

2.3 Worldwide international sport rules



1. General

- 1.1 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.
- 1.2 These rules are binding for all tournaments (international and national) organized worldwide.
- 1.3 All appendixes are part of these rules.

2. The course / the lanes

- 2.1 The minigolf course has 18 clearly marked lanes, which are numbered and must be in accordance with the standard rules of their system.
- 2.2 A tournament-approved lane contains:
 - the actual playing area,
 - the boundary (usually barriers),
 - the marked teeing-off area,
 - one or more obstacles (optional),
 - the border line (optional) in red paint,
 - helping lines (optional) dotted in black paint,
 - repositioning markings (optional on MOS) in black paint,
 - the target (hole or other lane-specifically defined target),
 - further possible system-specific components markings.
- 2.3 The measures of the playing area are defined in the system specific rules.
- 2.4 If the boundary is not marked by a barrier, it has to be marked in some other way. Boundaries have to be clearly visible for the purposes of play.
- 2.5 Every lane must have a marked teeing-off area. The markings in a course or a system must be standardized.
- 2.6 Obstacles must be functional in construction and design. They must be fixed for the purposes of play. Moveable parts, over or through which the ball is supposed to pass, are not allowed. Unfixed obstacles must be marked as such. Any decorations should not impair their functional value. Every obstacle must be different from the others in the same course, not only outwardly but also from a playing point of view. At the same time its effects must be calculable.

- 2.7** The border line marks how far the ball must travel at least from the teeing-off area to remain in play. If the first obstacle takes up the whole width of the playing area, the end of the obstacle line is regarded as the border line. The border line must be identical with the end of the obstacle. Lanes which are only playable from the teeing-off area have no border line.
- 2.8** The helping line marks the end of any obstacle after the border line. It defines the direction in which the ball may be repositioned.
- 2.9** Measurements of distance for markings include the markings themselves.
- 2.10** Where the repositioning of a ball in play is permissible, there must be (optional for MOS) markings. The marking indicates where the ball can be placed according to the general rules for the repositioning.
- 2.11** The diameter of the target (if it is a hole) must not exceed 120 mm. The sizes of other targets than holes are defined in system-specific rules.
- 2.12** Markings must be in accordance with the standard rules.
- 2.13** For the standardized systems concrete, miniaturegolf and feltgolf an exact drawing of each lane with appropriate description must exist. The standard rules must be clearly interpretable from the drawings. For every part of a lane there must be standardized rules and where necessary construction regulations. The standard rules, including drawings of the different WMF-approved systems, are summarized in additional chapters, which are part of these rules.
- 2.14** A course is eligible for international and national tournaments, if it is approved by WMF. The approval rules for tournament minigolf courses are listed in an additional chapter, which is part of these rules.
- 2.15** It is not permitted to make any changes to the lanes (e.g. drilling of holes). Neither it is permitted for players or coaches to make any markings on or near the lanes with writing implements, putters or other objects before or during the tournament. However attaching of small paper or plastic rings (to prevent the balls from rolling away before a shot) is allowed in the teeing-off area and in the repositioning areas.

3. The putter

- 3.1** Minigolf and golf putters may be used. Other golf clubs are permitted only if so defined in the system-specific rules.
- 3.2** The putter must have no gadgets for aiming. Notches and lines on the putter head are permitted.
- 3.3** The area of the putter face must not exceed 40 square centimetres.

4. The ball

- 4.1** All minigolf and golf balls of any material are permissible.
- 4.2** The diameter of the ball must be between 37,0 mm and 43,0 mm. Balls must not bounce more than 85 cm when dropped on concrete from a height of 1 m at 25° Celsius.
- 4.3** Only balls which are permitted under the licensing rules for balls may be used in tournaments.
- 4.4** The licensing rules for balls are summarized in a regulation.

5. Sportswear

- 5.1** 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).
- 5.2** During the official opening ceremony and during the victory ceremony (on the course), a team must present a uniform appearance. (Exception: bad weather clothes).
- 5.3** The active members are free to issue own regulations for their sphere of responsibility.

6. Advertising

- 6.1** During official practice and competition, advertising is allowed on sports clothing (jerseys, shirts, track-suits, pullovers or similar items) and ball bags/cases under the following conditions:
 - On the side of the sports clothing (front, back, arm), where the nation or the membership to a minigolf club or association is to be seen, advertising is not permitted.
 - Tobacco, alcohol and any offensive advertising is forbidden under all circumstances.
- 6.2** Advertising is only allowed if a team wears the advertising uniformly.
- 6.3** Start number advertising is not affected by these rules. Players must wear start numbers including any advertising, if the promoter has agreed to this.

7. Choice of ball

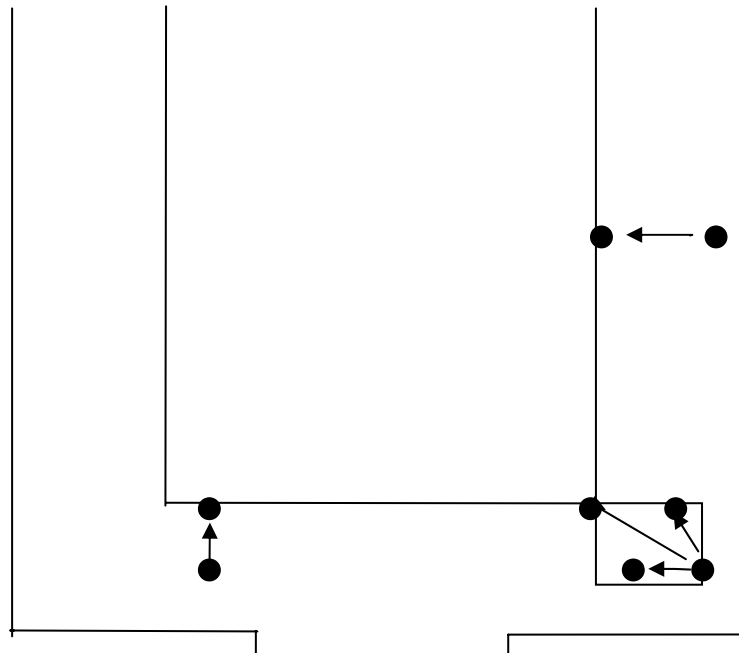
- 7.1** A player must finish each lane with the ball with which he/she was beginning the lane. The lending of balls is allowed providing the tournament is not disturbed by it.
- 7.2** A ball which has become so badly damaged during play that in the opinion of a referee it can no longer be played, or 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.

8. The stroke / ball in play

- 8.1** 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).
- 8.2** 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.
- 8.3** Before every stroke the ball has to be addressed with the putter held in both hands.
- 8.4** A stroke is played when a player, in readiness to play, brings the putter into contact with the ball thereby setting it in motion. Unintentional contact with the ball in the absence of clear readiness to play does not count as a stroke. A player is deemed ready to play when, in addressing the ball, he begins his backswing. Any movement of the putter back and forward after this is count as readiness to play. "Setting in motion" means when the ball leaves its position of rest. Exceptions to this rule are defined in the system-specific rules for special lanes.
- 8.5** When a player addresses the ball, all other persons must keep away from the lane and the player, so that he cannot be disturbed. If it is possible, they have to keep a distance of minimum 1 meter.
- 8.6** When a lane is being played, it can only be stepped on or touched by the player concerned within the bounds of what is permitted. The playing area must not be entered when a ball in play is moving. Otherwise the playing area can be entered when it is permitted, but only for preparing a stroke.
- 8.7** The use of ball bags or other objects as an aiming device is strictly forbidden, also every kind of aiming help by the coaches or other persons, when the player is in readiness to play. If it is possible, all objects and persons must be left min. 1 m from the edge of the lane.

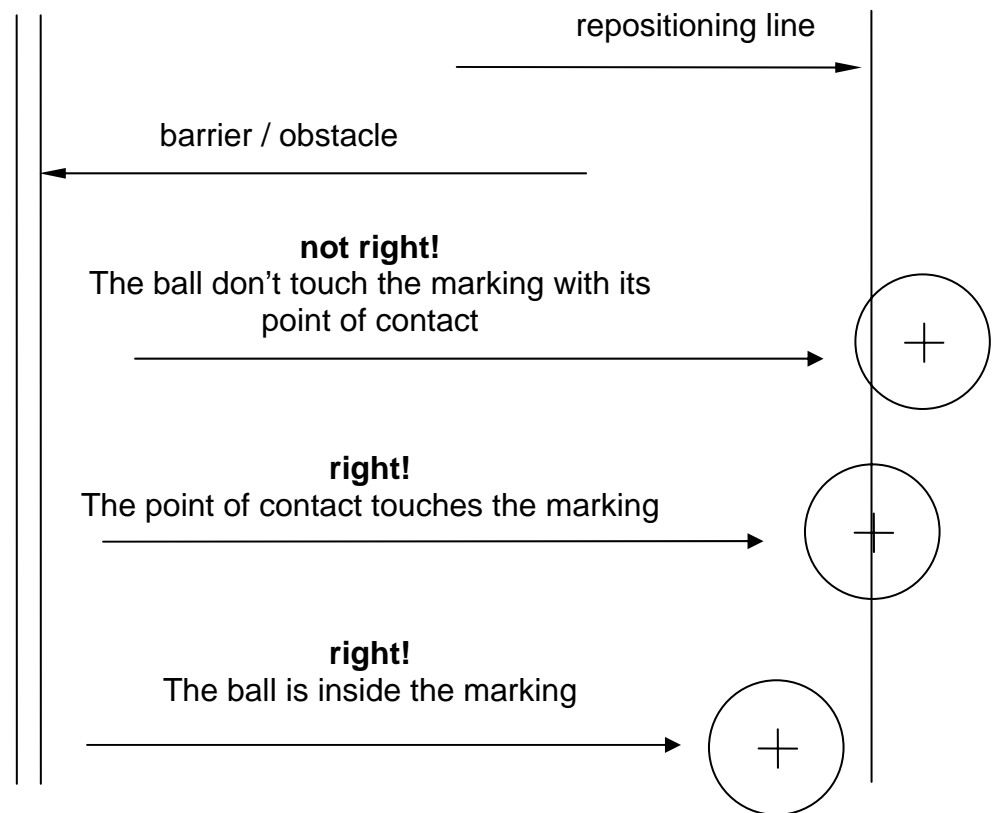
8.8 The ball is to be played from the teeing-off area at the commencement of every lane. This also applies when the ball has not correctly passed the border line. The border line has been correctly passed, if the ball has passed the border line with its point of contact. If a lane is only playable from 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:

- When 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.
- When 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.
- When 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 and MOS) or 50 cm (feltgolf) from it in the direction of the target.
- When 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 (miniaturegolf) or 30 cm (MOS) or 50 cm (feltgolf) from it in the direction of the teeing-off area.
- When 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.
- When 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 consideration of the repositioning rules.

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



- 8.10** The position of a repositioned ball cannot be changed again before the stroke.
- 8.11** 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.
- 8.12** Obstacles must be passed in the prescribed way.
- 8.13** 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.
- 8.14** 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.
- 8.15** 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.

- 8.16** The course of a ball in play must not be intentionally influenced either by the player or another person after the stroke has been played. Wind shielding must keep its original position while the ball in play is moving.
- 8.17** If the path of a ball in play is subject to outside influence (apart from the weather), a referee can (on request) order the stroke to be retaken, providing the player does not thereby get an unfair advantage or disadvantage.
- 8.18** If a ball in play is moved again through outside influence (e.g. by wind) after having come to rest, it must be repositioned at that point where it first came to rest.
- 8.19** During a tournament, practice strokes (with the exception of allowed practice strokes at the beginning of a round) or rolling of balls on the lanes are strictly forbidden.
- 8.20** A player's attention must be drawn to the fact if he is about to play in a manner which constitutes an infringement of the rules (e.g. wrong positioning of the ball or putter etc.).

9. Scoring

- 9.1** 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. Also the score is 7, if a player stops playing a lane before he/she has holed out.
- 9.2** The winner is the player with the lowest total score, when stroke-play is the applied competition mode. The winner in matchplay mode is the player with most won lanes (in this case a single lane is won by reaching the lowest score on it inside a pairing).
- 9.3** In the case of a tie for 1st, 2nd or 3rd places, there will be a sudden-death play-off between the tied players or teams. It begins at lane 1 and will continue at the subsequent lanes until there is a difference in scores. In sudden-death play-offs the starting player will alternate after the first lane. In special tournament modes it is possible to start sudden-death play-offs at other lanes than number 1. In the case of tournaments played on more than one course, lane 1 of the last played course will be the first lane of the sudden-death. In case of tournament group allocation or special tournament modes (e.g.: matchplay), the invitation must, if necessary, define differing regulations. Non-appearance for a sudden-death results in the lower placing. If several tied parties do not appear for a sudden-death, the rules concerning separation of players tied from 4th place downwards will apply. After elimination in a sudden-death the results of this sudden-death are decisive for the placing. If there is a tie, the rules concerning from 4th place downwards apply.

- 9.4** If there are no sudden-death results, then in the case of a tie from the fourth place downwards, the following criteria apply in determining order of placing: the smallest difference between the best and the worst rounds, then between the second best and the second worst rounds, etc.. If there is still a tie, the players will be given the same placing. In such cases any prizes reserved for these placings will be drawn for among the tied parties. If tournament is played on more than one course, decisive criterion is the sum of the differences on all courses (difference between the best round and the worst round on course 1 + difference between the best round and the worst round on course 2).
- 9.5** Results obtained by team members count for both the individual and the team score, unless announced otherwise.
- 9.6** If a substitute player is brought in during a tournament, the scores of the substituted team member up until his substitution will be taken into account. After substitution the scores obtained by the substitute are included in the team's score. In case of a substitution being made on a lane before that lane has been completed, the team can receive a max. of 7 points for that lane.
- 9.7** A player who is missing without permission to be absent when he/she is called to play is given 7 strokes for every lane, on which he/she was absent when in turn to play.

10. Score-keeping

- 10.1** Every player must carry with him/her waterproof writing equipment (e.g.: ball-point pen, waterproof felt pens; not pencils).
- 10.2** Forms have to be used as score-cards. Score-cards must include
- the name of the player and his/her membership in a minigolf sport club, organization or association,
 - the category of the player,
 - the national or international license number of the player,
 - the title, date and place of the tournament,
 - the fields to enter the score for every lane,
 - the fields to enter the total score of each round and the total score of the tournament,
 - the fields to enter penalty points,
 - the fields to initial the score by the player and the score-keeper for each round,
 - the fields for final signature of all players of the pairing,
 - the fields for the remarks of referees.
- 10.3** Players are not allowed to keep their own scores. A player's score is kept by his/her playing partner in the pairing, the lane referee, or a score-keeper appointed by the head referee or the tournament organizers. In pairings of more than 2 players, the last player keeps score for the first, the first for the second and so on.

- 10.4** The score-keeper is obliged to watch the player very carefully during play. Before the score is entered in the score-card it has to be announced.
- 10.5** Each player is in principle responsible for the correct keeping of his/her score. The player has to make sure on submission of his/her score-card that the entries have been correctly made, even when the score-keeping has been done by a special score-keeper.
- 10.6** Incorrect entries in the score-card must be corrected immediately, in principle before a subsequent score has already been entered for the player concerned. Incorrect entries have to be crossed out in such a way that they remain legible, and the correct score have to be written next to it and initialled. In pairings of 2 players, corrections have to be made and initialled by a referee. In larger pairings this is necessary only when there is disagreement within the pairing. If there is agreement, the correction is made by the score-keeper and initialled by all members of the pairing. When a change is made by a referee, the whole pairing and where applicable the score-keeper have to be consulted as to whether the change is justified.
- 10.7** A correction on the score-card can no longer be made, if the score for the round has been initialled by the player and the score-keeper.
- 10.8** At the end of a round each player is obliged to work out or check both his/her own score for the round and those of his/her partner(s). The total score of each round must be initialized by the player and the score-keeper. This should be done having already left the last lane free for the next pairing of players. The organizers should offer a green house area for this task.
- 10.9** The score-cards are always given from one player to another as a complete set and in such a way that the score of the player receiving them is visible to him.
- 10.10** The score-cards have to be submitted to the tournament organizers as soon as possible after every round (at green house if offered). Unless otherwise stated players have to leave the course immediately having completed their round.
- 10.11** Where it transpires, after the pairing submitted the score-cards to the tournament organizers, that the result for a particular lane has not been written down, the player concerned receives 7 strokes for the missing lane, which has to be written down in the remaining empty space on the score-card.

11. Order of play and the playing of a lane

- 11.1** 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.

- 11.2** 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.
- 11.3** 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.
- 11.4** 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.
- 11.5** 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.
- 11.6** The player is not allowed to leave his/her pairing. However he may leave the pairing for good reasons with permission of a referee only.
- 11.7** Single pairings are entitled to short interruptions of play in exceptional cases where there are good reasons for it. It is at the referee's discretion whether or not to allow other pairings to pass them.
- 11.8** When playing in pairings the lanes inside one round must always be played in the same order (with the exception of play-offs). If a lane is played in wrong order the shots taken too early count and the lane is replayed when the player is in turn to play. The order of play amongst pairings and moreover amongst members of a pairing must be adhered to as stipulated by the tournament organizers' programme or call, if a referee has not decided something else (e.g. lane 7 concrete) . After each round the order of play among pairing members must be changed. The first plays last, the second first etc.
- 11.9** 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.

12. Tournament interruption and abandonment

- 12.1** A general interruption of the tournament can be ordered by the head referee and must be observed. Play may resume only when determined by the head referee.

- 12.2** In the case of rain, play should be continued for as long as the lanes can be kept playable. However when a tournament is held on more than one course, the procedure for interrupting play on each course should be the same.
- 12.3** In the case of thunderstorms in close proximity, the tournament has to be interrupted immediately regardless of rain.
- 12.4** When the order is given to interrupt play it is always an immediate interruption. If play is interrupted when a ball is in play, the ball has to be removed and its position marked. The score at the interruption has to be recorded separately on the score-card.
- 12.5** Players must be ready to continue the tournament at any time, unless a definite time has been set for the resumption of play.
- 12.6** Play is resumed and the tournament is continued when the head referee orders it. The players have to return to where they were when the tournament was interrupted. They can continue only when the head referee gives an appropriate signal. Play is continued from where it was interrupted.
- 12.7** After extremely long interruptions, the head referee can grant a short period of playing-in time.
- 12.8** A tournament can be abandoned by the jury when external circumstances require it. If there is no jury, it is decided by the refereeing committee(s).
- 12.9** A tournament is always abandoned if an interruption lasts longer than the designated days of play.
- 12.10** If the tournament is abandoned only the rounds completed on the courses by all participating players of the respective category are counted.
- 12.11** In the case of tournaments organized by the WMF or Continental federations the jury (or the refereeing committee if no jury is provided for) decides whether scoring should be carried out. In the case of all other tournaments, scoring takes place only when all the participants in a category have completed at least 50% of the scheduled rounds.
- 12.12** In principle participants are not legally entitled to a refund of competition fees.

13. Playing aids

- 13.1** The use or carrying of playing aids (e.g.: aiming devices, spirit levels, or radio equipment) is forbidden for all people on the tournament course during the tournament.
- 13.2** The use of cooling and heating equipment is allowed.
- 13.3** Course maps or other written notifications can be used in all national and international competitions.

- 13.4** Wind shielding is only allowed by structures and not by human bodies. Number and position of wind shieldings can only be decided by a member of the refereeing committee. A repositioning of the wind shielding only on the designated lanes can be done by players and coaches as the conditions change. During each shot the wind shielding has to stay at the same position.

14. Categories

- 14.1** Individual competitions can be announced for the following categories:

Female kids (Kf)	Male kids (Km)
Female youth (Yf)	Male youth (Ym)
General class women (W)	General class men (M)
Female senior 1 (Sf1)	Male senior 1 (Sm1)
Female senior 2 (Sf2)	Male senior 2 (Sm2)

- 14.2** The following age limits apply for the individual categories:

Female kids and male kids

All children are permitted in the category until and inclusive the year in which they have their 15th birthday

Female youth and male youth

All young people who have had their 15th birthday in previous years are permitted in the category until and inclusive the year in which they have their 19th birthday

General class ladies (W) / General class men (M)

All people who have had their 19th birthday in previous years are permitted in the category until and inclusive the year in which they have their 45th birthday

Female senior 1 (Sf1) / male senior (Sm1)

All people who have had their 45th birthday in previous years are permitted in the category until the year in which they have their 58th birthday

Female senior 2 (Sf2) / Male senior 2 (Sm2)

All people who have had their 58th birthday in previous years

- 14.3** Players change automatically the category at the end of the year in which they reach the age limit in question (as listed above). From January 1st of the following year a player is only entitled to play in the new category.
- 14.4** Players in any category are permitted to play in the general class (women or men) as well. Players in category kids are also permitted to play in category youth and players in category senior 2 are also permitted to play in category senior 1. During a tournament a player can however only play in one individual category.

- 14.5** The active members do not have to offer all categories in their area.
- 14.6** In the case of a less differentiated division of categories, the following classification takes effect:
Kf -> Yf -> W <- Sf1 <- Sf2
Km -> Ym -> M <- Sm1 <- Sm2
- 14.7** Team competitions can be announced for the following categories:
kids' teams
youth teams
women's teams
men's teams
senior teams
club teams
Further team categories and all team compositions have to be defined in international or national regulations and published in the according invitations
- 14.8** During a tournament a player can only play for one team and a substitute can only be nominated for one team.
- 14.9** Only teams consisting of players from the same club are allowed in the international tournaments for club teams.

15. Substitutes

- 15.1** One substitute is allowed per team unless otherwise stated in regulations or invitations. He/she must be selected and named before the beginning of the tournament by the deadline defined in the invitation. If no special deadline is defined in the invitation, the nomination must take place latest 30 minutes before the scheduled beginning tournament. All changes in the team nominations after the deadline are considered as substitutions. Clubs or associations which nominate a substitute must at the same time nominate a person who is empowered to make the substitution.
- 15.2** The final decision for a substitution can only be made by the person empowered to make a substitution. If the desire for a substitution comes from the regular team player himself rather than from the for substitution empowered person, the player can indicate this to a member of the refereeing committee. In this case the member of the refereeing committee arranges the substitution with the for substitution empowered person.
- 15.3** The substitute can be brought in at any time, this means until the end of the tournament, even if there is a play-off. Substitution is generally possible only once during a tournament (exceptions see chapter 15.4 and 15.5).

- 15.4** In the case of a dropping out of a team player for health reasons (e.g. illness, injury etc.) and a substituted player being reintroduced to replace him/her, the team receives 1 penalty point per team player per round for each round from that round on in which the renewed substitution is made. If the reintroduced player is playing ahead of the substituted player and has already played some lanes, which the substituted player can't complete anymore, the team receives additionally one penalty point for each lane from the first uncompleted lane by the substituted player to the last lane already completed by the reintroduced player.
- 15.5** In the case of disqualification of a team player it is possible to bring in the substitute for the disqualified player. The team receives penalty points for every round of tournament according to the number of players on the team regardless of which round the team player has been disqualified in. This equates a worsening of the team's average score of 1,0 stroke per round. If the substitute has already been brought in at the time of the disqualification, the already substituted team player can be reintroduced again. In this case the rules from 15.4 are not applied. If there is no substitute or if the original team player cannot be reintroduced, 7 points have to be charged for each non-played lane including any not-completed lane. This does not affect the penalty point rules.
- 15.6** Substitutes must begin after the regular team members.
- 15.7** The substitution has to be reported to a member of the refereeing committee and by the referee to the tournament organizers. The tournament organizers must announce the substitution.
- 15.8** The substitution has to be noted in
- the tournament records,
 - the score-card of the substituted player,
 - the score-card of the substitute.
- 15.9** A regular team member who has been substituted can drop out of the tournament or he can play on as well. A substitute can take part in the tournament from the beginning or he can start to play with the substitution, which has to be declared latest 30 minutes before tournament to the organizer. These decisions can be made only by the for substitutions empowered person.
- 15.10** Substitutes must be informed of when they are to be brought in.
- 15.11** The substitute has to continue the game from the teeing-off area anyway, even if he/she is brought in once the ball has passed the border line.
- 15.12** A substitute can choose whichever ball he/she wishes, even at a lane which has not been completed by the substituted player.

- 15.13** After a substitution the following scenarios are possible, and they take their course in practice as follows:
- Where the regular player plays on and the substitute has previously not been taking part in the tournament, the substitute is added to the pairing of the substituted player, which is at the same time divided into two pairings.
 - Where the regular player plays on and the substitute has previously been taking part in the tournament, the composition of the pairings of the two players concerned remains unchanged until the end of that part of the tournament, where on decision of the head referee a rebuilding of pairings by the organizer is technically possible.
 - Where the regular team player drops out after his substitution and the substitute has previously not been taking part in the tournament, the substitute plays on in the pairing of the regular player.
 - Where the regular team player drops out after his substitution and the substitute has already been taking part in the tournament, the pairing of the substituted players continues without him and the substitute plays on in the pairing he was in before the substitution until the end of that part of the tournament, where on decision of the head referee a rebuilding of pairings by the organizer is technically possible..

16. Refereeing committee

- 16.1** A refereeing committee consists at least of one head referee and two referees, preferably from three different nations at international tournaments or three different minigolf clubs at national tournaments. If there are several tournament groups, additional refereeing committees must be set up.
- 16.2** Members of the refereeing committee must remain completely neutral when carrying out their functions on the competition course.
- 16.3** If possible, members of the refereeing committee should not actively participate in the competition as player or coaches. Head referees and referees of World and Continental Championships, Nations Cups or the Continental Cups may not take part at the tournament as player or coaches.
- 16.4** The refereeing committee must be easy to recognise. In addition, a notice listing the referees must be posted at the official tournament board.
- 16.5** Members of the refereeing committee can decide all issues concerning rules and regulations, if these issues are not reserved for other bodies. They are allowed to give penalties as laid down in the rules. They must make decisions quickly and firmly. In case of doubt or uncertainty, the head referee has to be consulted.
- 16.6** In case of disagreements about the course of incidence, all players of the pairing concerned have to be consulted before a decision is taken. Any further witnesses may also be consulted, but decisions are made alone by the referees.

- 16.7** During the tournament, at least two members of the refereeing committee should be on the course at any time to supervise the tournament (during the World and Continental Championships, Nations Cups and the Continental Cups two members must be on the courses). If a member of the refereeing committee notices an infringement, he/she must intervene immediately.
- 16.8** The head referee must be in attendance no later than 30 minutes before play commences. The other referees must follow instructions given by the head referee. The refereeing committee has completed its duties 30 minutes after the play has finished or after protests have been dealt with finally.
- 16.9** The head referee supervises the whole competition. He can intervene when he considers it necessary. He takes the chair at meetings of the refereeing committee. He alone is responsible that following duties and decisions have been carried out:
- Before play commences dirty lanes must be cleaned. Very strict standards must be imposed. The lanes and the obstacles should if possible be dry. Any water in the target holes must be removed.
 - Movable obstacles must be correctly placed within their markings. If one of the lanes includes a net, it must be checked that it is correctly installed and that there are no incorrect holes in it.
 - The teeing-off area, repositioning and border line markings must be complete and clearly visible.
 - Defects must be dealt with immediately, whereas the competition organizers must call for help if needed. Incorrect markings on or next to the lane must be removed or made unrecognisable.
 - It must be ensured that all the necessary and stipulated notices are posted.
 - In the case of changes in the weather conditions, a decision must be taken if and when the tournament is going to begin.
 - Decisions on general competition interruptions and changes in the timetable.
 - He can have lane referees appointed, to whom he can assign duties but not can take a role of a referee.
- The head referee can delegate duties to other members of the refereeing committee. During short periods of absence he must name a replacement. This, however, does not relieve him of his responsibility.
- 16.10** Defects observed must be reported to the head referee without delay. If they have not been eliminated, a player may protest to the head referee before the tournament begins. If this does not happen, the facilities are considered to be acceptable for the tournament.
- 16.11** Special care must be taken to ensure that the last players of a tournament group are able to complete the tournament undisturbed.
- 16.12** The members of the refereeing committee must wear sports clothing.

17. Doping and others

- 17.1** Every kind of doping in official practice or competition is strictly forbidden, also carrying, consumption and playing under the influence of drugs or alcoholic beverages/food. Furthermore smoking is forbidden during official practice and competition on the course.
- 17.2** Further details are defined in the WMF anti-doping regulations and the rules of the "World Anti Doping Agency" (WADA-Code), which are in force for all national and international tournaments.

18. Penalties

- 18.1** Infringements of the playing or general sporting rules and unsportsmanlike behaviour are punished with admonitions, bookings and disqualifications. The following chapters are also valid for coaches even when only player is mentioned.
- 18.2** The members of the refereeing committee can impose penalties to the players and coaches 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)
- Each of these penalties only can be given once per player and coach 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. 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.
- 18.3** Coaches are subject to the same penalties as players, penalty points are added to the team score. The penalties have to be declared to the coach directly.
- 18.4** An admonition (A) can be declared for any kind of infringement which is not listed in 18.5 or 18.6 or 18.7. Generally it is to be declared if the infringement has been done negligently. If any other penalty has already been imposed on a player, the player gets for the next infringement at least the next level of penalties.

- 18.5** An A+1 penalty can be declared for any kind of infringement which is not listed in 18.6 or 18.7. It can also be declared, if the player received no admonition (A) previously.
It must be declared if:
- a) the player already received an admonition (A).
 - b) the infringement has been done deliberately or wantonly negligently, even if no advantage for him/her or disadvantage for any other competitor resulted from it
 - c) A mistake in the score-keeping is discovered after initializing the score of the round. The penalty is imposed on both the player and the score-keeper.
- 18.6** B+2 penalty can be declared for any kind of infringement which is not listed in 18.7. It can also be declared, if the player received no admonition (A) or A+1 previously.
It must be declared if:
- a) the player already received an A+1
 - b) the infringement has been done deliberately and an advantage for him/her or disadvantage for any other competitor resulted from it
 - c) the player deliberately or wantonly negligently tolerated a wrong entry in his/her score-card and this fact can be proved beyond doubt
 - d) the ball has been changed unauthorised while playing a lane, or a ball has been used, which is not approved according to the appendix licensing rules for balls
 - e) the player quits before reaching the target (exception: if 6 strokes are already done)
 - f) the course of the own ball or the ball of any player has been changed deliberately
 - g) the player made changes or irreversible markings to a lane or directly adjacent to it
- 18.7** A D+5 penalty can be declared for any kind of heavy infringement, even if the player has not received any other penalty previously.
It must be declared if:
- a) the player already received 1 B+2 penalty during the tournament
 - b) the player competed despite a ban
 - c) the player while acting as scorekeeper deliberately recorded false entries to a score-card and this fact can be proved beyond doubt
 - d) the player changed his/her own score-card with no signing of the changes and this fact can be proved beyond doubt
 - e) the player insulted members of the refereeing committee, the jury or the tournament organizers or officials of the associations
 - f) the player conducts violence of any kind
 - g) the player drops out of the tournament with no reason and/or approval of the head referee
 - h) the player smokes on the course, or consumes- carries along or is playing under the influence of alcoholic beverages/food during the tournament
- 18.8** A disqualified player must leave the tournament course area immediately.

- 18.9** Each disqualification also results in a ban for the respective player at any level. This ban regularly lasts four weeks. This ban starts one day after the last day of the tournament. For certain facts longer bans result as follows:
- a) 8 weeks for playing in spite of a ban
 - b) 8 weeks for offensive language towards a referee, members of the jury, a tournament or association official
 - c) 3 months for deliberately false score-keeping by a score-keeper (proven beyond any doubt)
 - d) 6 months for using or playing under the influence of drugs or alcoholic beverages/food or smoking during tournament
 - e) 1 year for violence of any kind
 - f) bans for any kind of doping have to be decided in accordance with the actual WADA-code and the WMF anti-doping regulations
- 18.10** The active member and the club of the player concerned must be informed of a penalty with a ban and notice also has to be published. The tournament organizer of international Championships and the active member where the tournament took place has to inform the WMF sport director.
Any ban for a player or an official given by an active member or international federation is valid worldwide for its complete duration.

19 *Protests and decisions on protests*

- 19.1** *Protests against refereeing decisions have to be made in written form by an official of the active member 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.*
- 19.2** *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.*
- 19.3** *The decisions of the jury are final.*

Following chapters of the rulebook are part of the worldwide international sport rules:

- WMF rulebook 2.4 System-specific rules concrete
- WMF rulebook 2.5 System-specific rules miniaturegolf
- WMF rulebook 2.6 System-specific rules feltgolf
- WMF rulebook 2.7 System-specific rules minigolf open standard (MOS)
- WMF rulebook 2.8 Homologation rules for courses
- WMF rulebook 2.9 Tournament approval for minigolf courses
- WMF rulebook 2.4 Anti-doping regulations
- WMF rulebook 3.3 Worldwide international sport regulations
- WMF rulebook 3.4 Homologation regulations for balls