



New Zealand Mini Golf

Code of Conduct, Rules and Regulations

Last Update May 2019

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Versions

May 2019

 Rewrite of earlier draft and Incorporation of Sonny N Code of Conduct (Gary H), presentation to AGM.

PART 1: GENERAL PROVISIONS

1. Name and form

- 1.1. The New Zealand Mini Golf Federation Incorporated, also referred to as *the Federation* or *the NZMGF*, is the governing body for competitive Mini Golf in New Zealand.
- 1.2. The New Zealand Mini Golf Federation is bound by its constitution as set by the committee and obligations set by the World Minigolf Federation (WMF)
- 1.3. *Players* refers to any person(s):
 - (a) Competing at any event hosted by or associated with the New Zealand Mini Golf Federation.
 - (b) Representing New Zealand in any international Mini Golf event.
- 1.4. The NZMGF imagery and intellectual property can only be used with express permission from the President and Secretary of the New Zealand Mini Golf Federation.
- 1.5. Within New Zealand, the sport is more primarily written as two distinct words: “mini golf” or “mini putt”. Whereas the World Minigolf Federation refers to the game as a single word minigolf. The NZMGF preferred name and form is two words: “mini golf”.

2. Interpretation

- 2.1. All players by definition above must be aware and understand all the rules/regulations in this document.
- 2.2. Internationally, the World Minigolf Federation (WMF) refers to holes as a “lane”.
- 2.3. New Zealand mini golf is most commonly played on courses that is categorised by the WMF as the Minigolf Open Standard (MOS). These rules are derived from the WMF rulebook and the MOS-specific rules and are applicable to all NZMGF events unless otherwise advised.
- 2.4. The NZMGF will ensure rules reflect the traditional de-facto New Zealand mini golf game while aligning with WMF rules where practical.
- 2.5. The Federation committee and event officials are responsible for providing clarification of any rule/regulation when questioned by a player.
- 2.6. Due to course variations, ‘*course rules*’ may overrule an existing NZMGF rule at certain events. This will be decided on and actioned by any present committee member(s) and event officials and will be made known to players who will in turn be given the opportunity to question and/or dispute the ruling.

- 2.7. In the event that a situation is not covered by an existing NZMGF rule, the WMF rulebook will be referenced to make a ruling.
- 2.8. During an event, if a situation is not covered by any rulebook; event officials will determine the course of action and recorded for review post-event.

3. *Rulebook changes/amendments*

- 3.1. Changes to existing rulings and the addition of new rules/regulations will be decided upon by the Federation executive committee and will be subject to approval by majority vote during an executive committee meeting. This will be usually done with feedback from the WMF.
- 3.2. Where practical, any rule change needed in response to a situation as outlined in section 2 will be ratified prior to the next official event.
- 3.3. Every effort will be taken to inform members, players and the greater community prior to proposed changes and feedback will be taken under consideration.
- 3.4. Players have the right to dispute an existing rule/regulation and must do so by writing to the Federation. In the event of a dispute the Federation executive committee will discuss the dispute in the next scheduled meeting and come to a decision as to whether an amendment is necessary.
Following this; all players will be made aware of any decision made following a rule dispute by a player.
- 3.5. All changes made will be subject to review at the Federations next scheduled Annual General Meeting.

PART 2: CODE OF CONDUCT

1. Purpose and General Conduct

- 1.1. The code of conduct relevant to all players, executive committee members and person(s) representing the NZMGF in any matter.
- 1.2. The general purpose of the code of conduct is to ensure that all players, at any event where the Federation or New Zealand is represented, are ensured a safe, fair and enjoyable environment.
The code of conduct also helps ensure that the reputation, values and integrity of the Federation are upheld at all times.

2. Media Policy¹

- 2.1. This policy is applicable when using social media as an officially designated individual representing New Zealand mini golf on social media; and if you are posting content on social media in relation to the Federation's services, events, sponsors, members or reputation.
- 2.2. This applies to all persons who are involved with the activities of NZMGF, whether they are in a paid or unpaid/voluntary capacity including federation members, athletes of NZMGF events and people representing NZMGF.
- 2.3. Approval must be given by the President before engaging media as a representative of the federation.
- 2.4. As representatives of New Zealand mini golf, competitors, officials and members of the greater community must not post any material that is offensive, harassing, discriminatory, embarrassing, intimidating, sexually explicit, bullying, hateful, racist, sexist or otherwise inappropriate via any social media or traditional news media.
- 2.5. Breaches of this policy may be dealt with in accordance with the misconduct process.

3. Code of Conduct: Players must always

- 3.1. follow the rules as per the official rule book and any stipulated event rules.
- 3.2. not argue with event officials. If a player disagrees with an official decision the player must raise the issue with another official or executive committee member while being mindful not to impede play.
- 3.3. at all times control their temper. Players must understand that verbal abuse of officials and other players or; deliberately distracting or provoking is not tolerated behaviour.

- 3.4. be a good sport and applaud all good play, whether made by the player's team or the opposition.
- 3.5. treat all players in our sport as they would like to be treated. Players will not bully or take unfair advantage of another competitor.
- 3.6. cooperate with their teammates and opponents
- 3.7. display modesty in victory and graciousness in defeat.
- 3.8. participate for their own enjoyment and benefit.
- 3.9. respect the rights, dignity and worth of all participants; regardless of their gender, ability, cultural background or religion.
- 3.10. thank the opposition and officials at the end of the game.
- 3.11. treat the hosts and the course/venue with respect.

4. Code of Conduct: Event officials must always

- 4.1. place the safety and welfare of players above all else.
- 4.2. show concern and caution towards sick and injured players.
- 4.3. be impartial, consistent, objective and courteous when making decisions.
- 4.4. accept responsibility for my actions and decisions.
- 4.5. condemn unsporting behaviour and promote respect for the individuality of players.
- 4.6. avoid situations which may lead to or be construed as a conflict of interest.
- 4.7. be a positive role model in behaviour and personal appearance and ensure all comments are positive and supportive.
- 4.8. be a good sport and understand that actions speak louder than words.
- 4.9. always respect, remain loyal to and support other officials.
- 4.10. keep up to date with the latest 'Laws of the Game', trends and principles of their application.
- 4.11. refrain from any form of personal abuse towards players or other officials.
- 4.12. respect the rights, dignity and worth of all people involved in the game; regardless of their gender, ability or cultural background.

5. Alcohol and Illegal Substances

- 5.1. No player, official executive committee member should attend any NZMGF event intoxicated.
- 5.2. Whilst in competition, players may not be under the influence of alcohol, illicit substances or performance enhancing drugs.
- 5.3. The New Zealand Mini Golf Federation reserves the right to test for the above above-mentioned substances and remove player found to be under the influence from the event. Should this happen, the player will be referred to the executive committee and a hearing will take place under the guidelines of misconduct.
- 5.4. In situations involving the use of illegal or performance enhancing substances; the New Zealand Mini Golf Federation will default to rulings defined in the *World Minigolf Sport Federation Anti-Doping Rules based on Wada's Models of Best Practice for International Federations and the World Anti-Doping Code*.²
- 5.5. Therapeutic Use Exemptions (TUEs) are also handled in accordance with the WADA guidelines.

6. Reporting misconduct

- 6.1. Any player or spectator can report cases of player misconduct.
- 6.2. This can be done by:
 - (a) Notifying an event official at the time of misconduct.
 - (b) Writing or emailing the Federation via conduct@nzminigolf.com within 24 hours of the incident with an official complaint explaining the instance(s) of misconduct.
- 6.3. A report of misconduct should contain at the very least, the time and date of the incident, players involved and note any witnesses and signed by the complainant.
- 6.4. A report must be lodged as soon as possible to ensure the incident is handled fairly. Reports unreasonably withheld may be construed as harassment itself.
- 6.5. In the event of reported misconduct the following process will be adhered to by event officials;
 - 6.5.1. The official will approach the player and issue a warning for breach of code.
 - 6.5.2. In the case of repeat offences or more severe misconduct, one or more of the following actions will be taken:
 - (a) Take no further action.
 - (b) Penalise the player *one stroke* towards the applicable rounds score

during the event.

(c) Refer the infringing player to executive committee to decide action.

(d) Remove the player from the course/venue.

(e) Strike all the player's scores from the event

(f) Involve police in the event that behavior constitutes a criminal act.

- 6.6. In an instance in which a player is referred to the executive committee following a breach of the code a trial will take place which could result in (but is not limited to) recommendation of counselling, title or score penalties, immediate suspension or expulsion.
- 6.7. In severe cases warranting suspension or expulsion, this will be advised to the World Minigolf Federation which may also decide to issue sanctions against the offender.
- 6.8. A player subject to a complaint of misconduct has the right of reply within 7 days which will be taken under consideration in any determinations.

PART 3: RULES AND REGULATIONS

1. Application

- 1.1. The following rules and regulations are applicable for events hosted by the New Zealand Mini Golf Federation.
- 1.2. Exemptions may be allowed where it is impractical to enforce a particular rule on a course, or where a player's physical ability is limited (e.g. one-armed players). These must be announced to all players and managed in the same manner as Course Rules

2. Equipment

- 2.1. Only genuine Golf or Mini Golf putters are permitted in competition play. Markings are allowed on the putter however; a putter must not have added *gadgets* for aiming purposes. Putter approval is at the discretion of event officials.³
- 2.2. Only genuine golf balls or European mini golf balls are permitted in competition play. The diameter of the ball must be between 37mm and 43mm. Ball approval is at the discretion of event officials.

3. Course and Holes

- 3.1. A tee-off area must be defined on every hole. It must be a closed area shown with markings. The size or dimensions of the area are not defined. When a course has no defined tee-off area, event official(s) will define and mark a tee off area.⁴
- 3.2. It is not permitted to make any changes to the holes (e.g. drilling of holes). Neither is permitted for players or coaches to make any markings on or near the holes with writing implements, putters or other objects before or during the tournament. When repositioning a ball, plastic or metal rings are allowed temporarily to prevent the ball from rolling away.⁵

4. Stroke / In-Play

- 4.1. A player's ball should not be addressed by any other player or spectator during competition play.
- 4.2. The ball is to be played from the teeing-off area at the commencement of every hole.⁶
- 4.3. If ball goes out-of-bounds after having passed the border line, play is continued from the place where the ball left the hole, under consideration of general repositioning rule. A specific hole ruling can apply, i.e. the player would gain

unfair advantage by playing the ball intentionally out-of-bounds. If the specific hole-ruling applies, the next shot is played from the position the previous shot was played from.⁷

- 4.4. Penalty strokes are not used in any case, where the ball goes out of bounds.⁸
- 4.5. A player may move their ball 15cm from any edge or obstacle in any direction unless this movement grants a direct playable line to the hole where there was none prior to repositioning the ball. The NZMGF will endeavour to provide an appropriate tool to all players to measure this - e.g. the dimension of the event's official score card
- 4.6. A player must finish each hole with the ball they began the hole with.⁹
- 4.7. Players and spectators should at no point interfere with any part of the hole, including but not limited to moving obstacles.
- 4.8. Before every stroke the ball must be addressed the putter held in both hands.¹⁰
- 4.9. When a player addresses the ball, all other persons must keep away from the hole and the player, so that they cannot be disturbed. If it is possible, they have to keep a distance of minimum 1 meter.¹¹
- 4.10. 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.¹²
- 4.11. At each hole the first player of each group has 70 seconds to play their first stroke. This time limit begins when the group reaches the hole. 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 and for the first stroke of the next player when the previous player has left the playing area.¹³

5. Coaching

- 5.1. Players can accept coaching and advice by spectators and/or other players as long as person(s) coaching do not breach any other rules; this includes (but is not limited to); touching a player's equipment whilst in play. Any person(s) acting as a coach must adhere to the players' code of conduct.

6. Scoring/score-keeping

- 6.1. Each stroke counts as a point.
- 6.2. The highest possible score at one hole is 7. A player can not continue their turn on a hole after 7 strokes. This score is also applied if a player does not complete a hole by choice.

- 6.3. The winner is the player with the lowest total score.
- 6.4. In the case of a tie for 1st, 2nd or 3rd places, there will be a sudden-death playoff between the tied players or teams. It begins at hole 1 and will continue at the subsequent holes until there is a difference in scores. In sudden-death play-offs the starting player will alternate after the first hole. The playing order on the first hole of a regular sudden-death playoff will be decided by a coin flip or other appropriate method of casting lots.¹⁴
- 6.5. Players are not allowed to keep their own scores. A player's score is kept by their playing partner in the pairing, the hole referee, or a score-keeper appointed by the event official(s). In pairings of more than 2 players, the last player keeps score for the first, the first for the second and so on. This may be relaxed in particular categories at the discretion of event officials¹⁵
- 6.6. 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.¹⁶
- 6.7. Each player is in principle responsible for the correct keeping of their score. The player has to make sure on submission of their score-card that the entries have been correctly made, even when the score-keeping has been done by a special score-keeper.¹⁷
- 6.8. Incorrect entries in the score-card must be corrected immediately after notice. 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 an event official. In larger pairings this is necessary only when there is disagreement within the group. If there is agreement, the correction is made by the score-keeper and initialled by all members of the group. When a change is made by a referee, the whole group and where applicable the score-keeper have to be consulted as to whether the change is justified.¹⁸
- 6.9. At the end of a round each player is obliged to work out or check both their own score for the round and those of their group. The total score of each round must be initialled by the player and the score-keeper. This should be done having already left the last hole free for the next pairing of players.¹⁹
- 6.10. If the sum of the hole results (total score for the round) was miscalculated, correction can be done without penalty (unless miscalculation was determined to be deliberate).²⁰

¹ <https://www.playbytherules.net.au/resources/templates/social-media-policy>

² <https://gov.minigolfsport.com/component/edocman/wmf-anti-doping-rules/download>

³ WMF Rulebook 2.3 update 160508 §3.1

⁴ WMF Rulebook 2.7 update 120101 §7 / NZMGF 05/2019

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- ⁵ WMF Rulebook 2.3 update 160508 §2.15 / NZMGF 05/2019
 - ⁶ WMF Rulebook 2.3 update 160508 §8.8
 - ⁷ WMF Rulebook 2.7 update 120101 §11.1
 - ⁸ WMF Rulebook 2.7 update 120101 §11.3
 - ⁹ WMF Rulebook 2.3 update 160508 §7.1
 - ¹⁰ WMF Rulebook 2.3 update 160508 §8.3
 - ¹¹ WMF Rulebook 2.3 update 160508 §8.5
 - ¹² WMF Rulebook 2.3 update 160508 §8.18
 - ¹³ WMF Rulebook 2.3 update 160508 §11.3 / NZMGF 05/2019
 - ¹⁴ WMF Rulebook 2.3 update 160508 §9.3
 - ¹⁵ WMF Rulebook 2.3 update 160508 §10.3 / NZMGF 05/2019
 - ¹⁶ WMF Rulebook 2.3 update 160508 §10.4
 - ¹⁷ WMF Rulebook 2.3 update 160508 §10.5
 - ¹⁸ WMF Rulebook 2.3 update 160508 §10.6
 - ¹⁹ WMF Rulebook 2.3 update 160508 §10.8
 - ²⁰ WMF Rulebook 2.3 update 160508 §10.8 / NZMGF 05/2019