TOURNAMENT RULE BOOK

Tournament Basics

1. Teams consist of 4 players.
2. Each player plays their own ball on every hole.
3. The team's score for each hole is the sum of all 4 players' strokes.
4. Lowest overall team score after all 18 holes wins the tournament.
5. Power-Ups available for purchase at Hole 8 and 18.
6. Hole 19 is a special hole-in-one challenge. Will not count towards the team score.

Order of Play

- Tee Order: Teams may choose their own putting order but must keep the same order throughout the round.
- Stroke Order: A player must complete their hole before the next player begins.
- Continuous Play: Once a player's ball is in motion, no other player may hit until the ball comes to a complete stop.

Stroke Rules

- A stroke is counted each time the putter makes contact with the ball, including accidental contact.
- If the ball leaves the playing surface (over rails, onto another hole, etc.), it is replaced at the point where it left.
- If the ball is stuck against a rail or obstacle and cannot be played, the player may move it one clubhead length away, without penalty.
- A ball resting against the edge of the cup is counted as holed if any part of the ball is below the lip of the cup.

Stroke Limits

- Maximum strokes per hole: 8 strokes.
- After 8 strokes, the ball is picked up, and a score of 8 is recorded.

Top 3 Tie

- In the event of a tie for first place, second place, or third place, a sudden-death playoff will be held on Hole 1.
- Each team will select one representative from their team to play on their behalf.
- Both representatives will replay Hole 1.
- The player with the lowest stroke count wins the playoff for their team.

Conduct & Etiquette

- No practice strokes once the round begins.
- Players must wait until the previous ball has come to rest before playing.
- Unsportsmanlike conduct may result in warnings or disqualification.

Scoring & Scorecards

- Each team will be provided with a tournament scorecard that they will be responsible for completing at the end of each hole.
- Any disputes must be resolved immediately with tournament staff.
- Scorecards must be signed by the team captain and turned in to the Pro Shop promptly after finishing the last hole.

Final Authority

- Tournament staff have the final ruling on all disputes, unusual situations, or interpretations not explicitly covered by these rules.

CANE RIVER DISCOVERY CENTER

MINI GOLF CLASSIC

DARK WOODS ADVENTURE PARK

POWER UP RULES

Special fundraising "power-ups" are available on Holes 8 and 18 only. Teams can purchase these advantages at the start of the hole from the volunteers stationed there. Only one power-up may be used per team per eligible hole. Payment must be made before any player begins their turn.

SCORE SPLITTER

After all four players on the team complete the hole, the team's total score for that hole is cut in half, rounded up to the nearest whole number if needed.

- Example: Team total = 14 strokes → Score recorded = 7 strokes
- Example: Team total = 9 strokes → Score recorded = 5 strokes

Rules

1. The option must be declared and purchased from a volunteer stationed at the hole before any team member begins play on that hole.
2. If purchased, this power-up applies automatically to the entire team's score on that hole, not individual players.
3. The halved score stands even if the team has their best or worst hole, no refunds, no do-overs. Volunteer will mark the scorecard with SS to indicate the power used.

WEAKEST LINK

After all four players on the team complete the hole, the highest individual score is erased. The team's score for that hole is then the sum of the remaining three players' strokes.

- Example: Team scores are 2, 3, 4, and 6 → the 6 is erased → team score = 9.
- Example: Team scores are 3, 3, 4, and 4 → one of the 4s is erased → team score = 10.

Rules

1. The option must be declared and purchased from a volunteer stationed at the hole before any team member begins play on that hole.
2. If purchased, the highest single-member score on the hole is automatically erased.
   - In the case of a tie, the highest single score written first is erased.
3. No refunds, exchanges, or do-overs once purchased. Volunteer will mark the scorecard with WL to indicate the power used.