

British Masters Minigolf Tournament 2000

Summary of Competition Rules

1. The competition will be played over 36 holes. The player with the lowest 36 hole total (including, if applicable, any penalty strokes) will be declared the winner.
2. A play-off will be held in the event of a tie for 1st place. The play-off begins at the first hole and, if necessary, continues on subsequent holes until the tied players can be separated.
3. In the event of a tie for 2nd place downwards, positions will be determined by the following order of priorities:
 - 3.1. Players' scores in the best (or better) of their rounds.
Example: Rounds of 39 and 41 are ranked ahead of rounds of 40 and 40.
 - 3.2. The maximum total number of holes-in-one scored by each player; then holes-in-two, etc.
4. Equipment:
 - 4.1. Players may use either their own putter and golf/minigolf balls, or else those loaned by the course.
 - 4.2. Players may not use any golf club other than a putter. The club must have no sights or gadget for aiming.
5. Before each round, every group of players will be issued with an official Tournament scorecard.
 - 5.1. No player is allowed to keep his or her own score.
 - 5.2. The last named player on the scorecard should keep score for the first, the first for the second, the second for the third and so on.

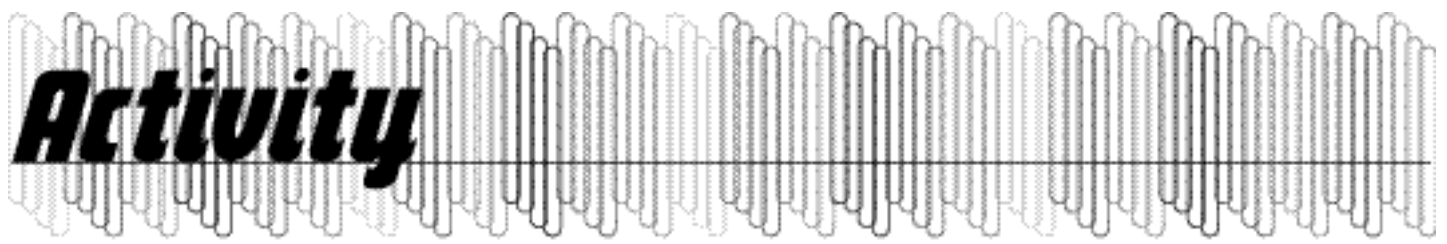
Explanation:

In a group of three players, player 3 is given the scorecard to begin with. Player 1 plays the first hole and player 3 notes down his/her score (having first announced the entry). Player 3 then gives the scorecard to player 1, who should check that the entry is correct. Player 1 notes the score for player 2, who should then check his/her own score before noting the score for player 3. Only when player 3 has received the scorecard and checked his/her score can the group progress to the next hole.

- 5.3. Each individual shot must be marked in the appropriate space on the card immediately after it is played.
- 5.4. Before a score for any hole is entered in the scorecard it should be announced.
- 5.5. Entries in the scorecard should be carried out with care, and immediately after being announced.
- 5.6. Each player is in principle responsible for the correct entry of his/her own score.
- 5.7. Incorrect entries should be crossed out in such a way that they remain legible, and the correct score should be written next to it and initialled.

Activity

- 5.8. Changes to recorded scores can no longer be made if a subsequent score has already been entered for the player concerned.
 - 5.9. At the end of a round, each player should work out both his/her own score for the round and that of his/her playing partners. Players should sign for own score. This should be done having already left the last hole free for the next group of players.
 - 5.10. Any player signing for an incorrectly totalled score may be disqualified.
 - 5.11. Any player failing to sign for his/her score may be disqualified if it is later found that his/her scorecard was incorrectly totalled.
 - 5.12. At the end of a round, completed scorecards should be returned to one of the tournament organizers (in the hut).
6. Only when Player 1 has holed out and been handed the scorecard (with his/her score already entered) is Player 2 allowed to take his/her first stroke. Two balls may not be in play at a given hole at the same time.
7. Readiness to play:
 - 7.1. A player is deemed ready to play when, in addressing the ball, he begins his backswing. Any movement of the club back and forward after this counts as readiness to play.
 - 7.2. Unintentional contact with the ball in the absence of clear readiness to play does not count as a stroke.
 - 7.3. Excessive delay in taking a particular shot (over thirty seconds) is not permitted.
8. Scoring:
 - 8.1. Each stroke counts as a point.
 - 8.2. If the ball has not been holed after six strokes, another point is added. The highest possible score at any hole is 7.
9. Teeing-off and placement of the ball:
 - 9.1. The first stroke at each hole must be played from the teeing-off mat. It is forbidden to move the mat.
 - 9.2. If a ball comes to rest outside the playing area (out of bounds), then the player should retake the shot. The initial stroke must be included in the player's score for that hole.
 - 9.3. If a ball comes to rest inside an obstacle such that it is unplayable, the player may reposition it before the entrance to that obstacle at no penalty.
 - 9.4. A player may move his/her ball one club head (in any direction) from an obstruction at no penalty.
 - 9.5. Players may move any leaves, insects, etc., from the intended path of their ball before taking a shot.
10. A holed ball:
 - 10.1. A ball is deemed to have been holed when it comes to rest in the cup.
 - 10.2. If a ball enters the cup and then rebounds out again, it is deemed not to have been successfully holed.
 - 10.3. The maximum score for each hole is seven. If, after playing six strokes, a player has failed to hole the ball, seven should be entered on his/her scorecard.



Activity

11. It is not permitted to take practice strokes or to roll the ball on the greens. Exception: in the first round all players are allowed a practice putt on the first green, before the scorecard has been handed out. This (optional) practice shot cannot be counted as the player's score for that hole.
12. A player's attention must be drawn to the fact that he/she is about to play in a manner which constitutes an infringement of the rules (e.g., positioning a ball outside the teeing-off area). After the stroke has been played, neither the scorekeeper nor the observing players may complain.
13. No smoking or consumption of alcohol is allowed on the course during the Tournament. Mobile phones must be switched off.
14. Any questions regarding interpretation of the rules should be addressed to the Tournament organizers.
15. Players are expected to observe any instructions given by the Tournament organizers or referees, and to accept their decisions as final.