



Fall Mini Golf League

September 20 - October 25



Official Rules

The Mossy Creek Mini Golf Fall League will be played under USPMGA Rules. Local Rules have been established for the course and are included in the rules guide. Additional Information regarding playing rules can be found at the resources listed below.

- US Pro Mini Golf Association www.prominigolf.com
- World MiniGolf Sport Federation www.gov.minigolfsport.com

The Rules Official designated for the league will have final authority over all rules questions. If there is a question about a rule or application of a rule, it is best to ask at that time.

League Format

Teams will have two members. Alternates will be allowed to play if a primary player is not available. At least one primary player must be on the team each week. Each team will be paired with another team.

The schedule and format for the league is as follows:

Tuesday, September 20	(6PM)	2 Rounds Combined Scores
Thursday, September 29	(6PM)	Best Ball & Alternate Shot
Tuesday, October 4	(6PM)	2 Rounds of Aces
Tuesday, October 11		NO LEAGUE
Tuesday, October 18	(6PM)	2 Rounds Combined Scores
Tuesday, October 25	(6PM)	League Championship - 1 Round Best Ball & 1 Round Combined Scores

League Points and Championship

Each week, teams will earn points that accumulate during the season. Points will be awarded for the following:

First Place	5 pts	<u>Bonus (When tied, each team gets a point)</u>	
Second Place	3 pts	Most Aces	1 point
Third Place	2 pts	Low Round	1 point
Participation	1 point	Solo Aces	1 point per, Max 3

Tie Breaker- Players must win outright to receive points. Ties will be broken by a three-hole combined score playoff (#8, 17 & 18). Teams still tied after the three holes will continue to #1 and play through the course until the tie is broken. If a team leaves before all cards are in the and there is a tie, the team remaining will receive the higher amount of points.

Championship

Points earned during the season go towards a “strokes given” system for the Championship Tournament.

Rank		
1	3 Stroke	(-3)
2-3	2 Stroke	(-2)
4-5	1 Stroke	(-1)
5+	Even	(E)

Weather

Mossy Creek Mini Golf Staff will decide about play by 5PM each day. Postponements will be posted to the courses Facebook Page. If postponed, League Night will be moved to the following Thursday (as long as the course schedule allows).

In the event of severe rain during a round, rules officials will sound two whistles. Players in the middle of the hole may finish the hole they are on or mark their ball. In the event of lightning, officials will sound three whistles. Players must stop play immediately. Players must mark their ball and return to the clubhouse. Every effort will be made to complete play. If play is postponed before one round has been completed by the teams, play for the day is nullified and the league night will be moved to the next make-up day. If play is postponed after one round has been completed by the teams, final scores will revert to the last completed round.

Local Tournament Rules for Mossy Creek Mini Golf

Alternate Shot Format: Teams will alternate tee shots in this format. Team 1 will tee off first on odd holes and Team 2 will tee off first on event holes. Players on the same team will alternate first shots on even and odd holes as well.

Golf Balls: Players may use any USGA conforming golf ball or a clubhouse ball for local competitions.

Tee Shots: Players must tee off behind the first brick of each hole. Players may start anywhere in the six feet wide four feet deep area. Exception: Players have a wider teeing area on Hole #8. Players may tee off between the brick and the wood post and no more than four feet from the back edge. The corners of the teeing area will be marked on hole #8.

Ball Leaves the Course: A ball coming to rest outside of the boundary is out of bounds. Players are issued a one stroke penalty and may place the ball at the point of exit. There is no penalty for the following: Exception 1: Any shot that exits the playing surface through the tee area will not be penalized. Players may place the ball anywhere on the teeing line. Exception 2: Any shot that exits the playing surface through a sidewalk exit will not be penalized. Players must place the ball at the point of exit.

Scenario 1: Player tees off on #8 (A) ball comes to rest in the water (B) ball jumps the water hits the back wall and then rolls back into the water (C) ball hits in the water and then jumps on to the green and into the hole. *Result* (A) One stroke penalty. Ball is placed on the edge closest to the tee box or re-hit from the teeing area (B) one stroke penalty and the ball is placed on the green side closest to the hole (C) Legal play. Ball came to rest in the hole. Player should score a 1 on the card.

Scenario 2: Player tees off on #14 (A) hits the post and the ball exits through the side walk to right lands on the green (B) hits the post and exits through the sidewalk and comes to rest off of the playing surface (C) hits the first hump exiting over the bricks and going out of play. *Result* (A) Legal Play. Play the ball where it lies (B) The ball left the course through an exit. No penalty and it is placed at the point in which the ball first crossed the sidewalk. Most likely this was on the side closer to the tee box (C) One stroke penalty. The player may place the ball at the point of exit or play again from the tee box.

Scenario 3: Player uses the sidewalk to hit to (A) the lower level on hole #7 (B) to cut the corner on hole #14. *Result* (A) Prohibited play. Players may not use the sidewalk on hole #7 or hole #12. The player must take a one stroke penalty and retee. (B) Legal play. Hole #14 was designed with the sidewalk being an option. (See Scenario 2 for a ball that comes to rest off the course).

Relief: Players are given 8" of relief from boundaries and obstacles. A scorecard will be provided for players to use to measure relief. Examples of obstacles include rocks, rails, posts, and bridges. Relief from an obstacle may be no closer to the hole and may not create a line of sight if one did not already exist. Exception- A player may take relief that creates a line of sight if they intend to bank the shot. This must be declared to the playing partner(s). *If a ball comes to rest on a hole cover or comes to rest where a hole cover is in the "intended line" of the ball, the player may take 8" of relief from the point where the ball rests no closer to the hole. "Intended Line" is the path, taking break into consideration, the player needs to take to make the hole.*

The ball must be put into motion by the putter before it advances. A ball that is placed and then rolls must be replaced.

Scenario 1: Player tees off on #1 and the ball comes to rest inside the bunker. The ball is against the lip. *Result:* The player may choose to take the 8" inch relief back towards the tee area.

Scenario 2: Player tees off on #7 attempting to hit the shot in the upper pipe. The ball becomes lodged in the rocks. *Result:* The player has not cleared the obstacle and can only take relief from the rocks back towards the tee box. The player cannot go on the other side of the rocks to create a path.

Scenario 3: Player tees off on #11 and the ball becomes stuck under the bridge. *Result:* The player may, without penalty, move the ball 8" from the edge of the bridge back towards the teeing area.

Scenario 4: Player tees off on #13 and the ball rolls around, clips the cup and very slowly rolls all the way back down the sand trap into the "V". *Result:* If the player's ball lands in any part of the sand trap, the player may utilize the designated drop area without taking a stroke penalty.

Scenario 5: Players second putt on #12 comes to rest against the wall near the post farthest away from the tee box. This area is very difficult to get a stance even when relief is taken. A player has the option to take the 8" of relief or may utilize the designated drop area without taking a penalty stroke.

Failed Hole: While rare, the ball may become lodged in the pipe on hole #4 or under the bridge, in the steam or on the grate under the log on hole #9. Players may, without penalty, roll the ball into the pipe or the stream if the ball becomes lodged in the obstacle. Failed attempt will not be counted on the player's score. A ball that bounces out of the cup is not a failed hole. The ball must come to rest in the cup to be considered holed. A ball that goes in a pipe but misses the cup is not a failed hole.

Scorekeeping: Each player will be given a scorecard. Players will keep score for themselves and their opponent. Opponents should check the scorecard to ensure that the score is correct. Players will sign the scorecard to attest each round's score.

Stroke Limit: Players can score no more than a 5 on a hole. *Exception* Penalty strokes for rules violation are added in addition to the score and can go beyond the limit. Out of Bounds is not considered a rules violation.