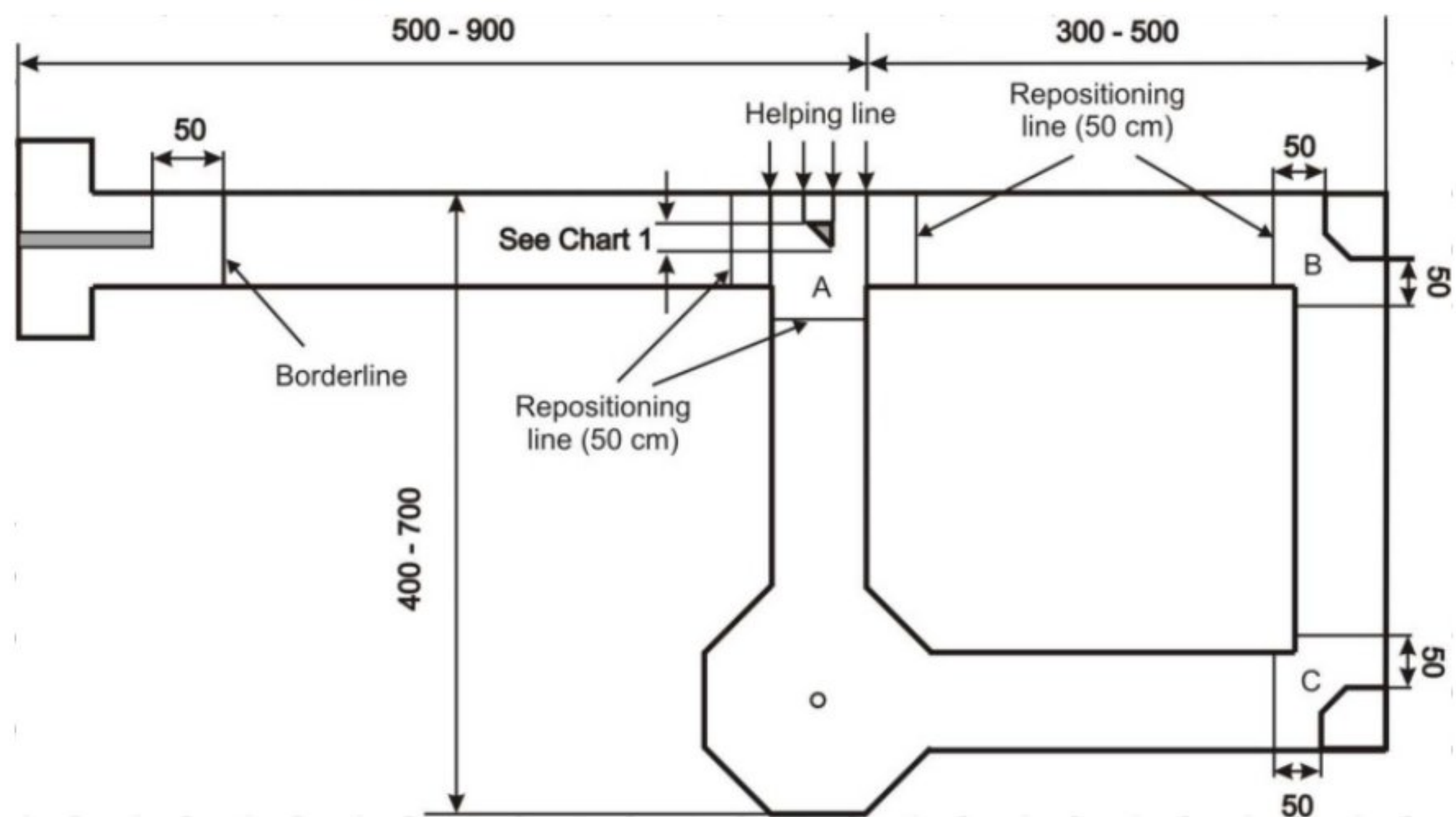


- Measurements : length of lane 9 - 18 m
- Border line : Border line is marked 50 cm ahead of the tee-off plate.
Lane can be built with slope before the obstacle. In this case the border line is marked right after the end of the slope. The end of the slope must be min. 50 cm before the obstacle.
- Repositioning for alternative 1:
If the ball comes to rest within the area ACD, it can be repositioned at up to 50 cm from the obstacle in the direction of the target green (see diagram).
If the ball comes to rest in the rectangle area ACFE, it can be repositioned at up to 50 cm from the obstacle in the direction of the tee-off area.
- Repositioning for alternative 2:
If the ball comes to rest inside the obstacle and didn't pass the helping line right at the exit of the obstacle, it can be repositioned at up to 50 cm from the obstacle in the direction of the tee-off area (see diagram).

Alternative 1: Prolonged angle

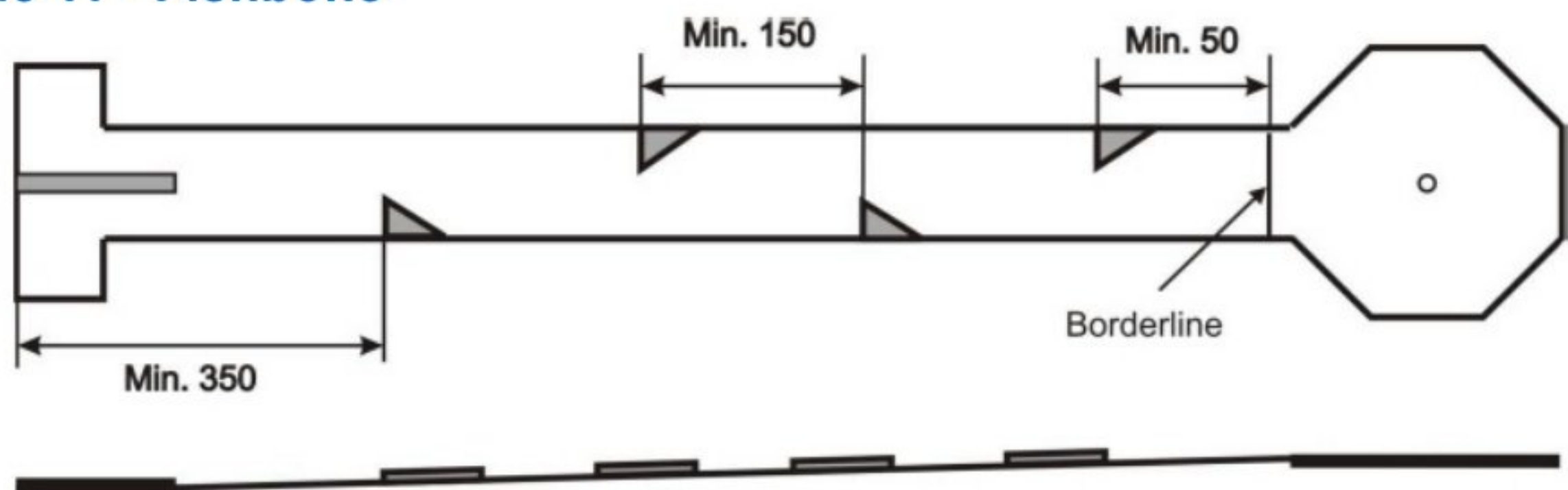


Alternative 2: Angle with detour



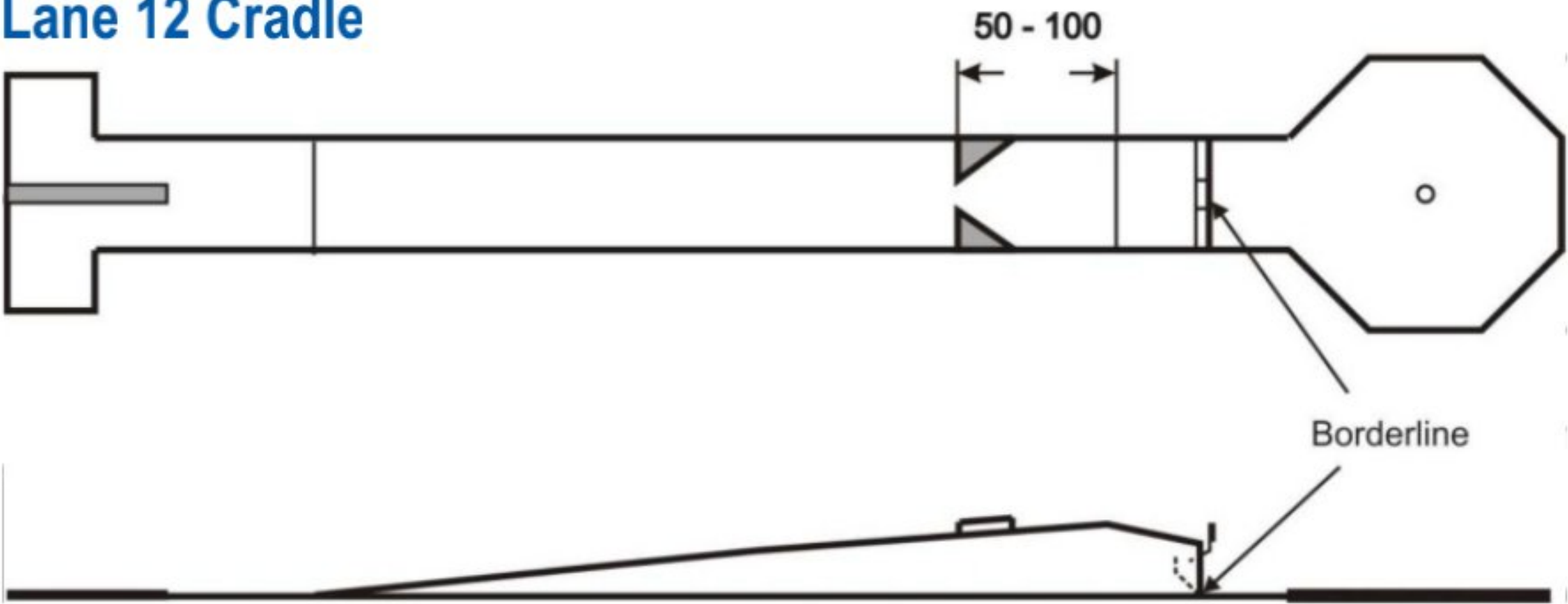
- Measurements : see diagramm
- Obstacle : The obstacle should have two 45° angles (one towards tee-off area and one towards target green) and one 90° angle towards detour. The obstacles in the detour must have same size than the first obstacle. The size of first obstacle is defined in Chart 1.
- Border line : Border line is marked 50 cm ahead of the tee-off plate. Lane can be built with slope before the obstacle. In this case the border line is marked right after the end of the slope. The end of the slope must be min. 50 cm before the obstacle.
- Repositioning : area A analogous lane 11 Alt. 1
area B and C analogous lane 10

Lane 11 - Fishbone



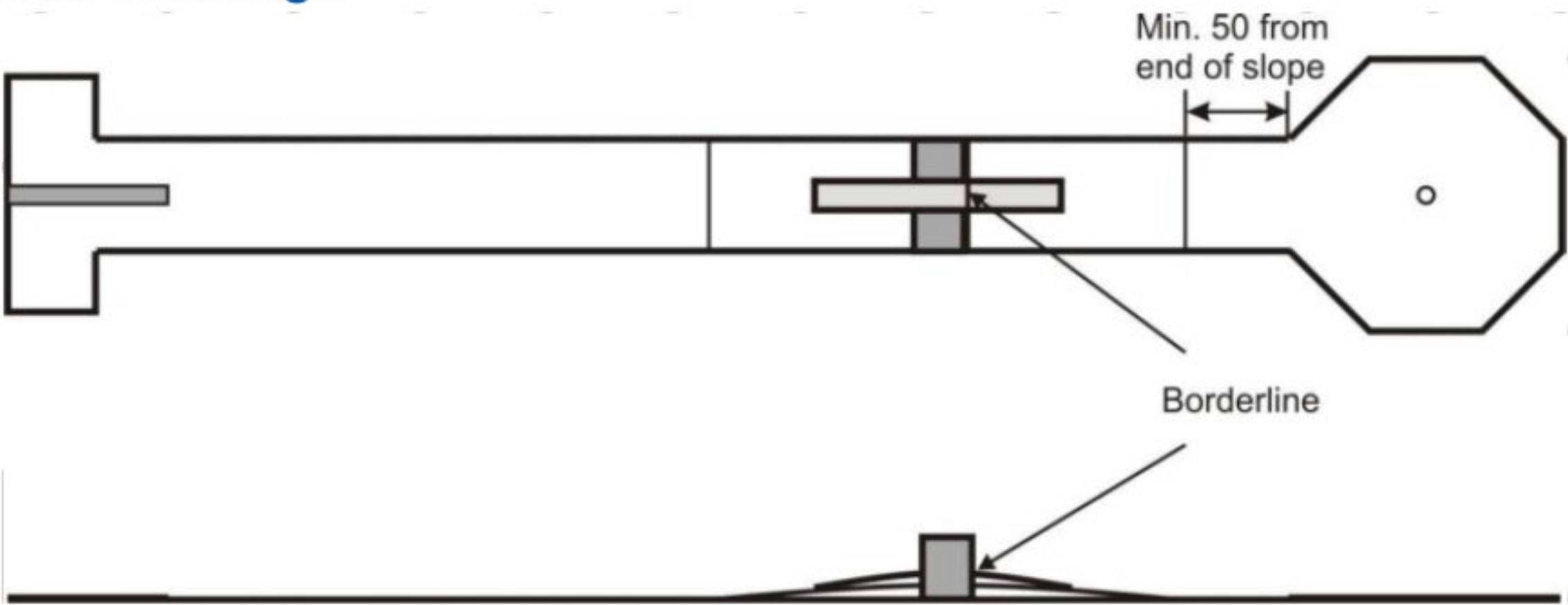
- Measurements : length of lane 10 - 18 m
width of passage way see Chart 1
Distance in the chart is measured from the front edge of the tee-off area to the beginning of the third obstacle.
- Border line : Border line is marked right after the end of the slope.
- Others : 3, 4 or 5 obstacles are permitted.

Lane 12 Cradle



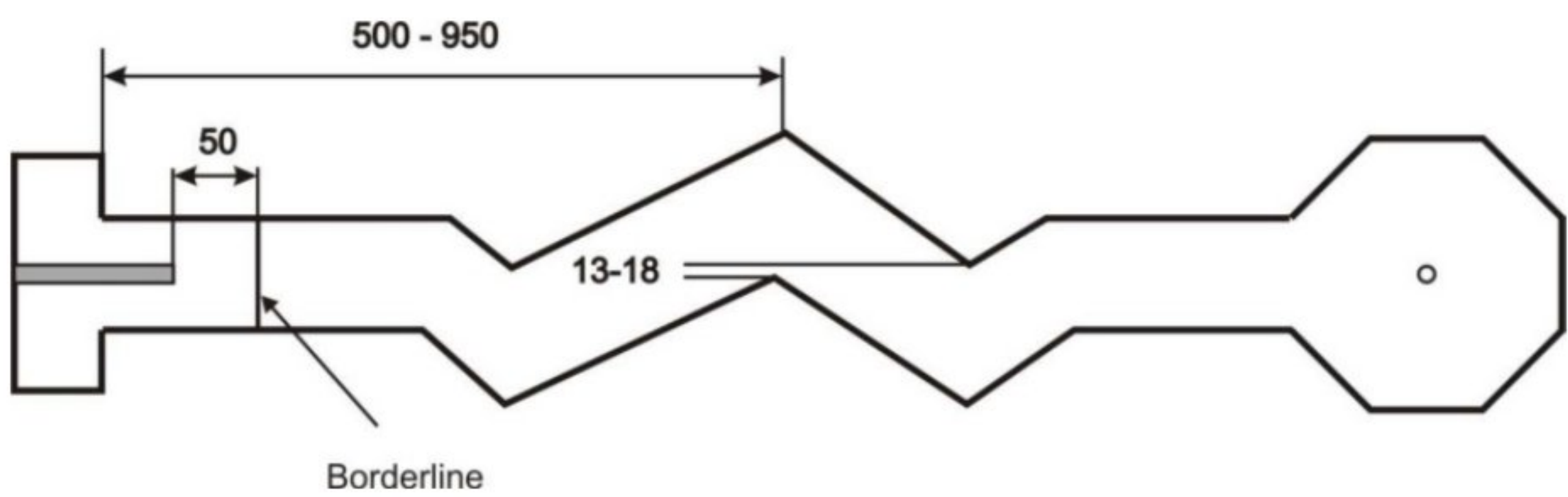
- Measurements : length of lane 6 – 12 m (excluding green)
 length of slope min. 200 cm
 width of gate see Chart 1
- Border line : Lanes without green have no border line.
 At lanes with green the border line is marked right behind the slope section.
- Lane rules : If the ball comes to rest on top of the hill before the cradle, the next stroke has to be played from the tee-off area.
 The target is reached at lanes without green, if the ball comes to rest in the cradle. Lanes without green can be built without the target hole or box.
 At lanes with green the ball must pass the border line.

Lane 13 Bridge



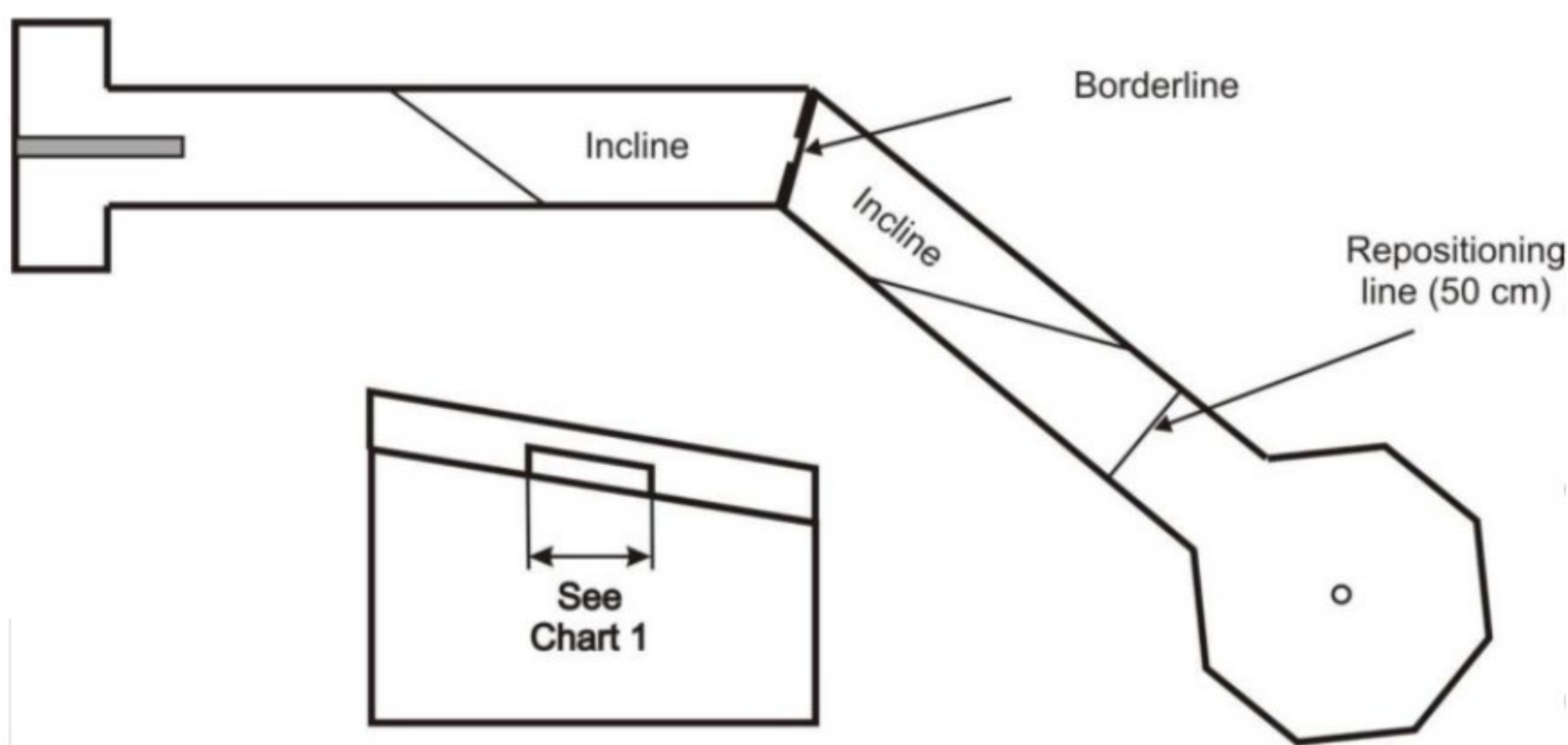
- Measurements : length of lane 8 - 15 m
 width of passage way see Chart 1
 length of bridge 80 - 250 cm
 height of bridge 10 - 30 cm
- Border line : Border line is marked right at the end of the obstacle gate.
- Repositioning : Repositioning line is marked 50 cm behind the end of the slope.
- Others : The obstacle must have a roof or gate at the position of the border line. The border line and gate can not be positioned before the highest point of the bridge.

Lane 14 Lightning



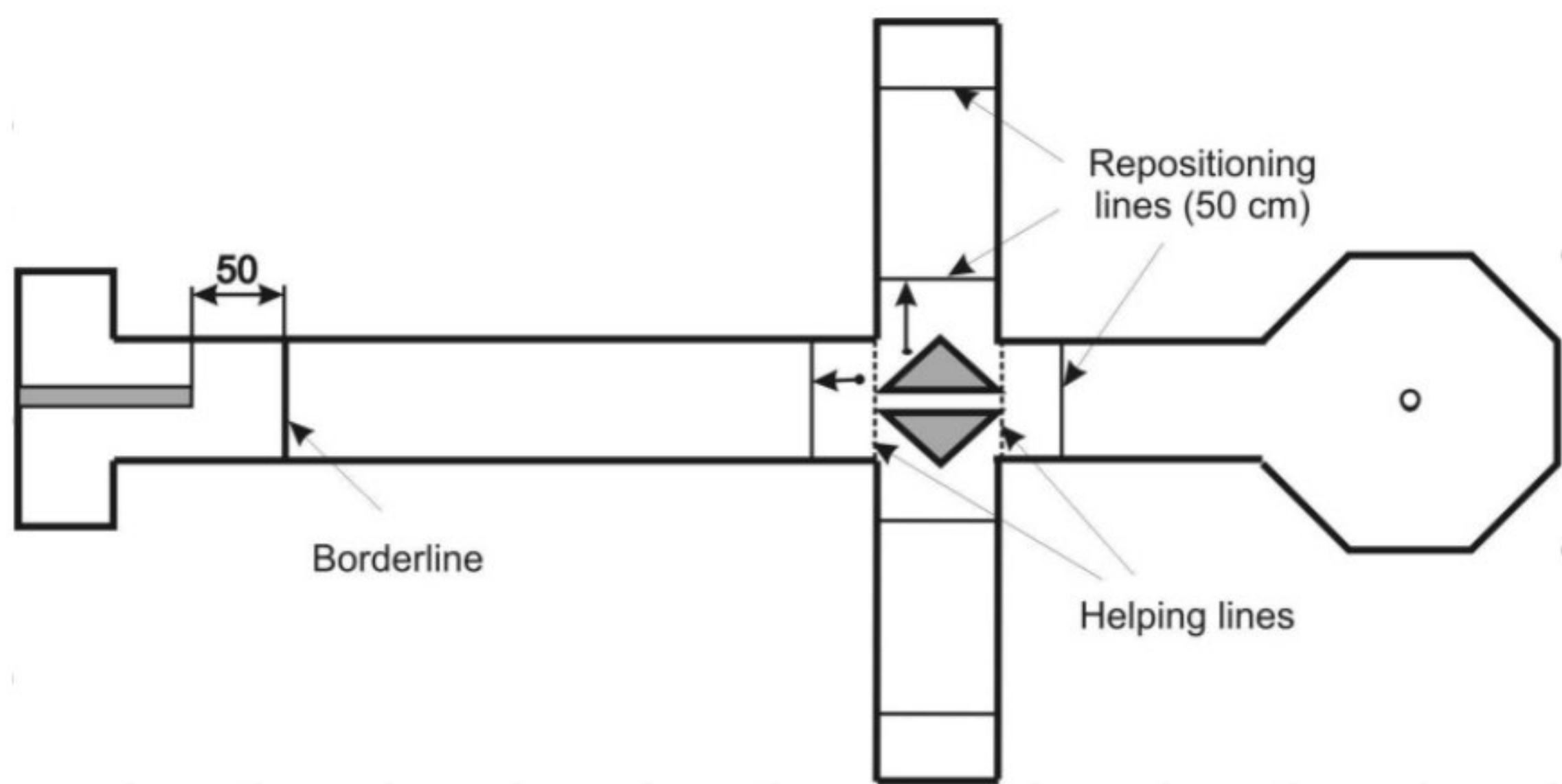
Measurements : length of lane 10 - 15 m
 width of passage way 13 - 18 cm
Border line : Border line is marked 50 cm ahead of the tee-off plate.

Lane 15 Inclined hill with gate



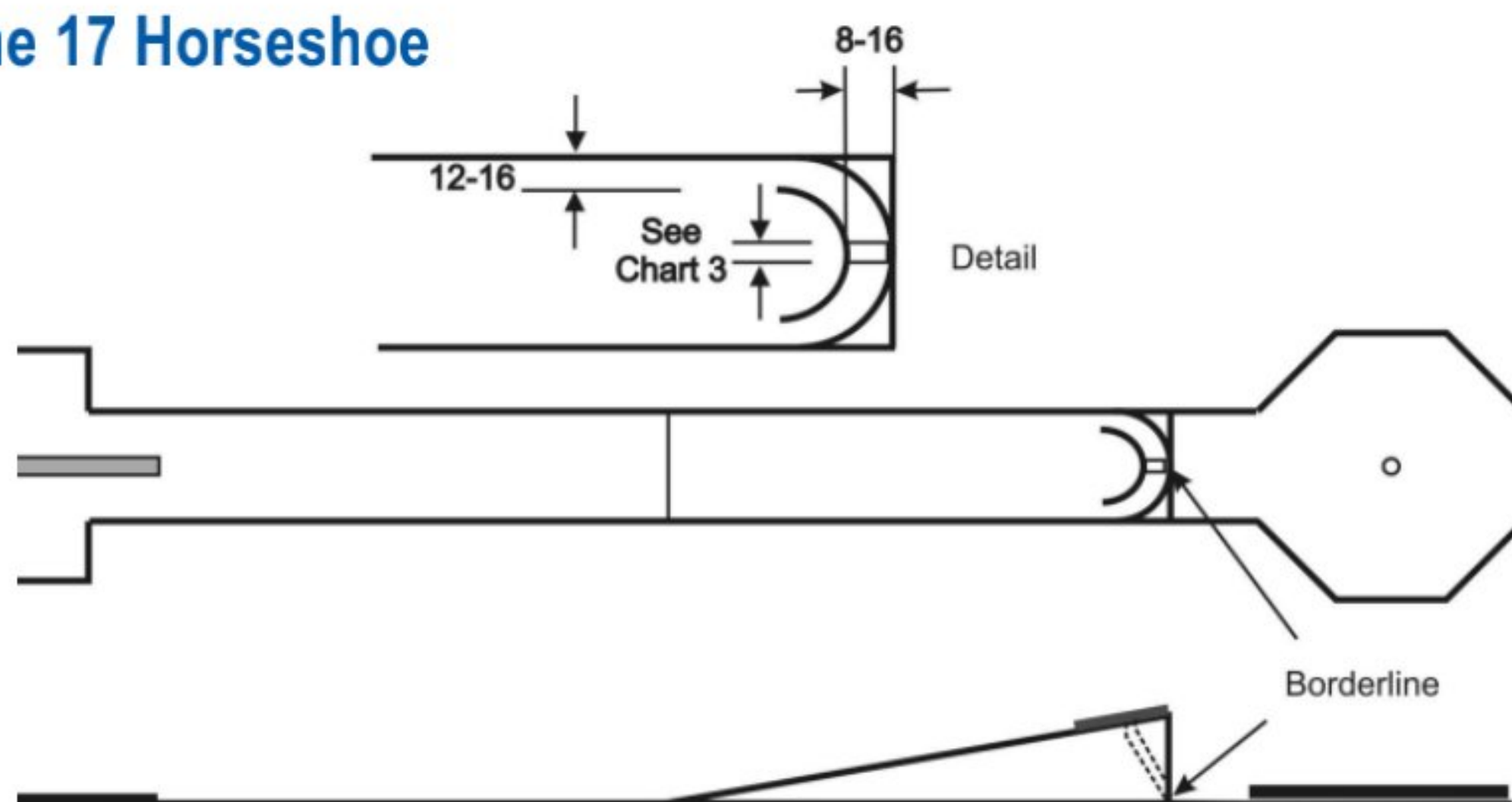
Measurements : length of lane 8 - 16 m
 height of hill (low side) 20 - 40 cm
 inclination (high side – low side) 5 - 20 cm
 angle of lane 15 - 30°
Border line : Border line is marked right at the end of the gate.
Repositioning : Repositioning line is marked 50 cm behind the end of the inclination in right angle to the boundaries

Lane 16 Cross



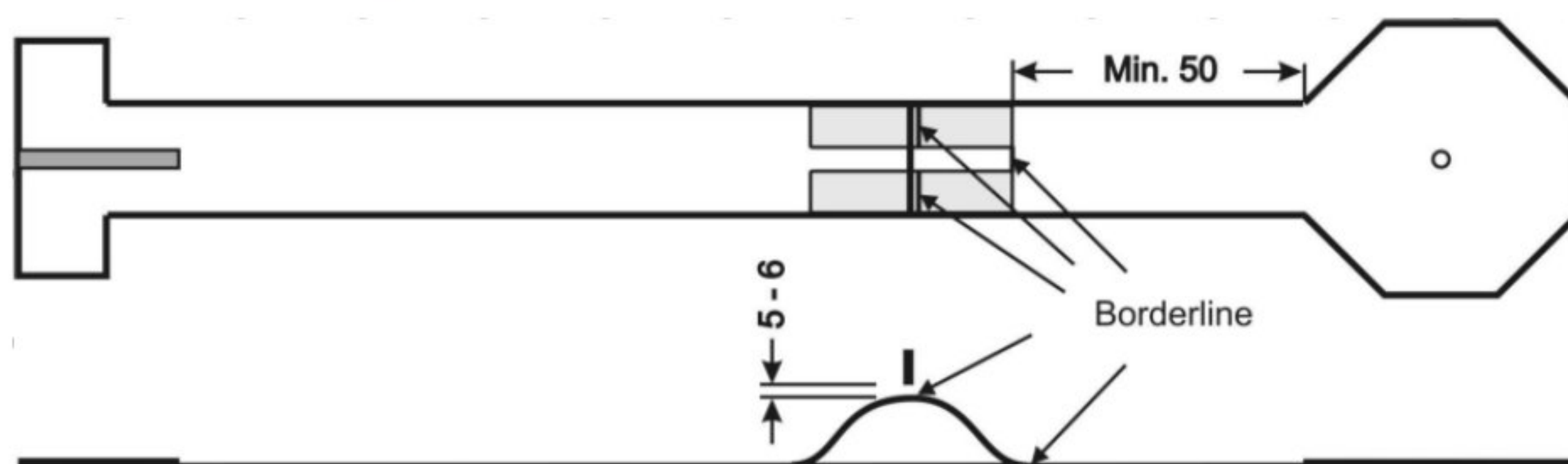
Measurements :	length of lane	8 - 13 m
	width of passage way	see Chart 1
	distance from end of wings to beginning of green	min. 100 cm
	length of wings	150 - 300 cm
Border line :	Border line is marked 50 cm ahead of the tee-off plate.	
Repositioning :	Repositioning lines are marked 50 cm from the corners of the obstacles to all directions (see diagram). Helping lines are marked from all four corners of the passage way to the closest corner of the boundary as well as at the entrance and exit of the passage way. If the ball comes to rest inside the obstacle or on the second helping line with its point of contact, it can be repositioned at up to 50 cm from the obstacle in the direction of the tee-off area. This is however not obligatory, play can also be continued from the current position inside the obstacle with no repositioning. The repositioning must always be made parallel to the side boundaries. If the ball has passed the second helping line with its point of contact, it can be repositioned at up to 50 cm from the obstacle in the direction of the target green.	

Lane 17 Horseshoe



Measurements :	length of lane	6 - 12 m (excluding green)
	length of slope	min. 200 cm
	distance of hole in horseshoe from back frame	0 - 8 cm
Obstacle :	The horseshoe can be positioned 6 - 12 cm away from the side frames.	
Border line :	Lanes without green have no border line. At lanes with green the border line is marked right behind the slope section.	

Lane 18 Passage



Measurements :	length of lane	8 - 15 m
	height of hill	30 - 60 cm
	length of hill	100 - 200 cm
	width of passage	see Chart 1
	position of obstacle	just on top of hill
	height of obstacle gap on top of hill	5 - 6 cm
Border line :	The border line is marked right at the end of the passage and on both sides right after the top of the hill.	

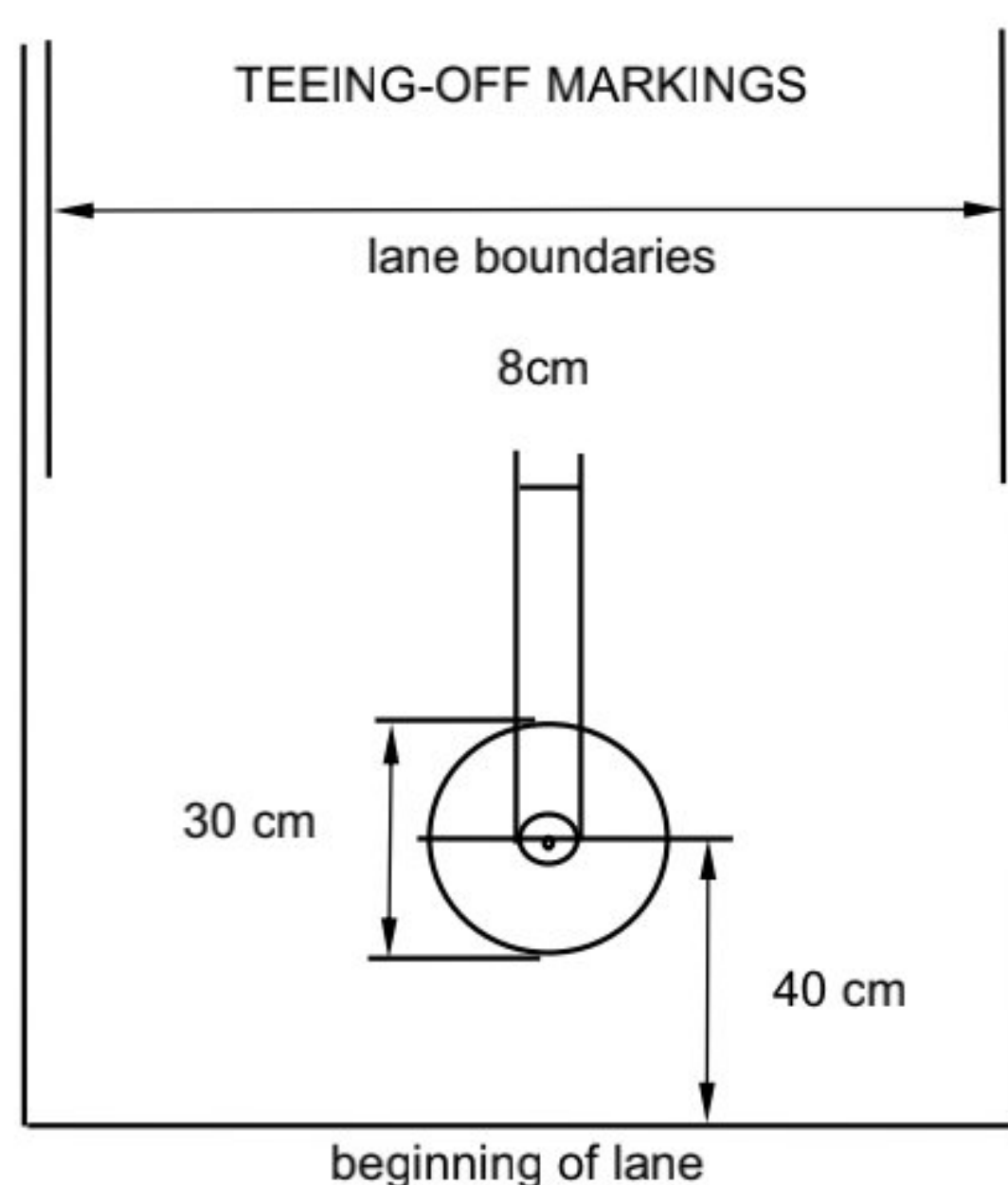
CONCRETE

The third type of course is Concrete. These courses were constructed in the 1950's by Paul Bogni who came from Switzerland. Therefore, this type is predominantly found in Switzerland, Austria and southern Germany, but you can find concrete courses all over Europe. There are only 18 types of obstacles and these have the same number on every course.

The courses are constructed in concrete and the borders around them are made of steel. It is quite expensive to build and requires more space than felt courses. The length of the lanes is 10-12 metres, the longest being about 20-25 metres. Even though it is expensive to build, it is very attractive to play and courses often have large clubs and many casual players. You are also allowed to stand on these lanes when you play and it is necessary to be in the right position when you hit the ball. As on the felt courses you should not walk on the lanes.

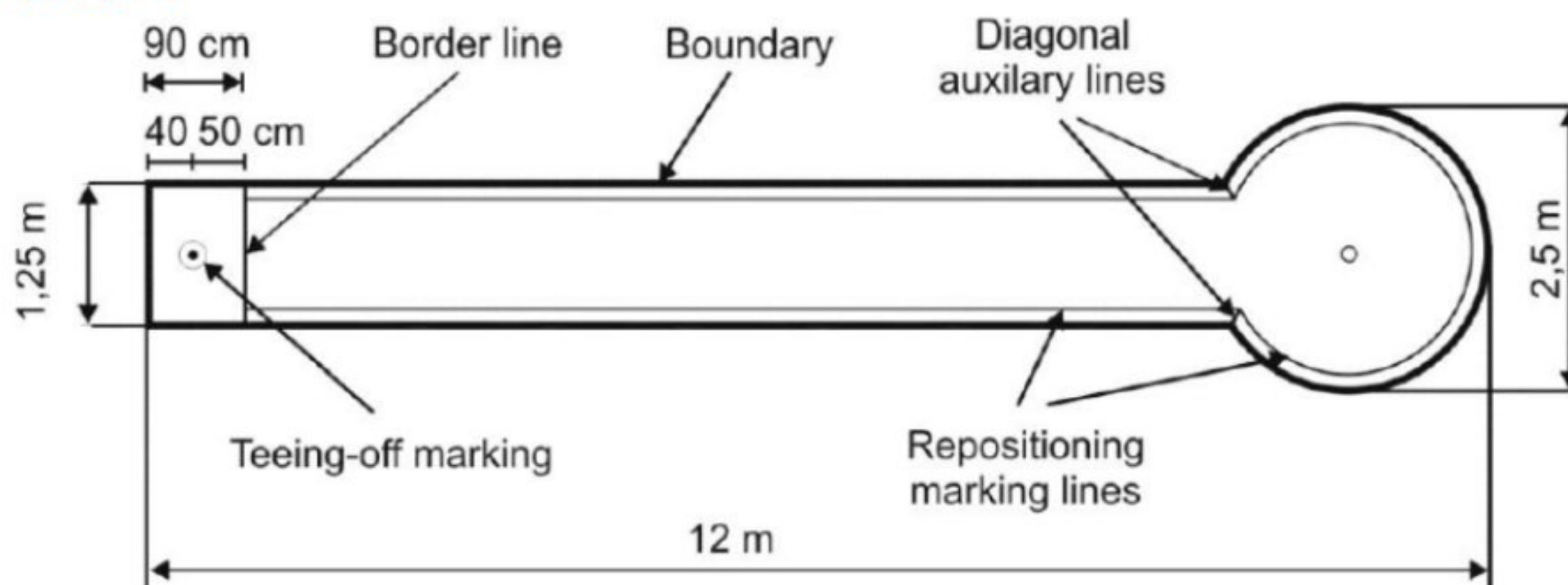
System-specific rules concrete

1. In general, lanes have the following dimensions:
length : 12,00 m, width : 1,25 m, target circle diameter: 2,50 m
2. The lanes should always be arranged in the same order from 1 to 18
3. Mirror-image versions of lanes 4, 5, 9, 11, 12, 13, 14 and 16 are permitted.
4. Only courses with standard dimensions of lanes and obstacles can be approved as concrete courses. In these rules the text is decisive and the pictures advisory, in case there are conflicts between them. If there is no reference to a certain issue in the text, then the picture is decisive.
5. The teeing-off marking is a circle 30 cm in diameter, equidistant from the boundaries on side of the lane. The centre of the teeing-off marking is 40 cm from the beginning of the playing area and is a circle 8 cm in diameter.



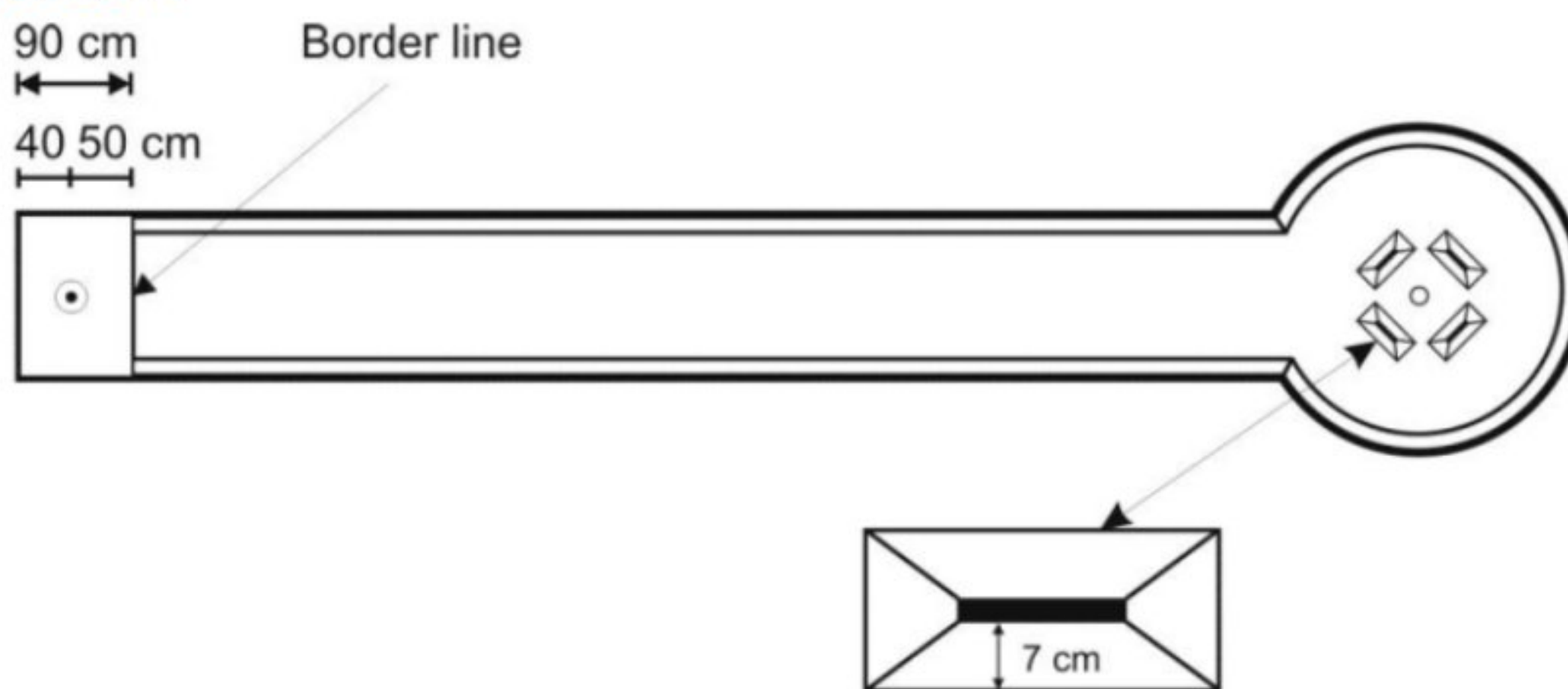
6. In every target circle there must be a repositioning marking line at a constant distance of 20 cm from the boundary. It continues from the opening of the circle on both sides of the playing area until the 30 cm-line behind the last obstacle. At lanes 1 and 2 it continues until the border line. At the corners of the opening to the circle there should be diagonal auxiliary lines at an angle of 45 degrees.
7. At all lanes except for 1, 2, 7 and 18 the repositioning marking close 30 cm after the obstacle and parallel to it. If the obstacle construction has parts which protrude forward, the line has to be set at a distance of 30 cm from these parts
8. The playing area can be entered, but only for preparing and playing a stroke.

Lane 1



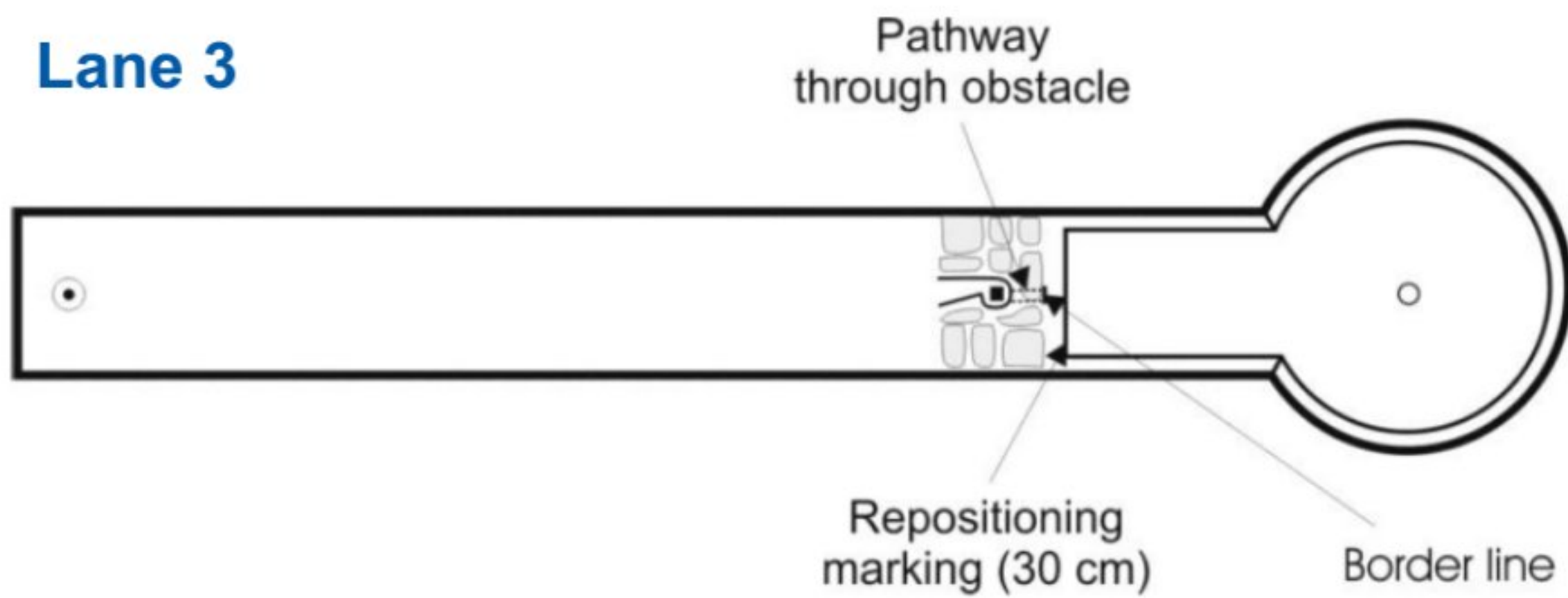
The border line has to be marked 50 cm from the center of teeing-off area.

Lane 2



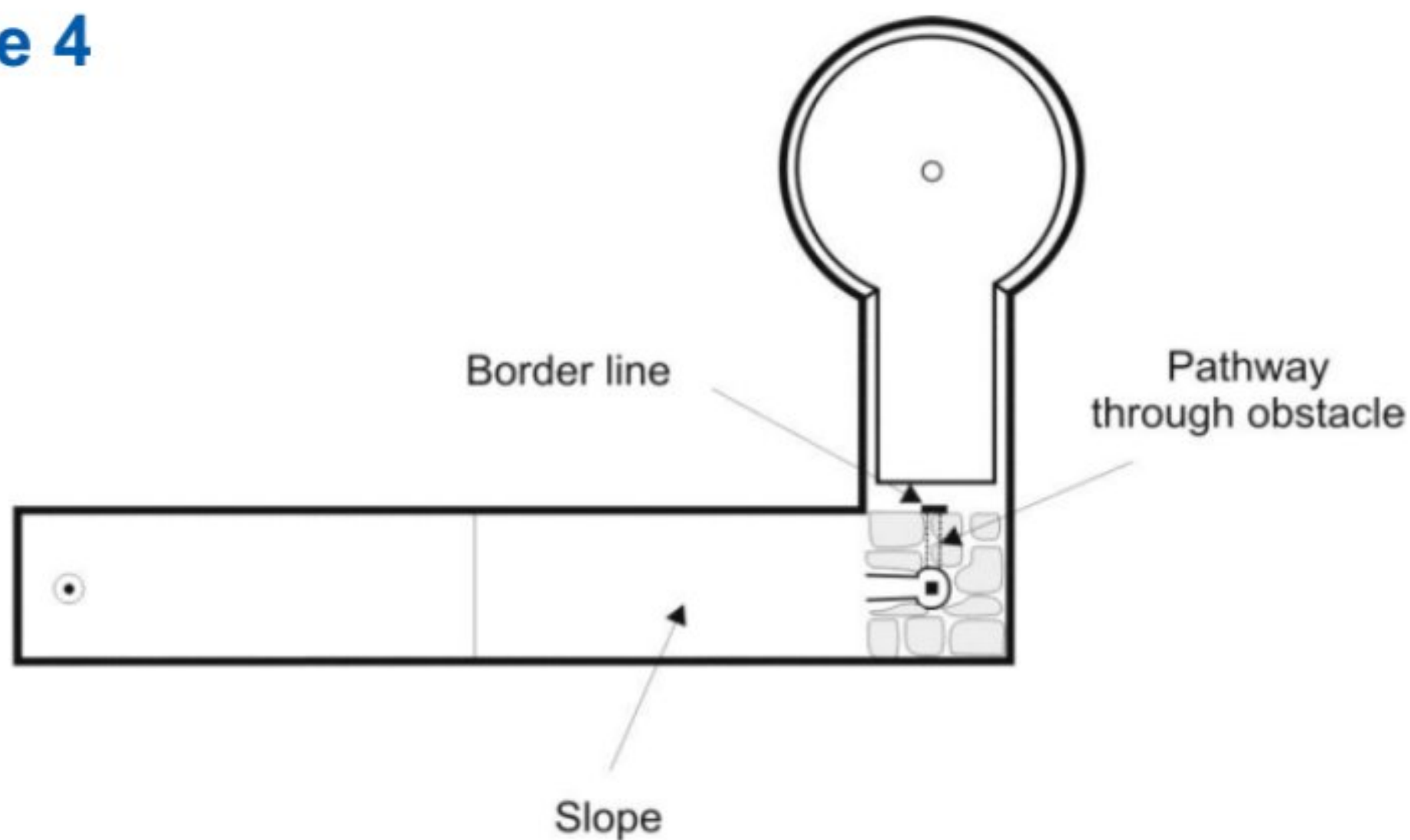
The border line has to be marked 50 cm from the center of teeing-off area. If there is less than 7 cm between a stone and the point of contact of the ball with the lane, the ball can be repositioned as follows: Lines have to be drawn parallel to the stone at a distance of 7 cm. Diagonal lines connect the corners of this rectangle with the corners of the stone. In this area the ball can be placed at 90 degrees from the stone. If the ball is touching one of the diagonal lines it can be repositioned on the corresponding corner of the rectangle. If the ball jumps over the stones, the play will be continued from the position in which the ball stopped. If it jumps out of the lane, the normal repositioning rules apply. If the refereeing committee has appointed a lane referee, the player is not allowed at all to touch the ball after passing the border line. Repositioning or cleaning the ball can only be done by the lane referee with advice of the player.

Lane 3



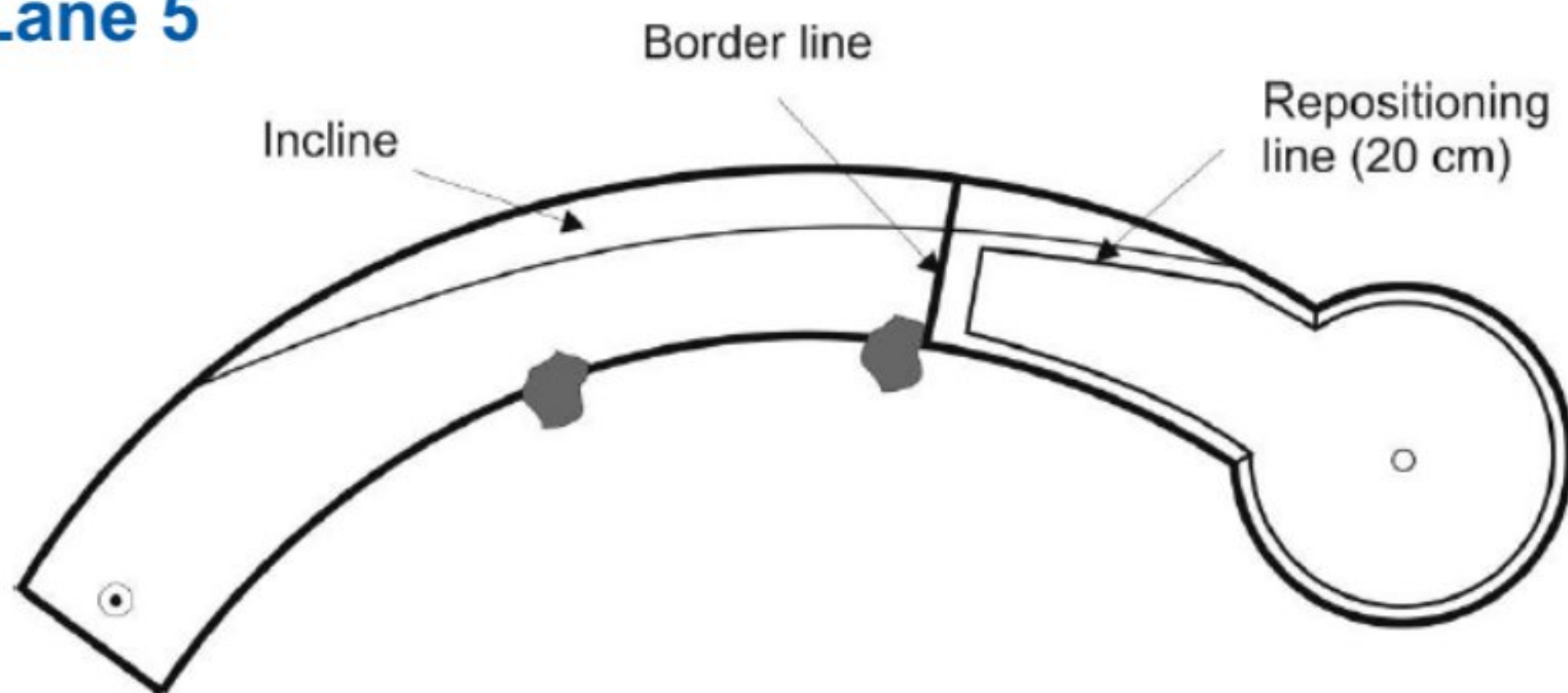
straight line has to be marked at the exit of the obstacle. This is the border line.

Lane 4



A straight line has to be marked at the exit of the obstacle. This is the border line.

Lane 5

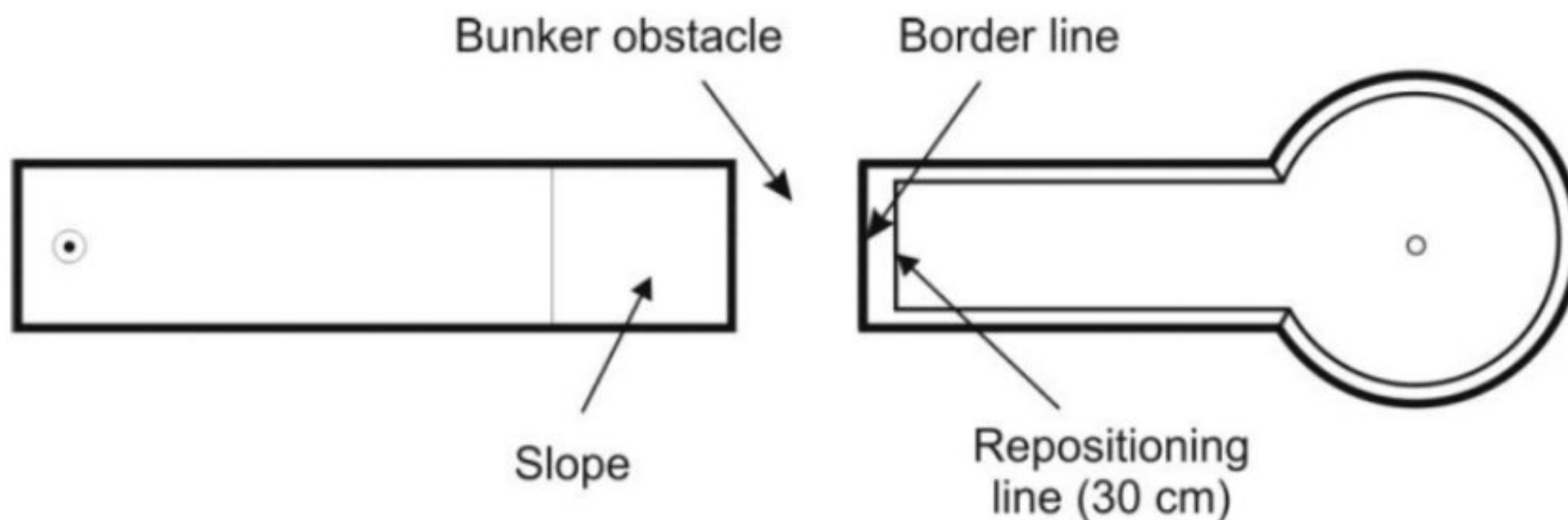


A straight line has to be marked at the end of the last obstacle (rock) and at 90 degrees to the boundary. This is the border line.

If the ball comes to rest less than 20 cm from the slope it can be placed at 90 degrees to the slope up to 20 cm from it. There has to be a repositioning line marked parallel to the slope at a distance of 20 cm from it.

If the obstacles are loose rocks (i.e., if the obstacles are not fixed down to the lane) their position must be marked in paint.

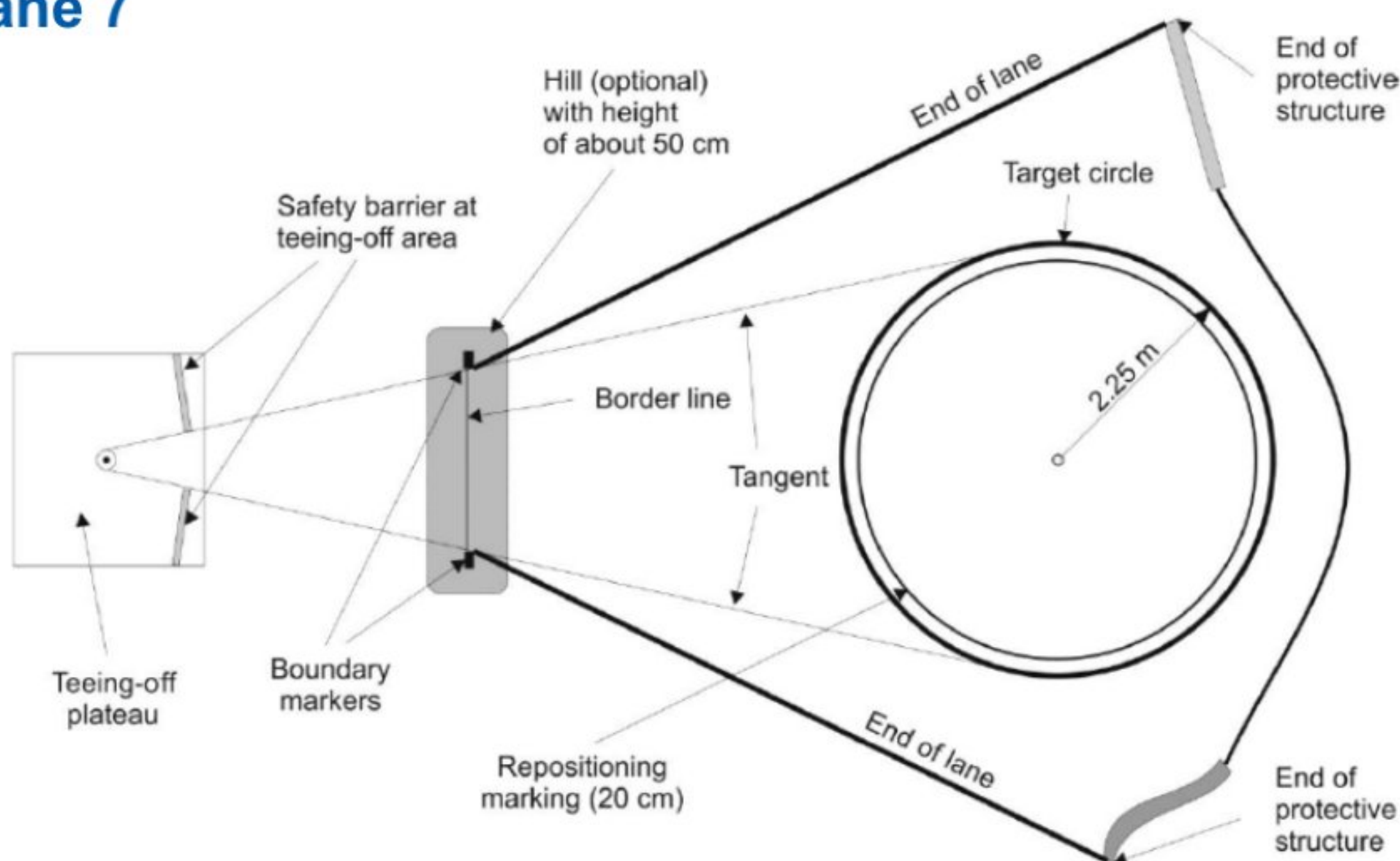
Lane 6



The border line has to be marked right at the beginning of the concrete lane behind the bunker obstacle.

The obstacle has not been passed successfully when the ball has flown over the end of the bunker outside the boundary lines or has touched the bunker (or a mat in the bunker). In this case the stroke counts and has to be retaken.

Lane 7

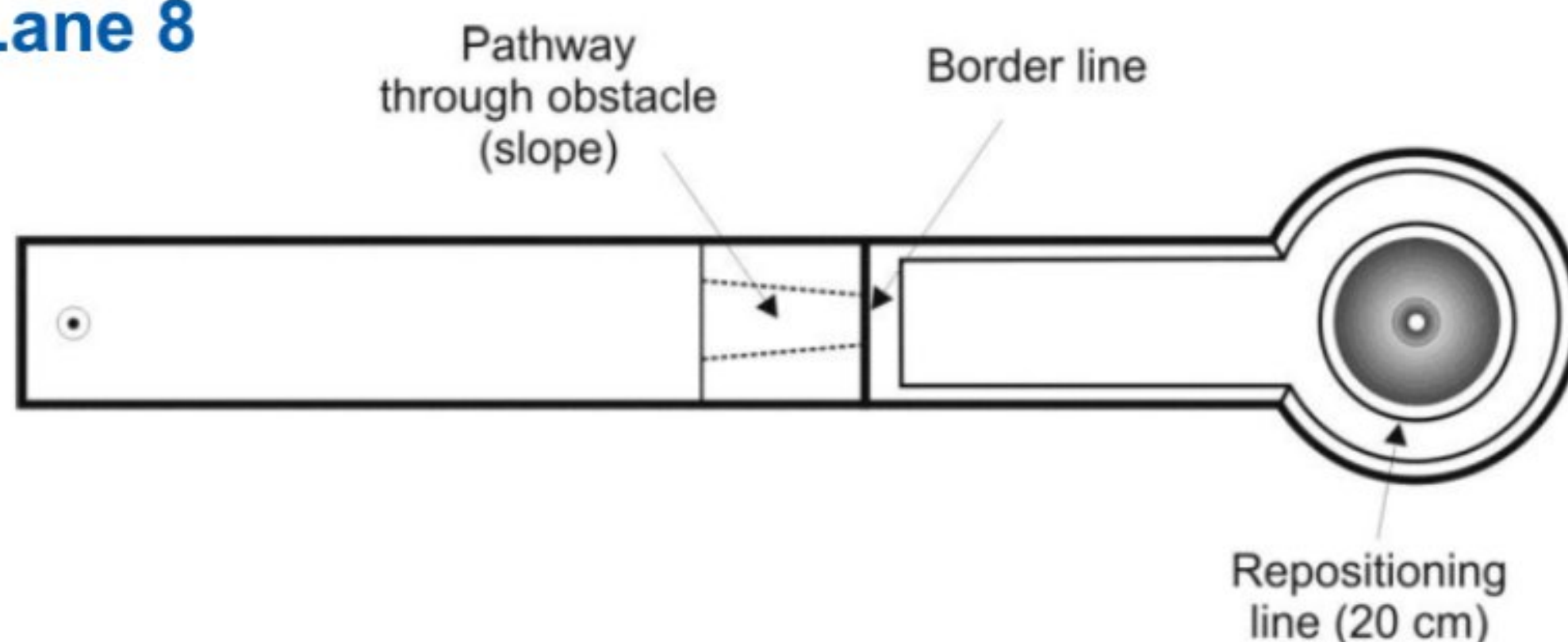


1. The lane is defined by the following:
 - 1.1 The line from the teeing-off circle to the boundary markers, which are set on the hill (hill is not mandatory).
 - 1.2 The line from the boundary markers to the furthest protective structure of the target circle.
 - 1.3 Protective structure behind the target circle.
 - 1.4 Nets, fences, walls etc. serve as protective structures. They are not obligatory at the tee-off area. They are obligatory behind the target circle and should be at least 50 cm high and 50 cm wider than target circle on both sides.
2. The border line has to be marked just after the top of the hill (hill is not mandatory) between the boundary markers.

3. The width of the passage between the protective nets in front of the teeing-off area (if any) is determined by the two tangents to the boundary markings. The passage between the protective nets should not be restricted at the top or at the bottom.
4. The boundary markings should be about 10 to 12 cm wide and 2 metres high. The markings are positioned in such a way that they are between the tangent running from teeing-off circle (30 cm diameter) to the furthest points of target circle and the tangent running from teeing-off circle to the furthest protective structures behind target circle. WMF rulebook System-specific rules concrete 2.4
page 6 of 11 update 180101

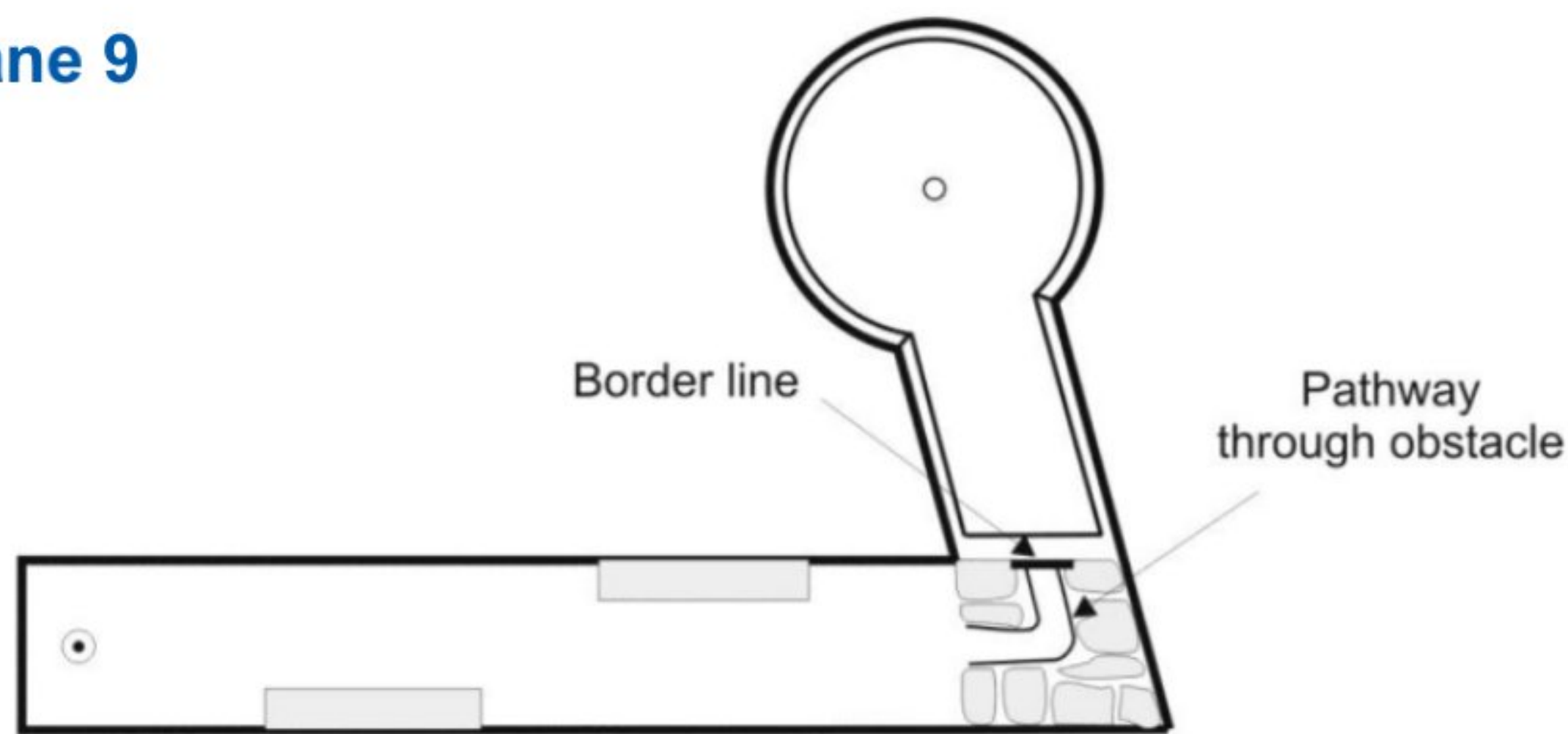
5. For this specific lane also special clubs designed for this lane can be used. They must correspond with the rules for the clubs in Rulebook chapter 2.3.
6. The ball may be hit from a raised position in the teeing-off area and at any other point of the lane except in the target circle.
7. Following the general sports rules a stroke is played when a player, in readiness to play, brings the putter into contact with the ball thereby setting it in motion (further explanations see there). Specifically for this lane it also counts as a stroke, if the player hits the tee instead of the ball thereby setting the ball in motion.
8. After passing the border line and remaining in play (i.e. inside the lines described in 1.2), the ball is always played from where it comes to rest.
9. If the ball leaves the lane (even temporarily) after correctly passing the border line, it has to be repositioned at the point at which it left the lane and played from there. At the protective structures the ball can be repositioned up to 30 cm from the structure.
10. Respecting the characteristics of the specific lane the refereeing committee can advise the pairings to apply another playing order as usual to save time. The playing order has to be described and published at the official tournament board. At the lane itself the playing order should be controlled by a lane referee.
11. The refereeing committee also can decide on regulations, that only the lane referee picks up the ball in the target circle and marks its position. The ball can stay under sole control of the lane referee until the player has to continue. Also this procedure has to be published at the official tournament board.

Lane 8



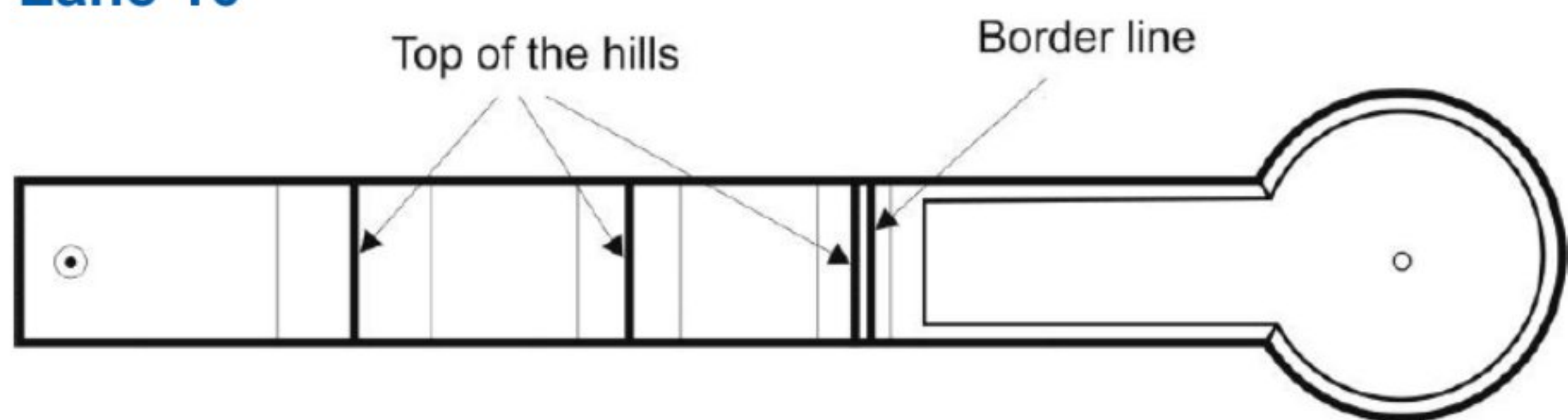
A straight line has to be marked right at the exit of the obstacle. This is the border line. If the ball comes to rest closer than 20 cm to the beginning (i.e. foot) of the cone, it can be repositioned up to 20 cm away from the cone. There has to be a marking around the cone at a distance of 20 cm.

Lane 9



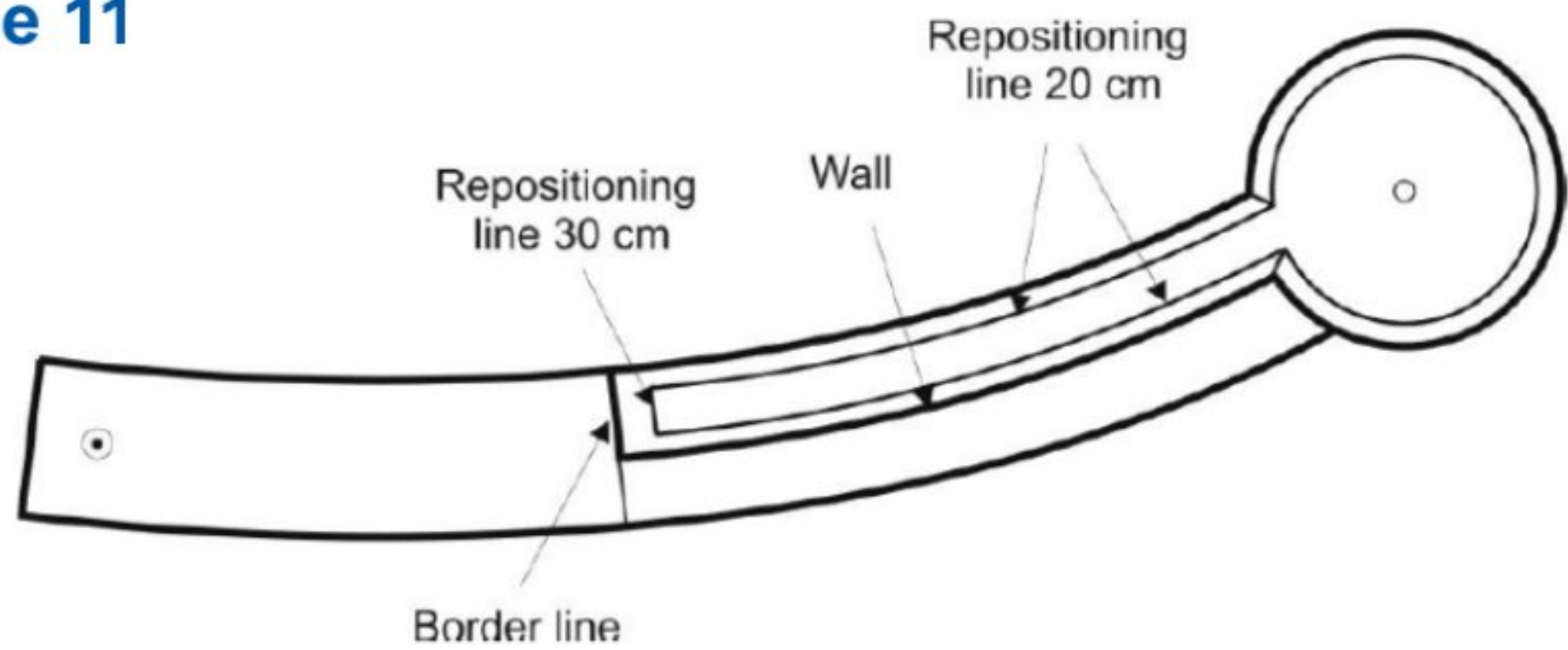
A straight line has to be marked at the exit of the obstacle. This is the border line

Lane 10



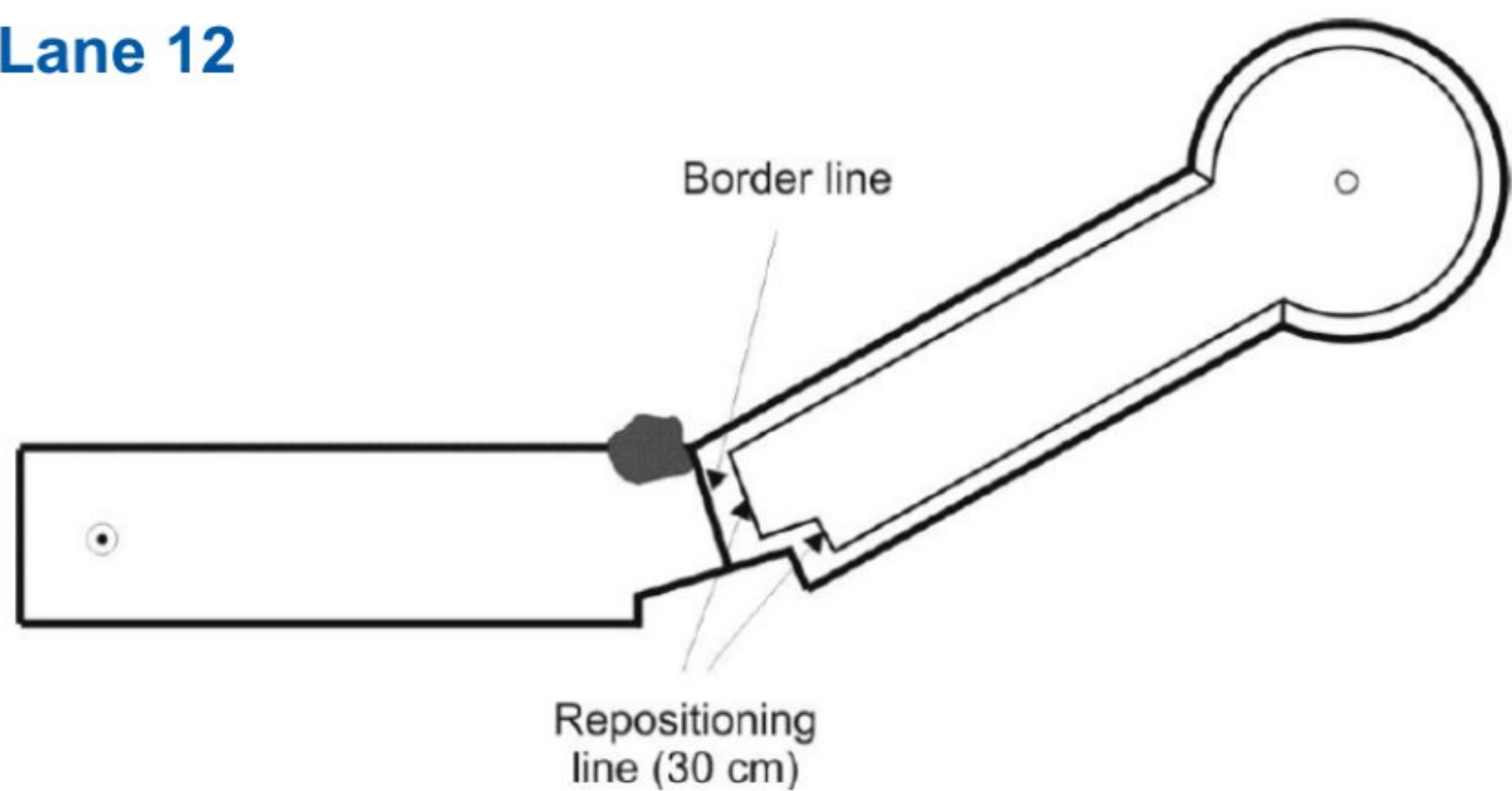
The border line has to be marked right after the top of the third hill.
The ball must touch the ground between the hills.

Lane 11



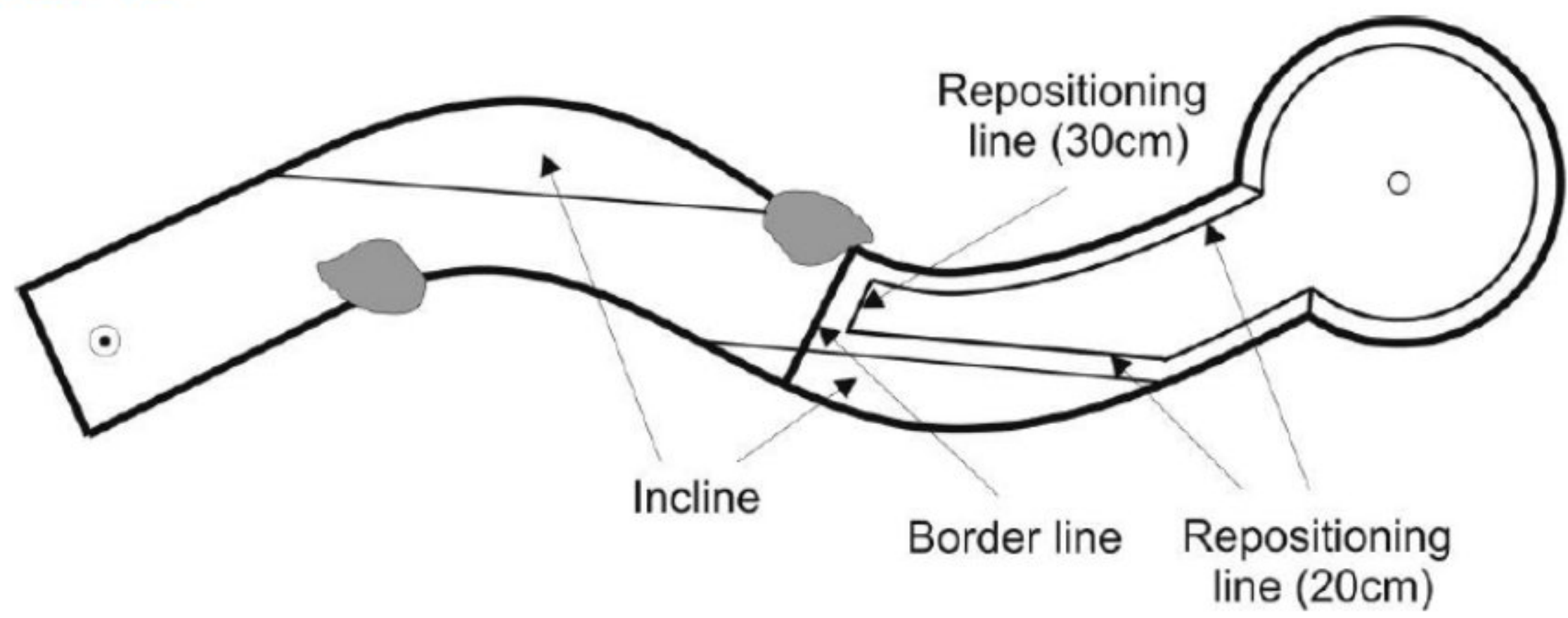
The border line has to be marked at the beginning of the wall at 90 degrees to the boundary.
The half of the lane on the other side of the wall has to be closed off at the beginning and end of the wall.

Lane 12



The border line has to be marked at the end of the rock at 90 degrees to the wall. If the obstacles are loose rocks (i.e., if the obstacles are not fixed down to the lane) their position must be marked in paint.

Lane 13

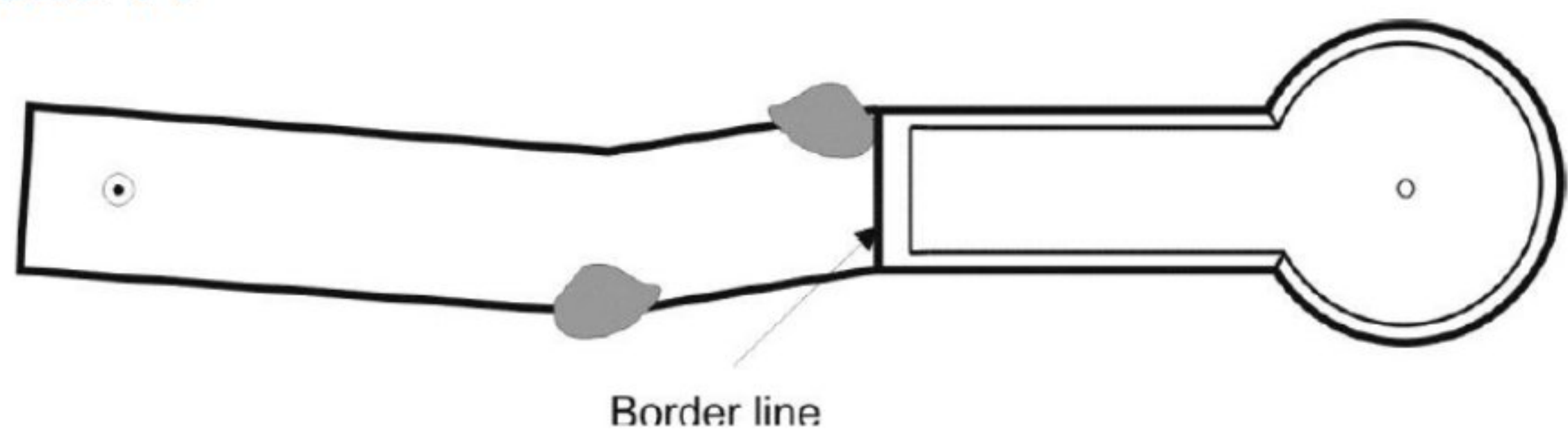


The border line has to be marked at the end of the last obstacle (rock) at 90 degrees to the boundary.

If the ball comes to rest less than 20 cm from the slope, it can be repositioned up to 20 cm from, and at 90 degrees to, the slope. A line has to be marked parallel to the slope at a distance of 20 cm from it.

If the obstacles are loose rocks (i.e., if the obstacles are not fixed down to the lane) their position must be marked in paint.

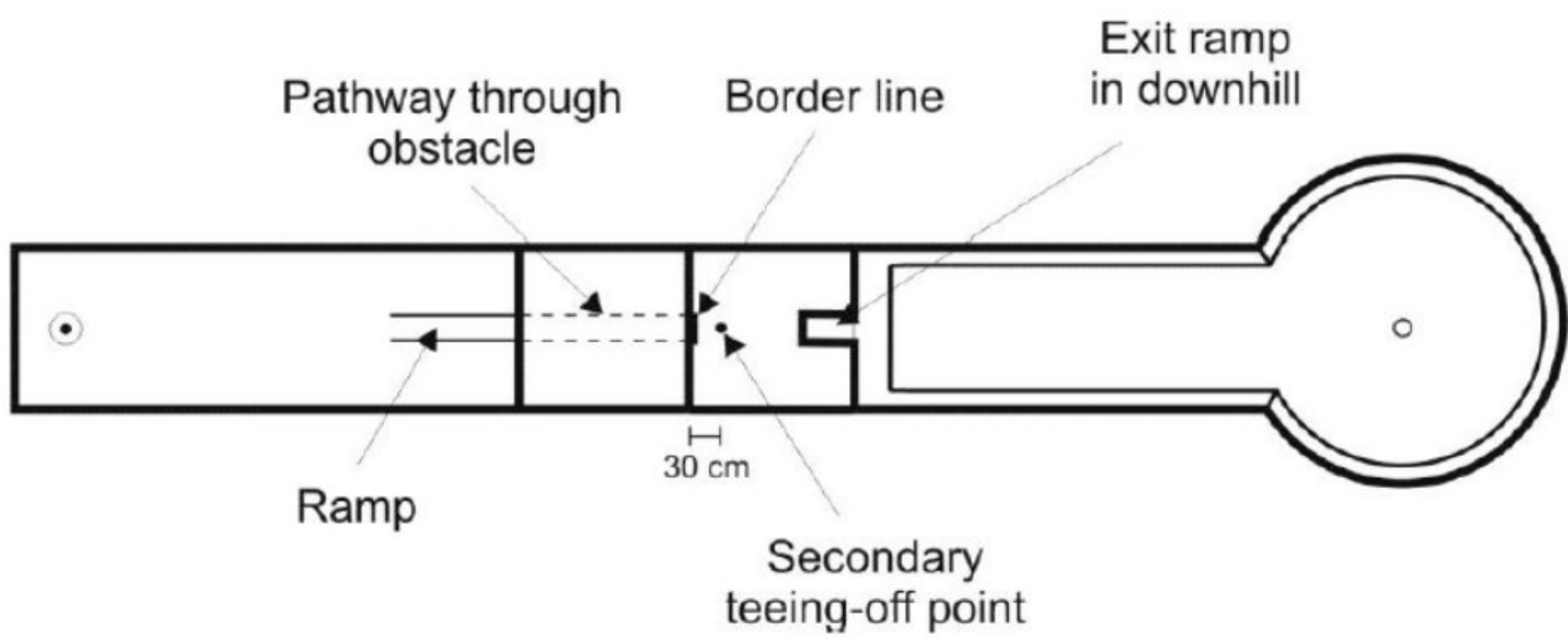
Lane 14



The border line has to be marked at the end of the last obstacle at 90 degrees to the boundary.

If the obstacles are loose rocks (i.e., if the obstacles are not fixed down to the lane) their position must be marked in paint.

Lane 15

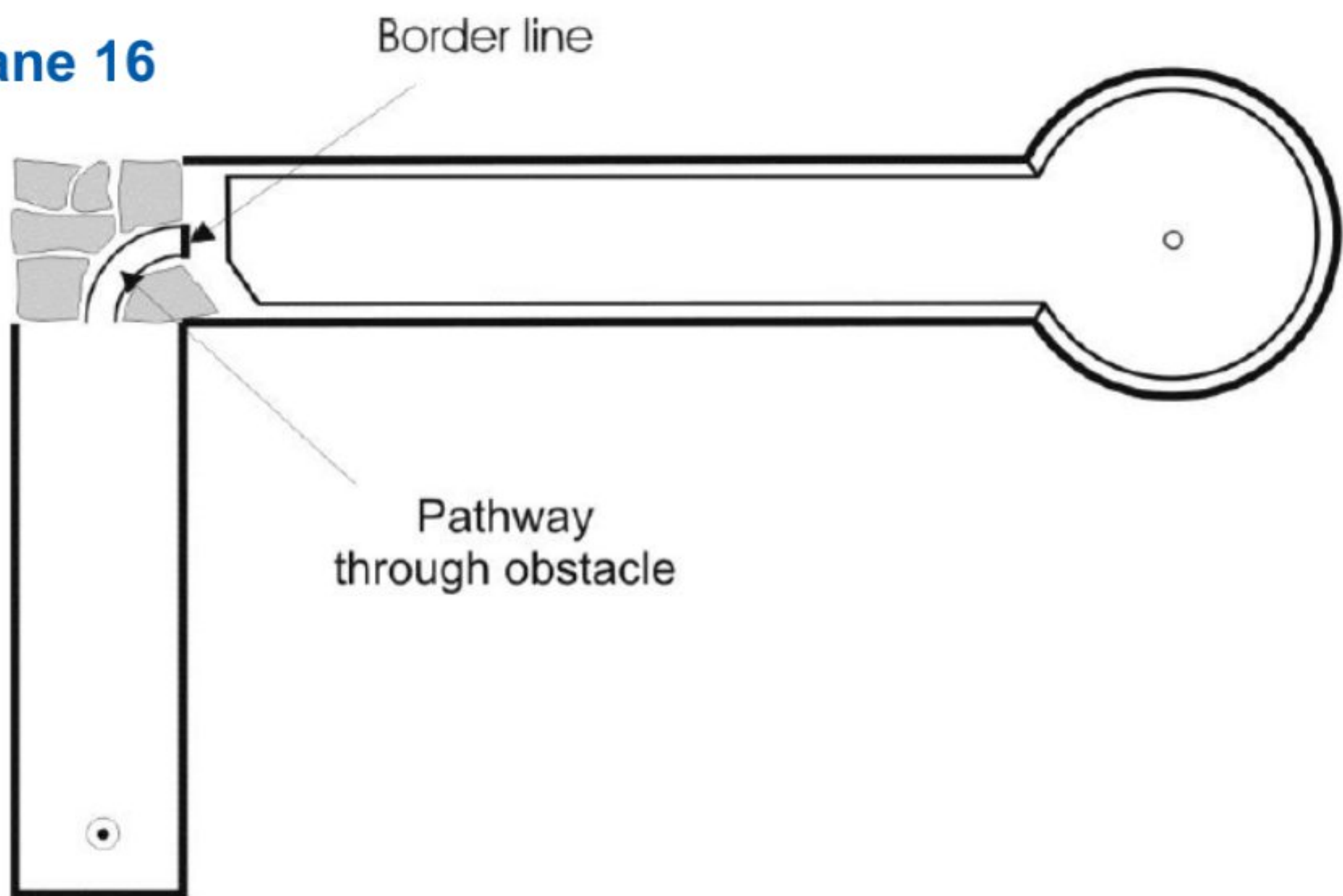


The border line has to be marked at the end of the tunnel on the plateau construction.

If the ball comes to rest on the plateau construction having passed the border line correctly, it can be played either from that position or from the secondary teeing-off point. The secondary teeing-off point is situated in the middle of the construction, 30 cm from the end of the tunnel. It has a diameter of 8 cm. If the construction has protruding parts the secondary teeing-off point has to be 30 cm from these.

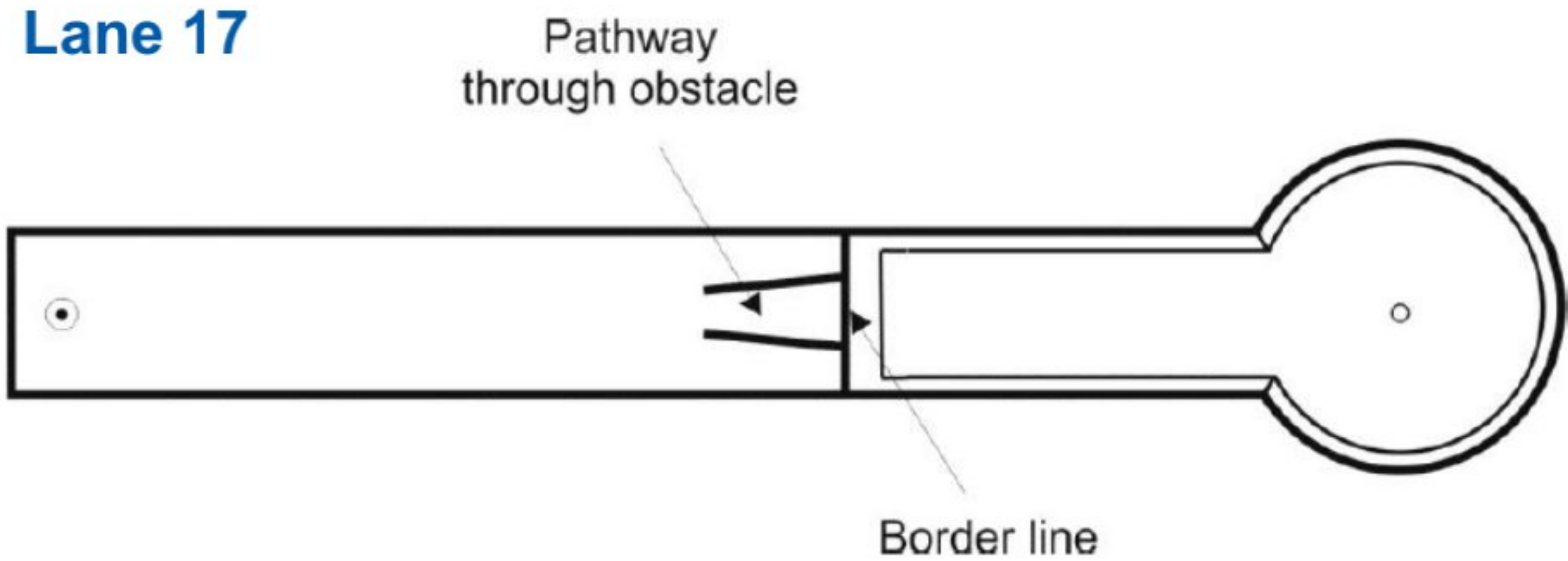
The ball must pass through the middle of the obstacle construction and leave the plateau construction through the exit gate in the center. Should the ball pass through the obstacle construction in another way, the next stroke must then be played from the secondary teeing-off point.

Lane 16



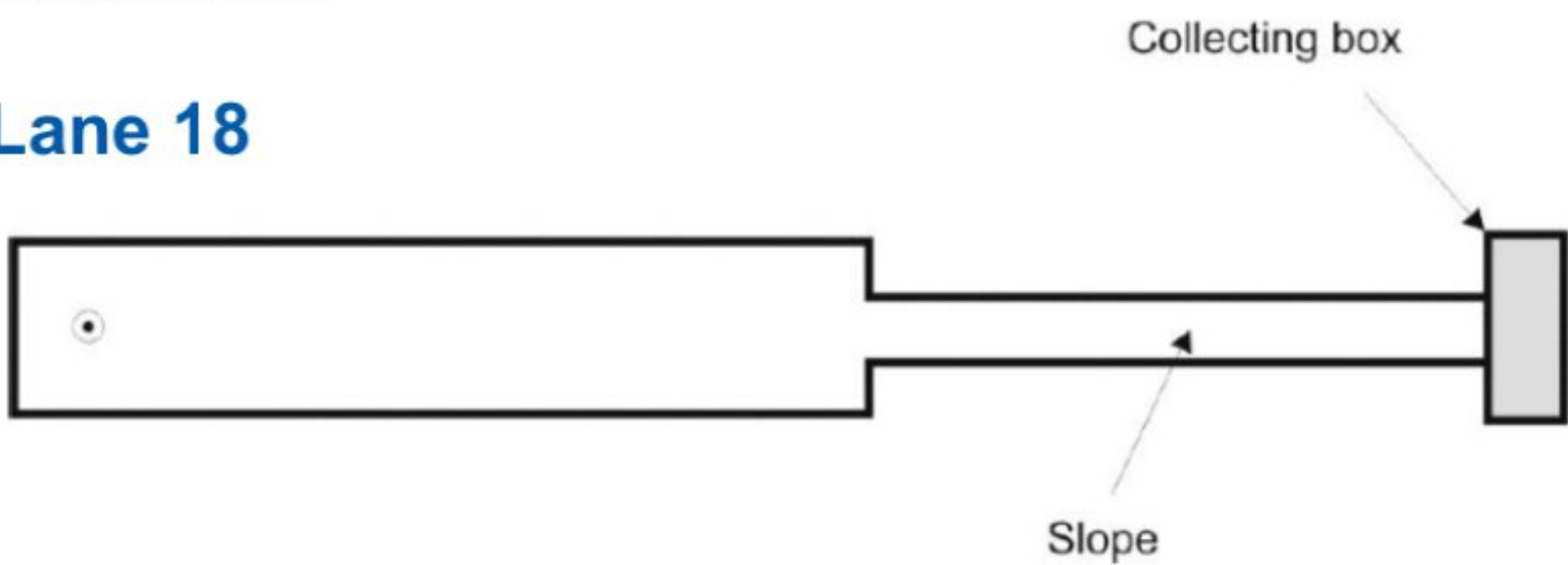
A straight line has to be marked at the exit of the obstacle. This is the border line

Lane 17



A straight line has to be marked immediately at the exit of the obstacle. This is the border line.

Lane 18



The lane has been completed successfully, if the ball having climbed the slope and remains in the collecting box (or drops from it sideways or backwards, depending on the design). If the ball after climbing the slope, rolls back down to the lane or springs away from the slope the shot counts and must be retaken. This lane has no borderline and is only playable from the teeing-off area.

ADVENTURE - MINIGOLF OPEN STANDARD (MOS)

Minigolf Open Standard courses are those built with a surface of artificial grass and are most common in North America and Great Britain. Minigolf Open Standard (MOS) courses are also commonly known as Adventure Golf and Crazy Golf.

This type of tournament course was officially approved by the WMF in 2007, in order to strengthen the position of the MFI and to spread the minigolf movement all around the world. This new section allows all member nations of the WMF to develop under general basic conditions and rule their “own” MOS courses with individual (non-standardised) lanes. This open strategy of the WMF allows each member nation to approve existing courses for national tournaments and international sport events by its own decision in the name of the WMF.



The size and shape of the lanes are quite different from Miniaturegolf, Feltgolf and Concrete courses. As MOS courses contain many different hazards to the other three approved course type, specific rules are either published in a course rule book, which is available at the course for all players, or explained to all players before tournament play begins.

New types of courses with different materials used for the surface, frames and obstacles, and different sizes of the lanes are covered by the category of MOS. New MOS courses are being built in a lot of the newly WMF registered national associations and are going to be produced for national promotion of minigolf in these countries.

Even when these courses look like small editions of golf holes, minigolf, including MOS, is a separate worldwide sport acknowledged by the General Association of International Sport Federations (Sport Accord/AGFIS) and by the International Golf Federation.

As there are a number of existing well designed courses throughout the world there is the potential that approved MOS courses will help minigolf sport grow in popularity and further establish itself as a sport in an increasing number of countries worldwide.

SYSTEM-SPECIFIC RULES MOS

0. Preface

This chapter covers the rules for adventuregolf, crazygolf and other minigolf open standard systems.

1. In general, MOS lanes (minigolf open standard) have the following dimensions:

Length : 3 - 40 meter

Width : min. 0,50 meter (some sections may be narrower and are then considered as obstacles)

Target hole diameter : 0,10 – 0,12 meter (if the target is a hole)

2. Tee-off area: A tee-off area must be defined on every lane. It must be a closed area shown with markings. The size or dimensions of the area are not defined.

3. Only courses with 18 lanes with dimensions defined in the chapter 2.7.1 can be approved as MOS courses. The procedure and forms are described in the rule chapter for tournament approval for minigolf courses.

4. The materials of playing area have to be use-intended; the subconstruction has to be durable (long-lasting, use-intended, strong, rigid), the playing surface has to be durable and use-intended (e.g. artificial grass, concrete, felt, fibrecement, metal, wood, plastic)

5. Borders (if existing) must be made of durable, use-intended materials and they must be smooth and calculable (e.g. straight bricks, metal, wood, fibrecement, concrete) at least for those parts which can be used as borders for technical and tactical play.

6. The obstacles can be moving, if they are calculable and predictable. Hazards are allowed (e.g. water, rough, gravel, sand).

7. General rules must apply to all course lanes. A written, specific lane-ruling must exist for each lane where the general rules can't be applied. The specific lane-ruling is the definite guide for players and referees on the lane in question.

8. Courses which are officially approved as MOS courses, because they don't comply with WMF rulebook 2.4 system-specific rules concrete article 5 or WMF rulebook 2.5 system-specific rules miniaturegolf article 3 or WMF rulebook 2.6 systemspecific rules feltgolf article 3, but suits all other rules of the respective playing system, can be played under the rules of that respective minigolf system, but need a clear definition in the course book for the not described lanes.

9. Border line

9.1 The border line is identical with the end of the markings of the tee-off area in playing direction. As soon as the ball has correctly left the

tee-off area, it is considered to have crossed the border line. If the ball rolls back over the border line after having first successfully passed it, the ball is to be placed anywhere on the tee-off area.

- 9.2 Lanes, where the first obstacle covers the lane in its complete width, can have the border line at the end of this obstacle. If the ball rolls back over the border line after having first successfully passed it, general sport rules are applied (play is continued from the place, where the ball rolled back over the border line, however under consideration of general repositioning rule).

10. Repositioning

- 10.1 Repositioning lines drawn on the lane are recommendable, but not compulsory on MOS. If the lines are not drawn, repositioning is done by using imaginary lines.

- 10.2 Repositioning distances :

If a ball comes to rest close to a boundary it can be repositioned only with the hand at 90 degrees angle to the boundary at up to 20 cm from the boundary. If a ball comes to rest near an obstacle (in any direction; behind, in front of or next to), it can be repositioned only with the hand at 90 degrees angle to the obstacle at up to 30 cm from it.

- 10.3 Repositioning direction: The ball is generally to be repositioned at 90 degree angle to the boundary or obstacle. A specific lane-ruling can apply, i.e. if the player would gain unfair advantage with the general repositioning rule. Balls in the obstacle (if they have not passed the obstacle completely) can be repositioned to the direction of the tee- off area under the consideration of general repositioning rules. This also applies for balls returning back into the obstacle after having once passed it correctly.

11. Ball out-of-bounds

- 11.1 General sport rules are applied: If ball goes out-of-bounds after having passed the border line, play is continued from the place where the ball left the lane, under consideration of general repositioning rule. A specific laneruling can apply, i.e. the player would gain unfair advantage by playing the ball intentionally out-of-bounds. If the specific lane-ruling applies, the next shot will played from the position the previous shot was played from.

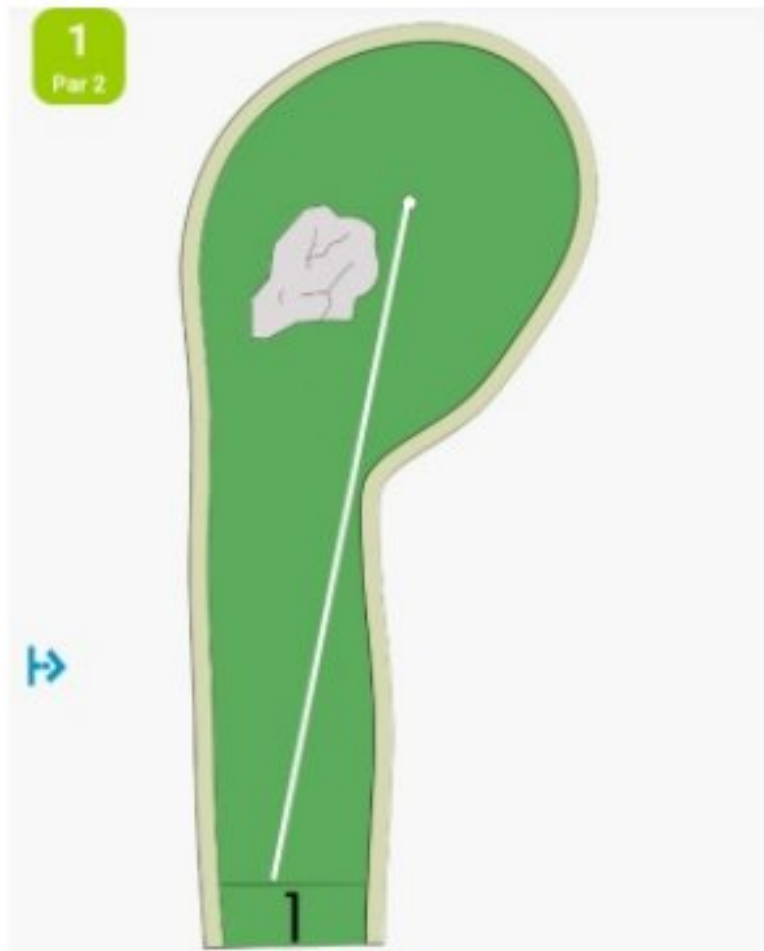
- 11.2 If the ball hadn't passed the border line, play is continued from the tee-off area.

- 11.3 Penalty strokes are not used in any cases, where the ball goes out-of bounds. WMF rulebook System-specific rules MOS 2.7 page 3 of 3 update 120101

12. Ball in hazard

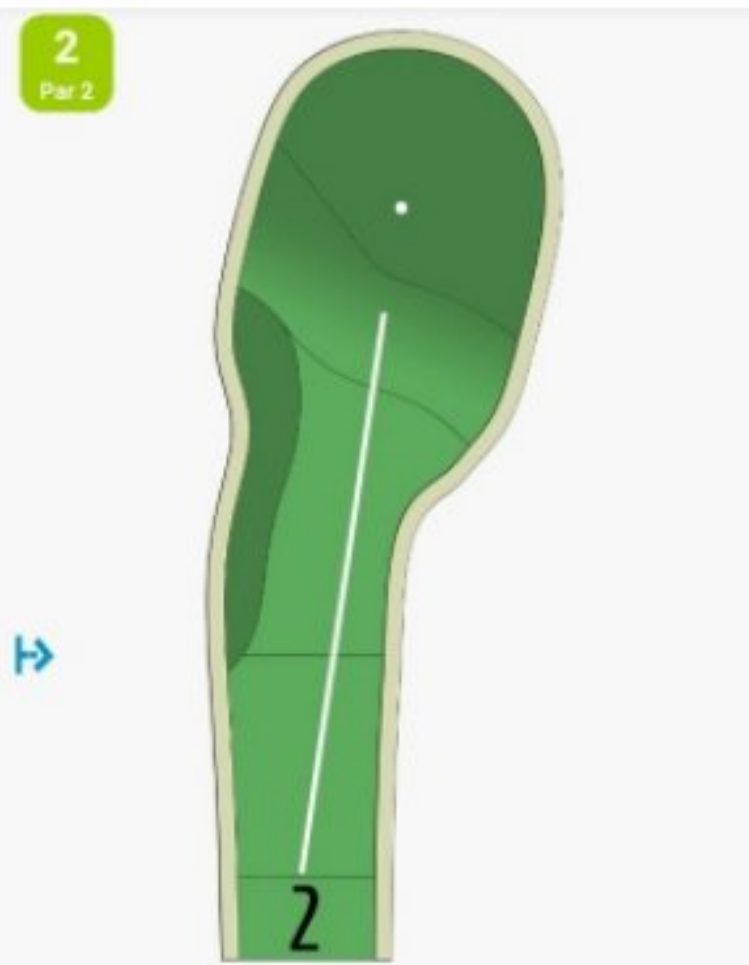
Generally the player has two options:

1. To play out of the hazard under consideration of the general repositioning rules, so long as the repositioned ball does not leave the hazard as consequence of the repositioning.
2. The next shot will be played from the position the previous shot was played from.



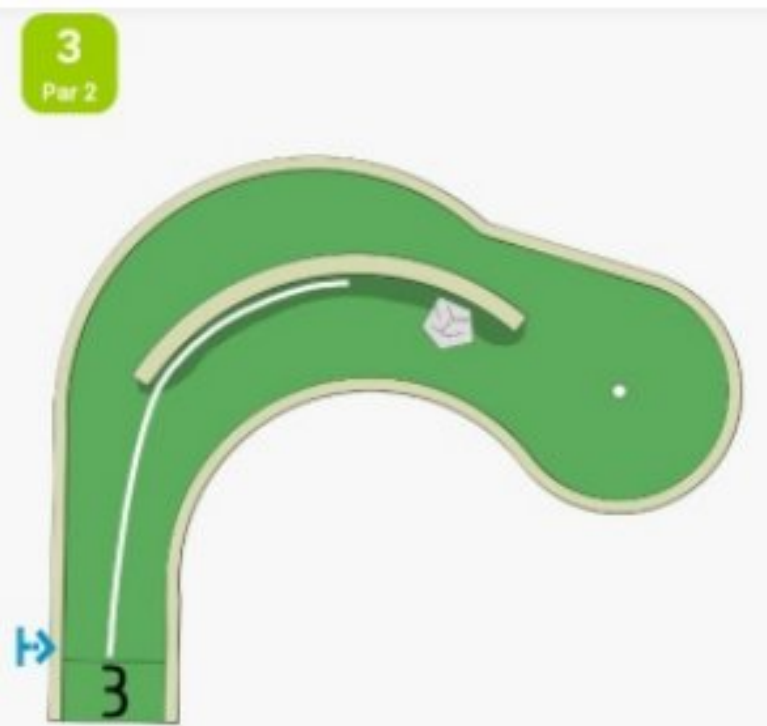
Launch

Hardest course, hardest hole. Be brave and take the tigers line or play to the right of the rock? Take 2 on this hole and be happy!



The Climber

You could nail your first ace here, judge the pace right or the ball will be back at your feet!



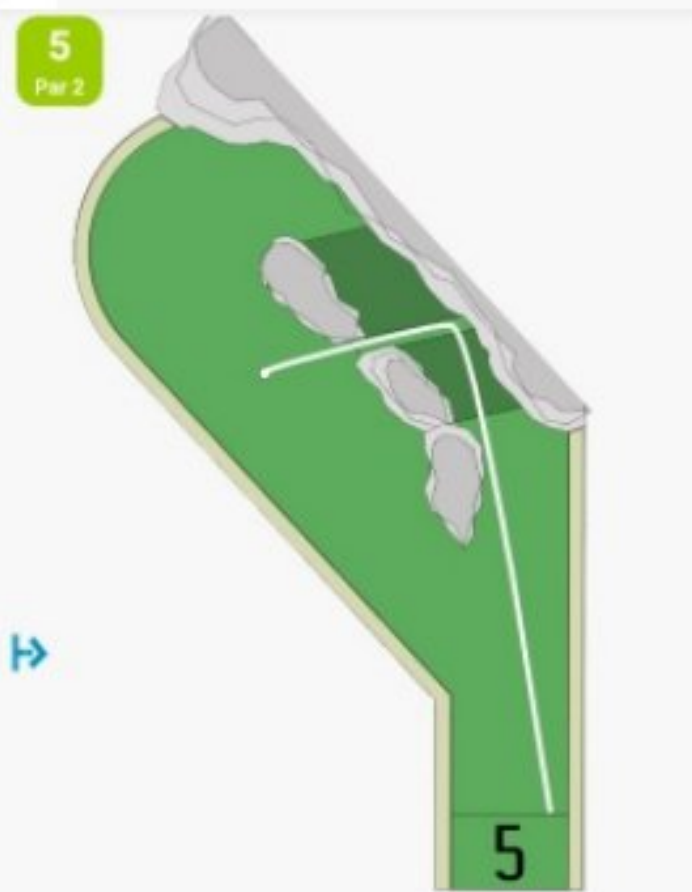
Dog Leg

Follow the route on the map, this hole is a sure fire two if you do!



Behind the Rock

Very tricky hole, avoid the trap at the back right of the hole. Use the slope and let the ball trundle down to the hole. Mark down a 2 and move on.



High Road

Your second ace of the day is waiting for you right here. Once again judging the pace is vital, do not hit over the chute that takes the ball to the hole!



Narrow Target

Use the bank on the right, two is a solid score on this hole.



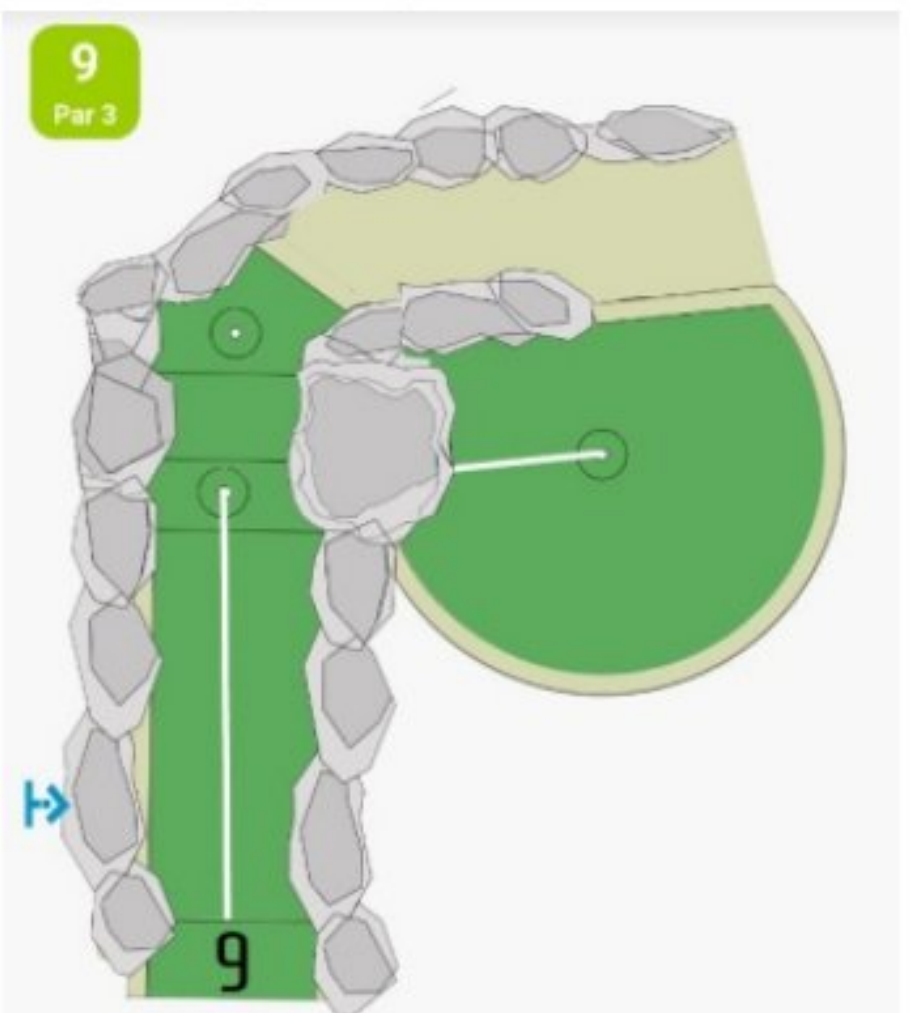
The Mountain

Tricky hole, aim for the hole at the top of the slope. You need to just make sure you have enough power to make it up the hill. Two is great, we did tell you it



Soggy Volcano

You're about to meet our Tiki poles – did they get you? Back to the golf... use the slope on the right and when hitting your second try not to hit too hard.



The Tunnels

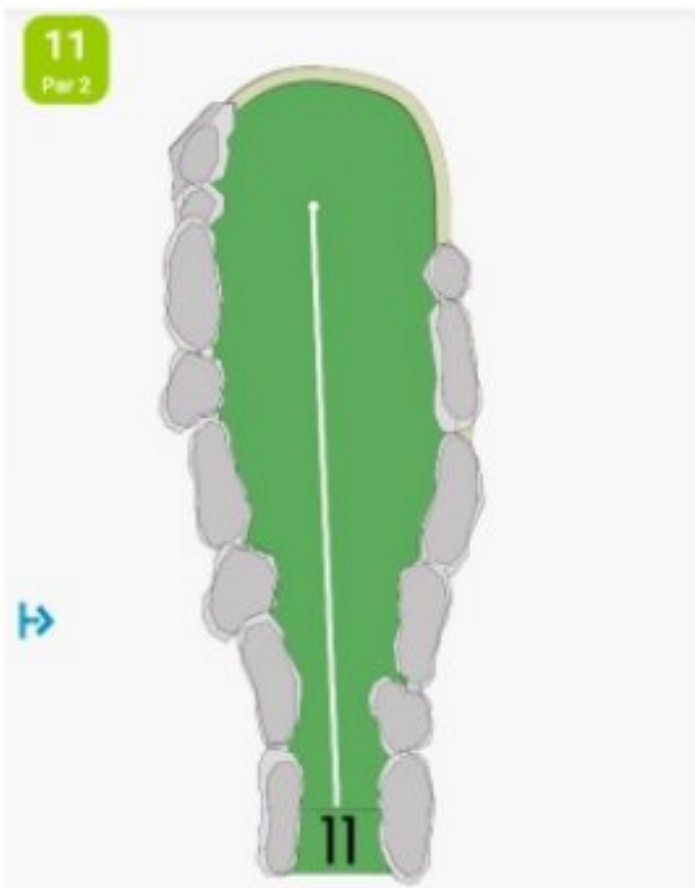
Ace number 3 is calling!! Up the slope and into the first hole and you'll be very unlucky if the ball doesn't drop into the hole on the lower level.



10
Par 2

Not so Easy

Looks simple right? Wrong! Big break from right to left here! You do not want to be stuck behind the rock!



11
Par 2

Misty Cave

It looks a long way away but it is possible that Ace number 4 is about to drop... straight and true is all you have to do!



12
Par 2

Follow the Curve

Take a 2 on this hole, only the very best will make this shot! Use the large curved ramp and aim to get down near the hole!



13
Par 2

Puddle of Death

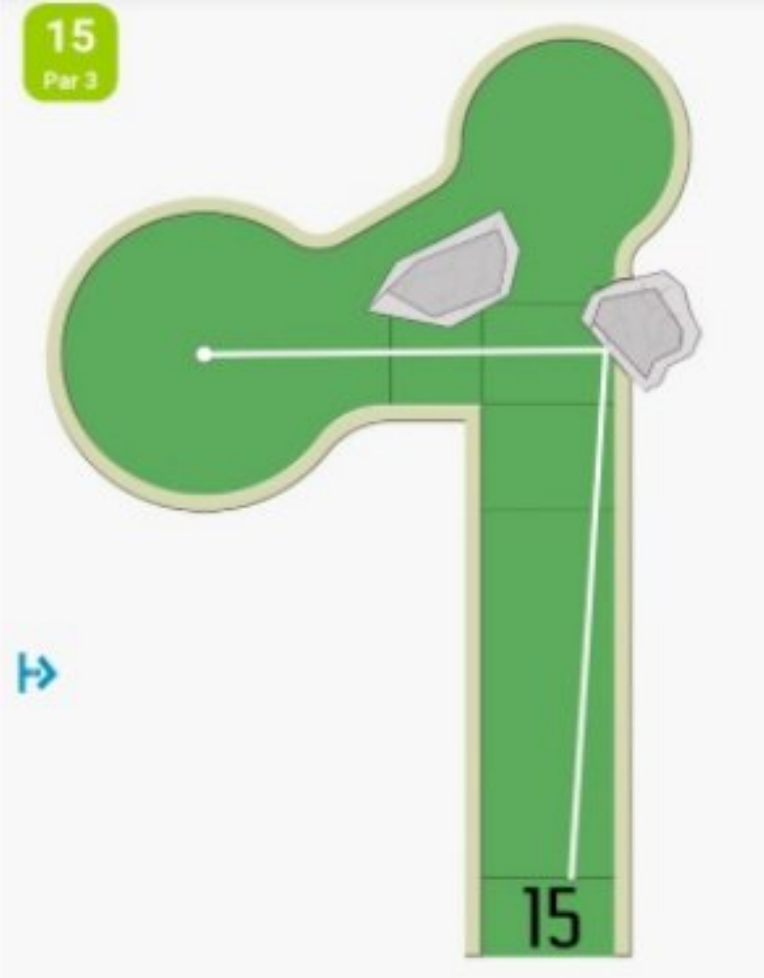
New challenge for 2015. Take on the bridge if you are brave enough? Miss it and it's a one shot penalty lifting out of the water! If you are winning why risk it?



14
Par 2

Riverside

New for 2015 as well, line is a tough one to call here, you are on your own!



15
Par 3

Fountain Corner

Follow the route on the map and aim to end up near the hole, do not miss the rock or a nasty 6 is going to ruin your card!



16
Par 3

Tikki Corner

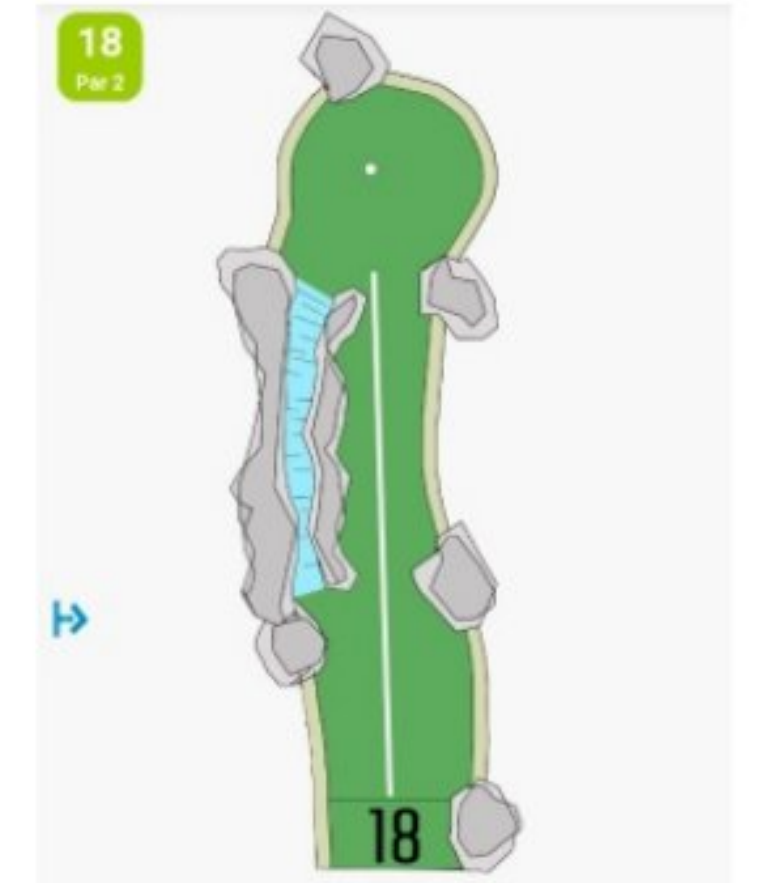
Our tiki's are saying goodbye now, use the rock and once again take a 2 – hope you have kept up with the scoring?



17
Par 2

A Bridge Too Far

Not too hard!!! Aim straight and allow for the speed of the ball as it travels down the ramp, this could be Ace number 5.

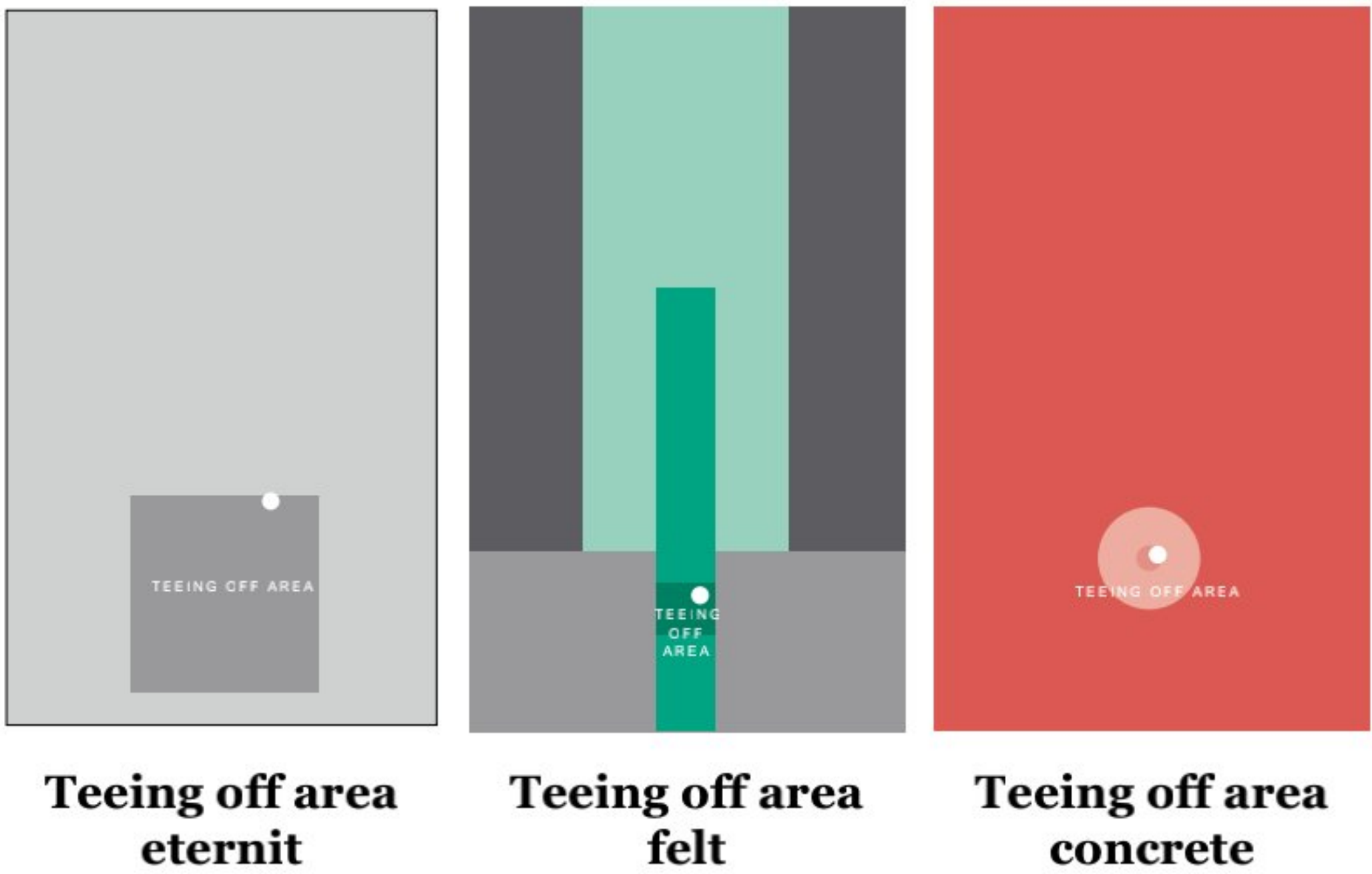


18
Par 2

Rapid Decay

Finish in style – Get the ball rolling, no need to whack it! Ace number 6 in the locker and you have just beaten our course record!

MARKING OF TEEING OFF
POINT ON
VARIOUS COURSES



EDUCATION PROGRAMME

Periodization of movement sequences, improve technics to the perfection, mental training, participate at international championships

Development of skills by training the basics and technics. Aim is to compete with others

Learning what Minigolf is supervised by instructors rules, basics & technics



PLANNING & CONSTRUCTION OF FINE MINIGOLF COURSES

minigolf.solutions treats the structural condition of the location very thoughtfully and always tries to design an adventure golf course, which integrates itself perfectly to the given natural scenery. The adventure golf site is built with a special, weather resistant artificial turf. Natural elements as stone, wood and earth are used as natural boundary of the playing alleys.

MINIATURE GOLF

The evergreen among the normed minigolf courses. This minigolf system has its origins during the 50s in Hamburg, Germany. The miniature golf courses from minigolf.solutions corresponds in all dimensions to the norms of the national and international federations of minigolf. Therefore our built miniature golf sites can be used as official tournament courses for international tournaments if applicable. Miniature



PLANNING & CONSTRUCTION OF FINE MINIGOLF COURSES

Facts:

1) All lanes are normed and standardized. 2) Each one has a length of 6,25 m and a width of 90 cm. The final circle has a diameter of 140 cm. 3) The materials are asbestos free cement sheetings hardened with glass fibres. The thickness of the sheetings is 18 (!) mm. 4) Space requirement for 18 lanes: 650 m² - 1.400 m². If required, minigolf.solutions is able to offer a trimmed-down version with a reduced amount of lanes. 6) Our used material is not sensitive to heat. The metal construction is made of hot-dip galvanized steel. 7) The level of each track can be adjusted infinitely variable. 8) The obstacles are made of high-grade steel, stone, glass fibre and synthetic materials. 9) Our minigolf lanes are accessible due to the robust construction and the used material. Our competitors do not sell accessible miniature golf lanes.



FELTGOLF

Feltgolf is a minigolf system with its origin in Sweden. The feltgolf course from minigolf.solutions corresponds to the norms and standards of the World Minigolf Federation and can be used for international tournaments



A Feltgolf Course, Swedish type, is especially suitable for parks and park-like sites. The felt golf facilities from minigolf.solutions integrates themselves sensitively to the scenery of a park landscape due to its appearance. A big advantage of feltgolf courses from minigolf.solutions is that the ball rolls absolutely soundless over the green colored needle felt.



Further advantages of felt golf courses built by minigolf.solutions:

- The players can step on our felt golf tracks without any harm in contrast to the regular miniature golf courses. This increases the fun factor and is more attractive for players of all age groups.
- The degree of difficulty of selected lanes can be easily modified manually via some mechanical assistance
- The buyer just need a sub-ballast as a fundament while a regular minigolf course, made of concrete, requires complex fundaments.
- Single damaged parts of our felt golf site can be easily replaced. While a minigolf course, made of concrete, need to be costly reconstructed.
- The facility is also playable when the outdoor temperature is very high. The temperature of the Goltex-playing area remains comfortably cool compared to courses built with concrete or cement.





Types of Medals

Stroke Medals

- 1st Place : Gold Medal
- 2nd Place : Silver Medal
- 3rd Place : Bronze Medal
- 4th Place : Bronze Medal

3rd place & 4th place ranking given
bronze medals.
Medals each event separately

Fairway Medals

- 1st Place : Gold Medal
- 2nd Place : Silver Medal
- 3rd Place : Bronze Medal
- 3rd Place : Bronze Medal

3rd place declared as a 2 players/
pair/ Team who loose in semi final round.
Medals each event separately

Advantages of minigolf in human life



IOC RECOGNITION

To be acknowledged by the International Olympic Committee as IOC-recognized sport



List of WMF Members

EUROPE		ASIA	OCEANIA
- Albania - Armenia - Austria - Belarus - Belgium - Croatia - Cyprus - Czech Republic - Denmark - Estonia - Finland - France - Germany - Georgia - Great Britain - Hungary - Israel - Italy - Irland		- Brazil - South Korea - China - India - Iran - Japan - Malaysia - Mongolia - Nepal - Singapore - Taiwan - Taipei - Thailand - United Arab Emirates - Vietnam	- Australia - New Zealand
- Kosovo - Latvia - Liechtenstein - Luxembourg - Moldova - Netherlands - Norway - Poland - Portugal - Romania - Russia - Serbia - Slovakia - Slovenia - Spain - Sweden - Switzerland - Turkey - Ukraine		AMERICA	- Canada - Kenya - Mexico - USA
			AFRICA
			- Cameroon - Ghana - Togo - Tunisia - Nigeria

About Sport Accord

FULL AND ASSOCIATE MEMBERS

All over the world

SportAccord is the umbrella organisation for Olympic and non-Olympic international sports federations as well as organisers of international sporting events. Our mission is to UNITE and SUPPORT our members.

Collaborative Partnership

Agreements and actions made to share resources and knowledge
For Example

Golf Mini mobile app – most realistic minigolf app



... Social Media ...



- Live video of Minigolf
- Live video of Adventure minigolf
- Live video of World Minigolf Championship
- Live video of Asian Minigolf Championship Yokohama Japan (in this video INDIAN medalist players are playing minigolf)
- Live video of Kankariya - Ahmadabad, (Gujrat) INDIA (Opening Ceremony by Prime Minister of India Mr. Narendra Modiji)
- Live video of Gulmohar Greens - Ahmadabad, INDIA
- Live video of Himaliyan Minigolf Course, Nainital, INDIA

www.minigolffederationofindia.com

Minigolf Federation of India Associates

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Mr. Vijay Gaur (Delhi)
Mr. Milind Darp (MP)
Mr. Narendra Pal Singh (Punjab)
Mr. Govind Zaa (Jharkhand)
Mr. Vivek Sahu (MH)

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Mr. Pankaj Wasankar
Mr. Ritesh Boob
Mr. Shailendrasingh Bhadoriya (MP)
Mr. Devang Shah (Gujrat)
Mr. Jahangir Ahmad Bhat (J & K)

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Mr. Hambirrao Mohite (Convener)
Mr. Piyush Ambulkar (Convener)

Observer Committee

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Mr. Hemant Deshpande
Mr. Vikas Patnaik (Orissa)

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Mr. Shriram Dharmadhikari (Chairman)
Mr. Sagar Chauhan
Mr. C Venkatesh (A.P.)
Mr. Krupalsingh Thakur
Mr. Sachin Kasture (MP)
Mr. Jitendra Patel (CG)
Mr. Ranjit Lohar

Zone - East, West, North, South, Central

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