



**\*ALL TEAM MEMBERS MUST CHECK-IN PRIOR TO COMPETITION\***

## **MINIATURE GOLF RULES**

### **Format:**

- 4 players (2 male + 2 female)
  - 2 Players from your team will be paired with 2 Players from another team for play (no gender designation required).
  - Substitute players are NOT ALLOWED. Only 4 participants may compete in this event.
  - CANNOT play with less than 4 players.
- Each player will play 17 Holes, Lowest Combined Team Score will be placed against the field
- **Tie Breaker: Tie Breaker:** Card-Off
  - In the event two, or more, teams complete the course with the same score, a Card-Off will be used to break the tie. Scores will be compared in reverse order on the scorecard. The team with the lower score on the more recent hole will be determined the winner of the card-off.

### **Equipment:**

- May bring your own putter.
- Rolling Greens Putters will be available on-site.
- Players must use a Rolling Greens Ball for play.

### **Sport Specific Rules:**

- Players are to start and complete the hole before the next player takes his or her turn.
- Players may not switch clubs or balls at any time during the competition.
- Only the putter head of the putter may strike the ball.
- Players must start each hole from the starting pad.
- If a Player's ball roll back to the starting point, but does not leave the playing area, play will resume from that point. If a ball rolls off the playing area, a one-stroke penalty will be incurred, and he or she may restart from the starting pad.
- If a ball should leave the playing surface, it must be placed at the closest point to where it left the course, and a one-stroke penalty will be incurred.
- A player is entitled to moved his or her ball a club head length away from any side wall, or obstacle.
- If a ball bounces off the bottom of the cup, and out of the hole, the putt counts as a make.
- The maximum number of strokes a player can take is 6 per hole. If you already have 6 strokes and have not made your ball in the cup, you are to pick up your ball and mark your score as a 6.
- **Late Team / Forfeit Rule:**
  - Teams must arrive by end of scheduled time to be eligible to compete.

**Akron Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as, interpret, modify, and enforce all rules and regulations.**