

THE BRITISH MINIGOLF ASSOCIATION COMPETITION RULES

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1. INTRODUCTION

These Competition Rules will provide a detailed explanation about minigolf tournament play for competitors.

1.1 The British Minigolf Association is the UK's governing body for the sport of minigolf, which includes both adventure golf and crazy golf. This body will hereafter be referred to as the BMGA or the Association..

1.2 Minigolf is a sport which is played primarily with a minigolf ball and putter on a minigolf course. The aim is to get the ball from the teeing off area and into the hole with as few strokes as possible.

1.3 Wherever possible, the BMGA aims to align their rules with those of the World Minigolf Federation (WMF). However, differences in the rules will inevitably occur from time to time.

1.4 These Competition Rules apply to all tournaments that qualify as BMGA strokeplay ranking tournaments (Section 3), be they run or supported by the BMGA. Supported tournaments are individual club open events run by affiliated minigolf clubs. The only exceptions occur in the World Crazy Golf Championships (Section 4).

1.5 These Competition Rules also apply to BMGA non ranking matchplay tournaments (Section

5). 2. FORMAT, AGE CATEGORIES, EQUIPMENT AND SAFETY

2.1 Format

In order for a tournament to qualify as a BMGA strokeplay ranking tournament, the following criteria must be met:

- It must be played over a minimum of 36 holes (in completed rounds) for a one day event and must be played over a minimum of 90 holes (in completed rounds) for a two day event. See Section 3 point 3.4.4 for adverse weather guidance.
- The tournament must be held in the UK.
- The tournament must be an open event, available for entry by all players.
- There must be at least five BMGA individual tour pro members taking part.
- At least fourteen days notice of the date, time, location and format (including any specific ball options) of the tournament must be published by the BMGA on their website or their social media channels.

2.2 Age Categories

The following age limits apply for individuals and are the same for both men and women:

2.2.1 **Juniors** – All young players qualify for this category up to 19 years old and including the year in which they reach their 19th birthday.

2.2.2 **Adults (General Class)** – All players who have had their 19th birthday in the previous year(s) and including the year in which they reach their 45th birthday.

2.2.3 **Seniors** – All players who have had their 45th birthday in the previous year(s) and including the year in which they reach their 58th birthday.

2.2.4 **Super Seniors** – All players who have had their 58th birthday in the previous year(s).

2.2.5 Players automatically change their category at the end of the year in which they reach the age limit in question. From 1st January of the following year a player is only entitled to play in their new age category.

2.2.6 All players compete in the overall competition. However, during a tournament where age/gender categories are applied (for example the British Championships), a player can only play in one individual category.

2.3 Equipment - Putter

2.3.1 Players may use a minigolf putter or a golf putter, or a putter loaned by the course. Players may not use a golf club other than a putter.

2.3.2 The putter must have no gadgets for aiming, but notches/lines on the putter head are permitted.

2.3.3 If a putter becomes damaged during the normal course of play, a player may borrow another minigolf putter if available or a putter loaned by the course to complete the round.

2.4 Equipment – Ball

2.4.1 A list of all permitted minigolf balls is available on the WMF website

2.4.2 Players may use WMF approved minigolf ball(s) at all tournaments, except at the World Crazy Golf Championships (Section 4 point 4.2).

2.4.3 The BMGA permits affiliated minigolf clubs the option to a) limit the number of minigolf balls and b) specify which minigolf balls to use in their club open tournaments.

2.4.4 Players who are novices (defined as playing in their first three ranking tournaments), may use their own golf ball or the ball loaned by the course, except at the World Crazy Golf Championships (Section 4 point 4.2).

2.4.5 All players who are not novices, may in addition to their own minigolf balls, use only official golf balls approved by the World Minigolf Federation (WMF).

2.5 Safety

2.5.1 Players must at all times exercise due care, responsibility and caution so as not to injure other persons.

2.5.2 For safety reasons, all other players in a group (including the scorer if non playing), should stand at least one and a half metres (five feet) away from the player making his or her shot. However, this will not always be possible as many of the courses have holes in close proximity to each other.

2.5.3 For child safeguarding purposes, competitors under the age of 18 years may have a non playing parent or designated guardian accompany them on the course during a tournament.

3. STROKEPLAY TOURNAMENTS

Strokeplay tournaments run by and supported by the BMGA qualify for Order of Merit and BMGA Shield ranking points (Section 6).

3.1 Stroke / Ball in Play

3.1.1 The first stroke at each hole must be played from within the specified teeing off area. 3.1.2 A ball in play can only be moved by a stroke of the putter. It can only be played from a position of rest. 3.1.3 Before every stroke the ball has to be addressed with the putter held in both hands.

3.1.4 A player is deemed ready to play when, in addressing the ball, he or she begins their backswing. Unintentional contact with the ball in the absence of clear readiness to play does not count as a stroke.

3.1.5 When a player is addressing the ball in readiness to play or in the process of playing a shot, all other players in the group (including the scorer if non playing), and players from other groups in close proximity to the player in question should comply with the following:

- Be stationary until the player has completed his or her stroke.
- Be quiet until the player has completed his or her stroke.

3.1.6 Players have a maximum time of forty five seconds to play each shot. The exception to this rule is for players with physical disabilities.

3.1.7 When a hole is being played, the playing area can only be stepped on or touched by the player concerned.

3.1.8 The use of any objects as an aiming device is forbidden. Care should be taken when placing all ball bags and other objects to avoid a potential trip hazard.

3.1.9 At the start of each round of a tournament, players are allowed one practice putt at the hole at which they begin their round. This optional practice shot cannot be counted as or towards the player's score for that hole. It is not permitted for players to take any other practice strokes or to roll the ball on the playing area to test the pace during the tournament.

3.1.10 Players may remove debris such as leaves and sticks from the intended path of their ball before taking a shot.

3.1.11 If a player wishes to clean their ball, its position must first be marked either by a coin or by the blade of the putter being laid down on the playing surface. The ball can then be picked up, cleaned and returned to its original position prior to the coin or putter being removed.

3.1.12 A player may "mark" their ball when it comes to rest by lifting the ball off the ground and replacing it in the same position. This is advisable in windy conditions. If a ball has been "marked" and is subsequently moved by the wind, it can be repositioned where it first came to rest. If the ball has not been "marked," and is subsequently moved by the wind, it has to be played from its final resting position.

3.1.13 If a ball comes to rest alongside or near to the perimeter boundary of the hole, or to rest alongside an obstacle, plateau, slope or immovable obstruction, it can be repositioned only by hand up to twenty centimetres (eight inches) from the boundary or the obstacle with no penalty. Repositioning is to allow the player a proper backswing and/or follow through. A ball must always be repositioned at ninety degrees from the perimeter boundary or obstacle. A player must not position a ball in order to provide a direct line of sight to the hole if one did not exist from where the ball originally came to rest.

3.1.14 If a ball comes to rest outside the playing area, it is deemed to be out of bounds. The player should then place the ball inside the playing area at the point of exit, using the relief in Point 3.1.13, and take their next shot. The initial stroke must be included in the player's score for that hole, but no additional penalty is incurred.

3.1.15 Hole specific rules will apply at most courses. In such cases, an announcement will be made by the tournament director before the start of the competition.

3.1.16 If a ball comes to rest inside a pipe, it must be repositioned up to twenty centimetres (eight inches) from the exit of the pipe. No penalty is incurred.

3.1.17 A ball is deemed to have been holed when it comes to rest in the cup. If a ball enters the cup and then bounces out again, it is deemed not to have been successfully holed.

3.1.18 A player must finish each hole with the same ball with which he/she started the hole, subject to an exceptional circumstance as stated in Point 3.1.19.

3.1.19 A ball which has become so badly damaged during play that it can no longer be played, or that has been lost during normal play, can, subject to the agreement of a referee, be replaced by another ball. The next stroke has to be taken from the last resting position of the damaged ball, or the point of exit of the lost ball. No penalty is incurred.

3.2 Order of Play and Playing of a Hole

3.2.1 In a **rolling start** there is a timed interval between each group of players starting their round from the allocated hole, which is usually hole 1. In a **shotgun start** each group of players start their round at the same time at an allocated hole. They must still play the holes in numerical sequence, for example players starting at hole 7 would play holes 7-18 and then holes 1-6 in that order.

3.2.2 Where a course has fewer than 18 playable holes, for example, hole 18 is a “win a free round hole”, then the tournament director will decide which hole(s) will be played twice (usually hole 1) in each round to make up the 18 holes.

3.2.3 A hole can only be played once the last player in the group ahead has played the hole and left the playing area.

3.2.4 A new hole can only be played when the last player of the group concerned has finished the previous hole.

3.2.5 A group of players should move onto the next hole as quickly as possible, but, play should not commence at that hole until the group ahead of them have started play at their next hole.

3.2.6 Two balls may not be in play at a given hole at the same time. The only exception to this is during the crazy crazy round of the World Crazy Golf Championships (Section 4.3).

3.2.7 When playing in groups, the order of play within that group must be maintained throughout the round. After each round, the order of play within that group will be changed.

3.2.8 The order of play in the final round of every tournament is determined by the scores of the players in the preliminary rounds. The players with the highest scores start first, thereafter in reverse order until the players with the lowest scores start last. This is known as reverse leader board order (Point 3.2.9).

3.2.9 On occasions there are exceptions to operating a strict reverse leader board order. These include but are not limited to:

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- the grouping of leading players in additional specific categories (eg. leading women, juniors and seniors in the British Championships)
- facilitating the safe supervision of juniors
- facilitating the smooth running of the tournament, especially during bad weather and where there are time constraints.

3.2.10 In the final round of the two day tournaments where the qualifiers are limited to eighteen players, each group of three players will have a specific scorer allocated to them.

3.3 Scoring

3.3.1 Each stroke counts. If the ball has not been holed after six strokes, the player must cease to play that hole and will score a seven.

3.3.2 The winner is the player with the lowest aggregate stroke play total.

3.3.3 In the event of a tie for 1st, 2nd or 3rd places (also for other places if there is prize money or medals at stake), a sudden death play-off will be held. This begins on hole 1, and continues onto hole 2 and thereafter in numerical order until there is a difference in the scores of the players involved. If the public have already been allowed on the course, a different starting hole will have to be selected by the tournament director. The playing order on the first hole of a sudden death play-off will be decided by the toss of a coin, and will alternate after the first hole played on a continuous basis until the play-off has been concluded.

3.3.4 If there are no sudden death play-offs required, then in the case of a tie for a position outside of the prize placings, any players tied on the same score will be given the same position.

3.3.5 Players are not allowed to keep their own scores. The exceptions to this rule include players with disabilities, during adverse weather, or for infection control measures. The last named player on the score card should keep score for the first, the first for the second, and the second for the third. However, if you are in a group of two players, you will score for each other. Under no circumstances should there be any playing group smaller than two players.

3.3.6 It is the responsibility of each player to ensure that their scorer records the correct score after he or she has played the hole.

3.3.7 Each individual stroke should be counted and entered in the appropriate space on the card immediately after the hole has been played.

3.3.8 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.

3.3.9 At the end of a round, each player should work out their own score for the round and that of the player they are scoring for. Wherever possible, players should sign for their own score, and also as scorer for the other player.

3.3.10 Players must leave the course as soon as they have completed their round and submit the completed and signed score card to the tournament director.

3.3.11 If a player has any doubts about a ruling in a strokeplay event, he or she should immediately refer to the experienced player in their group, and if still not resolved, then refer to a tournament referee for an on the spot ruling.

3.4 Tournament Interruption and Abandonment

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3.4.1 In exceptional circumstances, a general interruption of the tournament can be ordered by the tournament director/referee and must be observed. Play can resume only when decided by the tournament director/referee.

3.4.2 In the case of lightning/thunderstorms in close proximity, the tournament director/referee will interrupt the tournament immediately regardless of the amount of the rain and the condition of the course.

3.4.3 Players must be ready to continue the tournament at any time, unless a specific time has been set for the resumption of play.

3.4.4 A tournament can be abandoned by the tournament director/referee when external circumstances require it. For a tournament to qualify as a BMGA ranking tournament, all the players must have completed the minimum number of completed rounds (Section 2.1).

3.5 General

3.5.1 All players have a responsibility to be punctual, and it is essential to notify the tournament director/referee if they are delayed.

3.5.2 The only persons permitted on the course during play are the players actually competing at the time, referees, other officials, non playing scorers, registered coaches and designated guardians for juniors (Section 2 point 2.5.3). The exceptions to this rule are strokeplay tournament play-offs, and the knockout stages of match play tournaments where other competitors are welcome, subject to space available on the course.

3.5.3 Smoking/vaping is not allowed on the course.

3.5.4 The consumption of alcohol, hot drinks, and food (apart for medical reasons) is not allowed on the

course. 3.5.5 Mobile phones must be switched to silent mode at all times on the course.

4. WORLD CRAZY GOLF CHAMPIONSHIPS

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The World Crazy Golf Championships are run by Hastings Adventure Golf. This tournament qualifies for strokeplay ranking points.

The Competition Rules for the World Crazy Golf Championships have historically been similar to the rules stated in Section 3 with the exception of the following:

4.1 Format

4.1.1 The World Crazy Golf Championships (WCGC) is played over two days with a minimum number of 5 rounds comprising 90 holes. All players take part in rounds one to the specified final qualifying round. The Order of Merit and BMGA Shield ranking points for this tournament are based on the positions after the final qualifying round. The top 18 players qualify for the crazy crazy round. In the event of a tie for 18th place, players will take part in a sudden death play-off in accordance with the rules set out in Section 3 point 3.3.3.

4.1.2 There is an additional one day event for novice players which runs concurrently, and is integrated with the main competition. The format is determined and publicised by Hastings Adventure Golf each year. This event has a separate definition of a novice from that stated in Section 6 points 6.1.10, 6.2.3 and 6.2.6.

4.2 Equipment – Ball

Players may only use the Official WCGC ball for that year's event. The ball is supplied by the tournament director and is always available for the players at the start of practice on the Friday morning prior to the weekend that the tournament is taking place.

4.3 Order of Play and Playing of a Hole

4.3.1 The playing rules in Points 4.3.2 to 4.3.6 apply only to the final crazy crazy round.

4.3.2 Each of the three players within each group will be provided with a different coloured ball, or be required to specifically mark their ball for ease of identification during play.

4.3.3 The order of play between the three players rotates on every hole. This is to enable every player to have six holes playing first, six holes playing second and six holes playing third.

4.3.4 All players tee off in turn so that all balls are in play at the same time. After all the first shots have been played, the player furthest away from the hole then plays their next shot. The next player who is furthest away from the hole then plays their next shot, and so on. This continues until all the players have holed out (or failed to hole out in 6 strokes).

4.3.5 During the course of this final round, the player whose turn it is to play may play a stroke which accidentally or intentionally hits another ball already in play. This is within the rules. The ball which has been displaced must be played from its new resting place. Conversely, if the displaced ball is holed as a result, no additional stroke is counted.

4.3.6 Each group of players will be allocated a scorer/referee whose duties in addition to scoring will be to supervise the order of play for teeing off and subsequent shots, with special reference to Point 4.3.4.

5. MATCHPLAY TOURNAMENTS

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The Competition Rules for all Matchplay Tournaments are identical to the rules stated in Section 3, save for the exceptions stated below.

The exact format for each tournament will depend on the course and the number of entries. The tournaments are not seeded but are subject to a random draw. All players are guaranteed a number of matches as the tournaments are not straight knockout events.

Matchplay tournaments do not qualify for ranking points.

All of the below will be confirmed by the EC prior to any tournament.

5.1 British Matchplay Singles Championships

5.1.1 Matches can be played in smaller initial groups prior to knockout semi-finals and finals if there are a sufficient number of entries. Alternatively, where there are fewer entries, matches can be played against all the other players in one larger group in a league format.

5.1.2 The playing order for singles matches will be decided by the toss of a coin, and the starting player will alternate with his/her opponent after the first hole played on a continuous basis until the match has been concluded.

5.1.3 In matchplay each individual hole can be won, lost or drawn. The player with the lowest score wins the hole. The match will continue until one player has an unassailable lead over his/her opponent in the match.

5.1.4 In all matches other than straight knockouts, players may be required to play all of the designated holes of a match irrespective of whether or not a result has already been achieved. This is to establish the margin of holes won against holes lost which are required to determine the final placing within the group.

5.1.5 A player can concede a putt to his/her opponent if desired.

5.2 British Matchplay Doubles Championships

The Competition Rules for matchplay doubles are identical to the rules stated in Section 5.1 Matchplay Singles with the exception of the following:

5.2.1 The playing order for doubles matches will be decided by each team's captain for the first hole, and this information will be given to their opponents and recorded.

5.2.2 The first player in the team at the start hole shall take the first stroke. Thereafter alternate strokes shall be played by each member of the team until the hole is completed. The second team shall then play the hole.

5.2.3 At the second hole of the match, the team which played second at the previous hole will start first. In addition, the playing order within each team will be reversed. This sequence will be repeated at each subsequent hole until the match is completed by a result, or all designated holes are played.

5.2.4 Only the appointed captain of each team is authorised to concede putts to their opponents during the match.

5.3 British Minigolf Club Championships

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The British Minigolf Club Championships are open to all affiliated minigolf clubs.

5.3.1 Teams for the Club Championships can comprise of 3 or 4 players, and can include a mix of men, women and juniors members from the same club. Each team may have a nominated reserve player. In any given match, the team captain can select any four players. Clubs may enter more than one team.

5.3.2 The format for the Club Championships with regard to the number of matches and the number of holes to be played will be determined by the number of teams entering the competition, as specified in the BMGA Club

Championship Policy. As stated in that document, matches can be played in smaller initial groups prior to knockout semi-finals and finals if there are a sufficient number of teams. Alternatively, where there are fewer teams, matches can be played against all the other teams in one larger group in a league format.

5.3.3 The playing order within each team for the matches will be decided by each team's captain for the duration of the first match. This information will be given to their opponents, and recorded. The playing order for each subsequent match can be changed by the team captain.

5.3.4 The team which commences play at the first hole of the match will play second at the subsequent hole, and this sequence will continue throughout the match.

5.3.5 Each player from the team commencing play at the first hole of the match will play the hole to its conclusion, followed by the next player from the same team until all players from that team have completed the hole. The fourth player in the first team playing a hole does not have to play if his/her team has already scored three aces. The second team will then commence playing the hole on the same basis.

5.3.6 The best 3 scores of the players count towards the cumulative total for each hole, and this total will determine whether a hole has been won, lost or drawn by a team. The fourth player in the second team playing a hole does not have to play if his/her team has already won or lost the hole.

5.3.7 The result of the match will be determined when both teams have completed the designated number of holes (group stage), or have an unassailable lead (knockout stage).

5.3.8 Only the appointed captain of each team is authorised to concede putts to their opponents during the match.

6. ORDER OF MERIT RANKINGS AND BMGA SHIELD

6.1 Order of Merit Rankings

6.1.1 All strokeplay tournaments will have varying ranking points available, however the Majors will carry a minimum of 2000 ranking points.

6.1.2 The length of the ranking period is a rolling one year (365 days). The best five ranking points performances in the current 365 days are used to generate the Order of Merit.

6.1.3 The maximum number of points available for each event is decided by the number of current top 16 players competing and their respective position in the rankings in addition to the ranking points referred to in Points 6.1.5 and 6.1.6. The higher a player is ranked within the top 16, the more points that player carries into the tournament:

Number 1 ranked player = **200**
Number 2 ranked player = **190**
Number 3 ranked player = **180**
Number 4 ranked player = **170**
Number 5 ranked player = **160**
Number 6 ranked player = **150**
Number 7 ranked player = **140**
Number 8 ranked player = **130**
Number 9 ranked player = **120**
Number 10 ranked player = **110**
Number 11 ranked player = **100**
Number 12 ranked player = **90**
Number 13 ranked player = **80**
Number 14 ranked player = **70**
Number 15 ranked player = **60**
Number 16 ranked player = **50**

Maximum number of points available if all the top 16 compete = **2000**

6.1.4 Every player who finishes a tournament scores a minimum of 50 points.

6.1.5 All Category 1 players outside of the top 16 should bring 100 ranking points each to any event – these are players who have won strokeplay ranking tournaments on the BMGA tour in the previous five years and this should be reflected in the ranking points available.

6.1.6 There must be a minimum of 1000 Order of Merit (OOM) ranking points available where there are six players in the current OOM top 16 present.

6.1.7 The winner of the tournament, or leader after the final qualifying round (where applicable, for example, the World Crazy Golf Championships Section 4 point 4.1.1) receives the maximum number of points available in an event. The number of points scored by all other players is dependent on the exact number of shots they finish behind the winner/leader:

2 round tournament = **-50.0** points per shot behind the winner/leader (100 divided by 2)
3 round tournament = **-33.3** points per shot behind the winner/leader (100 divided by 3)
4 round tournament = **-25.0** points per shot behind the winner/leader (100 divided by 4)
5 round tournament = **-20.0** points per shot behind the winner/leader (100 divided by 5)

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6 round tournament = **-16.6** points per shot behind the winner/leader (100 divided by 6)
7 round tournament = **-14.3** points per shot behind the winner/leader (100 divided by 7)
8 round tournament = **-12.5** points per shot behind the winner/leader (100 divided by 8)
9 round tournament = **-11.1** points per shot behind the winner/leader (100 divided by 9)

In other words, a player loses 100 points for every shot that their average score per round in the tournament is behind the winner's average. If the winner averages 33.0 shots per round (or scores 99 total shots in a 3 round tournament), then a player who averages 34.0 shots per round (102 total shots in a 3 round tournament) will score 100 points fewer than the winner.

6.1.8 All decimal points are rounded to the nearest whole number. So if a player scored 427.4 points in a tournament, it would be counted as 427 points.

6.1.9 Anyone finishing the OOM as a Category 1 player at the end of a season can only drop to Category 2 for the next season, and this would be a retrospective change.

6.1.10 There are four categories of players eligible for the OOM and these are as follows:

- **Category 1 Players** (current top 16 in the Order of Merit and strokeplay ranking tournament winners from the previous five years).
- **Category 2 Players** (current places 17 - 32 inclusive in the Order of Merit, excluding players who have won strokeplay ranking tournaments in the previous five years).
- **Category 4 Players** (any player in their first three ranking tournaments on the tour - unless achieving Category 2 status outright).
- **Category 3 Players** (all other players).

6.2 BMGA Shield

6.2.1 The BMGA Shield (originally known as the SOR - Season Only Rankings) runs throughout the playing season, and is an alternative ranking system to the Order of Merit. The points awarded for performances in tournaments are cumulative, and so every ranking event played on the BMGA tour counts. No points are applicable for the final round in two day tournaments where the number of players is limited to the top 18 qualifiers, for example, the World Crazy Golf Championships. The Shield does not replace the Order of Merit rankings (which are still the ultimate benchmark for players).

6.2.2 All players who start the season in Category 1 are ineligible for the BMGA Shield. The BMGA Shield is open to all players from Categories 2, 3 and 4. There are prizes for the overall leader and category leaders at the season end. There is a separate prize for the leading female player.

6.2.3 Category 4 contains novice players taking part in their first three ranking tournaments before moving into Category 3 for their fourth and subsequent events. Categories 3 and 4 will be combined for prize purposes for the BMGA Shield.

6.2.4 All eligible players for the BMGA Shield prize remain in the category in which they started the season, but their multiplier will change if they move to a different category in the OOM. For example, a player who starts the season in Category 3 remains eligible for the Category 3 prize if they move into Category 2 during the season, but the Category 2 multiplier will apply to their points from then on.

6.2.5 Points are awarded for a variety of personal achievements, and the breakdown of how the points are made up is listed below:

- **Relative result in a tournament = 10 points for the last position + 10 points for each**

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higher position

- **Personal best round at that course = 50 points**

The following points are multiplied based on Category Status ie. Category 2 qualifies for points x 2, Category 3 x 3, and Category 4 x 4 (for the first three ranking tournaments they participate in):

- **Aces = 10 points each**
- **Hat trick of aces = 50 points**
- **Consecutive improvement round by round = 25 points per round**

6.2.6 To summarise, there are three categories of players eligible for the BMGA Shield and these are as

follows:

- **Category 2 Players** (current places 17 - 32 inclusive in the Order of Merit, excluding players who have won strokeplay ranking tournaments in the previous five years)
- **Category 4 Players** (any player in their first three ranking tournaments on the tour - unless achieving Category 2 status outright)
- **Category 3 Players** (all other players)

7. DISCIPLINE – OFFENCES, PENALTIES AND PROCEDURES

This section only covers incidents arising during tournaments. All other disciplinary issues are covered in Section 8 of the BMGA Constitution. The primary reason for this section is to ensure the safety of all the competitors during play.

It is the responsibility of all players to follow the rules, and to conduct themselves in a disciplined manner, demonstrating courtesy, respect and good sportsmanship at all times. There is no place in minigolf for offensive, dangerous or violent behaviour, of which none

are expected or will be tolerated.

7.1 Discipline - Offences and Penalties Introduction

A list of the most obvious offences that can occur. Please note, this list is not exhaustive. On the rare occasions where offences take place which are not listed below, it is the responsibility of the tournament director and team of referees, who in most cases will be members of the Executive Committee, to meet and deal with these matters. They will decide upon the nature of the offence, and follow the procedures laid down in Point 7.3.

The offences and resultant penalties will apply to all BMGA tour events run by the Executive Committee, and are guidance for all BMGA supported events.

7.2 Discipline - Types of Offence

Most breaches of the tournament rules can be grouped into one of the following six categories:

7.2.1 Genuine Mistakes

Examples include score recording errors and playing out of turn, among others.

No penalties are applicable, albeit that all players have a responsibility to minimise these errors.

7.2.2 Slow Play

Slow play in tournaments by players is inconsiderate and unfair to other competitors. It is important that all players are conscious of the need to comply with the time limit of forty five seconds for each shot (Section 3 point 3.1.6)..

7.2.3 Excessively Loud/Contrived Ace/Other Shot Celebrations

Excessively loud outbursts in tournaments by players shows a lack of respect to other

competitors. **7.2.4 Offensive Behaviour:**

Verbal obscenities and gestures together with abusive or insulting language towards any player, referee, official, coach or member of the public.

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7.2.5 Dangerous Behaviour:

- a) Aggressive misuse of a putter (for example throwing, wild swinging or slamming into the ground and damaging the course (Point 7.3.3)).
- b) Aggressive misuse of a ball or any other equipment or object (for example throwing or kicking).

7.2.6 Violent Behaviour:

Violent conduct towards any player, referee, official, coach or member of the public.

7.3 Discipline - Procedures

7.3.1 Referees are appointed for all ranking tournaments by the tournament director. In the vast majority of cases, these referees will also be members of the Executive Committee. It is the responsibility of the referees to monitor play. The BMGA does not currently finance independent non playing referees at their ranking tournaments.

7.3.2 The BMGA accepts no liability for injuries sustained or accidents occurring during a BMGA tournament.

7.3.3 The BMGA accepts no liability for damage to minigolf courses, equipment or property that may be caused by individual players participating in a tournament. A player who causes damage to a minigolf course, equipment or property when participating in a tournament may be held responsible by the course owner for the damage caused. If the player's putter is damaged as a result of aggressive misuse, the player can only use that putter or borrow a course putter to complete that round.

7.3.4 The occurrence of any offence should be reported as soon as is practicable, by a competitor or referee, to the tournament director/referee. This person will then call a meeting of all the referees to discuss the incident, and ascertain all the relevant details from both the alleged offender, the person reporting the offence and any relevant witnesses.

7.3.5 Once a decision has been reached by the team of referees, if the player is adjudged to have committed an offence he/she will be given a verbal warning or a relevant punishment by the tournament director that relates to his/her offence. This decision is final.

7.3.6 An ongoing record of all offences will be maintained by the Executive Committee.

7.3.8 All serious offences will result in a written notice which will be displayed on the board of the tournament director's office. In addition, this will be recorded on the bangolf scoring system.

8. SUBSTANCE ABUSE AND ALCOHOL

8.1 Every kind of substance abuse is forbidden. Further details are available on the WMF website under the WMF Rulebook (Regulation 3.2).

8.2 Playing under the influence of illegal drugs or alcohol is forbidden.

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8.3 Consumption of alcohol is forbidden on the course during official practice on the day(s) of the tournament, and during competition hours for all participants of a tournament.

8.4 Definitions of terms for Section 8 (WMF Rulebook Rule 2.3, Section 17).

a) "On the course" means:

Inside the area where the 18 holes are located. If there is a clearly restricted area for spectators, this is not "on the course".

b) "During competition hours" means:

The time period from the first player's start to the last player's finishing of the last hole per day. A sudden death play-off is also defined to be "during the competition". Closing ceremonies after the competition are not "during the competition".

