



# Mini Golf RULES

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## // PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
  - a. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

## // GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

## // GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to field a team each week consistently.

### // Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Woman Minimum
Mini Golf	3	4	6	N/A

### // Teams & Substitutions

1. Teams will consist of 3-6 players.
  - a. Teams of 3-6 will compete against another team each week on an 18 hole course.
  - b. On each hole, 2 players will shoot for their team
2. A Team needs at minimum, 2 players to be able to play a match.
  - a. In the case of not having enough players, you may bring a substitute in order to meet the minimum of 2 players for your match.

### // Equipment, Uniforms & Facility Use

1. Players must use the course-provided Clubs & Balls.
2. Team shirts will be provided.
3. Players are required to wear the league-provided shirts during the season
4. If an individual or team violates the course's or Jax Fray's Code of Conduct, they may be asked to leave and a refund will not be issued.

## // General Gameplay

1. Each team will provide 2 players to play on every hole. The total combined points for each player will determine their team score. The lowest team score on a hole, wins that hole.
  - a. No player can sit out more than two holes in a row. Please rotate players each hole as needed.
2. There are no “Gimme” putts, you must sink your ball to finish a hole.
3. At the start of the Match, the Captains will play rock, Paper, Scissors, to determine who goes first. Winner Chooses.
  - a. Shots will alternate per team after that to tee off.
  - b. After the first hole played, the team who won the prior hole will have a player from their team shoot first.
4. Once all 4 players tee off on a hole, the shooting order will proceed with the furthest ball shooting first
  - a. If a player's ball settles within 1 foot of the hole, they may go ahead and knock it in as to avoid being an obstacle for other players.
5. When Balls Collide:
  - a. If Balls Collide on the Tee Off, the result of where the balls lie stays.
  - b. If Balls collide on a stroke after the tee off, the ball that was hit, must be moved back to its original position. The ball that made the contact will stay where it comes to rest.
6. Double Par Pickup Rule:
  - a. Once you hit Double Par, for the flow of the game please pick up your ball, mark your score as Double Par, and move on to the next hole
    - i. Example: Par 4 hole, after each player on a team takes your 8th shot, if you have not sunk it in the hole you must pick your ball up, and mark your score as 8. (Par 3 would be your 6th shot, and Par 5 would be your 10th shot)
7. Out of Play
  - a. Balls hit out of play (off the course into the grass, mulch, or water), may be moved back onto the green, within 6 inches of the edge closest to where it went out, at a 1 stroke penalty.
8. Rounds consist of a two vs. two format. The total strokes of both players on a team are added together and compared to the other team of two players.
9. A round is won by the team with the least strokes
10. A round consists of 18 holes with a shotgun start. This means that depending on where you start you play through the course and finish on the hole prior to your starting hole.
11. No Mulligans.
12. No Cheating! This is Mini Golf, just have fun!

## // Scoring

1. Each hole “won”, will award a team 1 point towards their total match score. The team with the most points tallied at the end of the match, wins.

- a. Each team will provide 2 players to play on every hole.
    - i. The sum of the two players score will be compared to the other teams score, lowest total wins.
  - b. In the case of a tie on a hole, each team will be awarded 0 points.
  - c. There are no extra points awarded for higher stroke differentials on a hole, winning by 1 stroke is the same # of points as winning by 5 strokes.
2. If a match ends in a tie, each team will alternate players in a shootout format on their first hole of the night. The first team to score a hole in one, wins.
    - a. This overtime round will be done in "College Football Overtime" Format. This means that each team will receive an opportunity to tee off.
      - i. Rock paper scissors will determine the teeing order of the first shot.
      - ii. Team A will shoot, then Team B. If team A gets a Hole in 1, then Team B will have an opportunity to match it.
      - iii. If still tied after the first two shots, each team will nominate the next player to shoot. This will continue until a winner is decided. All present players on a team must go before a player is repeated.

## // Recording & Reporting Scores

1. Each team will be responsible for recording their scores throughout the match.
  - a. Each team should record both their own score, as well as your opponents score. We will verify they match with no discrepancies before entering the scores.
2. Please be sure to turn in your scorecards to your League Host, prior to leaving the mini golf course.

## // Driving Order

1. At the start of the Match, the Captains will play rock, Paper, Scissors, to determine who goes first. Winner Chooses.
  - a. Shots will alternate per team after that to tee off.
  - b. After the first hole played, the team who won the prior hole will have a player from their team shoot first.
2. Once all 4 players tee off, the shooting order will proceed with the furthest ball from the hole shooting first
  - a. If a player's ball settles within 1 foot of the hole, they may go ahead and knock it in as to avoid being an obstacle for other players.

## // Match Duration

1. Each match will be played over 18 holes.
2. Pairings will start on a specific hole at the match start time

- a. PLEASE be at the Tee Box at your scheduled start time, ready to go.

## // Playoffs & Standings

1. The league will be played as 4-5 regular season weeks (depending on numbers), with a different opponent each week.
2. Weeks 5 or 6 will be a seeded, Grouped playoff format.
  - a. Seeds 1-4 will be paired to play for the final standings of 1-4.
  - b. Seeds 5-8 will be paired to play for the final standings of 5-8.
  - c. Seeds 9-12, 13-16, etc.
3. Standings are automatically sorted in Commish based on the teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
  - a. Head-to-head matchups
  - b. Score differential
  - c. Points For
  - d. Points Against

## // Forfeits

1. Teams have until 5 minutes past the designated start time to have at least 2 team members present. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit for that team, and the other team will play on through their round.
  - a. **First Forfeit** - Loss of game and warning issued
  - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove the team from the playoffs.
  - c. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score is recorded as 12-0

## // Weather Cancellations

1. All players will be notified via email if games are canceled
2. One weather cancellation is guaranteed as we build one week into the end of each season.
  - a. If more than one weather cancellation occurs, Fray will do our best to find another week to make up the games, but it is not guaranteed.
  - b. Additional rescheduled games beyond the one guaranteed make up may be played at different locations and/or on different days of the week from the regular season.
3. Should inclement weather or other factors limit normal scheduled game duration and the majority of groupings are on their 4th hole of the match, the score shall count as the full game, and not be rescheduled.