

Mini Golf Rules

1. The aim of the game is to complete the entire course with as few strokes as possible.
2. Place the ball on the start point.
3. Every ball that has not passed the obstacle must be placed back at the start point (each attempt counts as one point). After three unsuccessful attempts, the ball must be placed at the other side of the obstacle on the white line adding a penalty point.
4. Every ball that bounces out of the playing field **after the obstacle**, should be placed back on the white line at the spot where the ball went out of bounds, adding a penalty point.
5. Any ball that stops inside the field at the borders should be placed on the white line at the edge without penalty.
6. The maximum number of points per obstacle must not exceed 7. If the ball is not in the hole after the 6th attempt, 7 points should be written on the scorecard.
7. When the game is over, the putter, ball and scorecard are handed back at the reception.
8. By hitting the ball with the correct force you will protect the equipment and course, and also improve your score.
9. We reserve the right to request any player who disturbs other guests with inappropriate behavior to leave the facility immediately.
10. We assume no responsibility for accidents or injuries.

Thank you

MINIGOLFZUG

What happens if the ball stays where?

If the ball goes out of the way **behind the obstacle**, it is placed on the white line in a direct line to the hole and played from there. (+ 1 penalty point)

If the ball is played through the obstacle and it remains within the white line, the ball may be played from there.

If the ball is passed through the obstacle and it remains outside the white line, the ball may be placed on the white line without a penalty point and played from there.

point 3

After 3 unsuccessful strokes from the tee point, the game continues with a penalty point.

If the ball remains in front of the obstacle or outside the lane, it is played again from the tee point. (Without penalty point)

Tee point:

From here the ball is played until it goes through the obstacle. But a maximum of 3 times. Then play continues behind the obstacle at point 3.

(+ 1 penalty point)

