

New Zealand Mini Golf

Code of Conduct, Rules and Regulations

Last Update June 2026

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Versions

June 2026 (Incorporating updates from 2025 AGM)
- Part I - 3.3.1 removal of WMF feedback
- Part 3 - 3.3.1 update to tee-off area markings to optional

June 2024
- Part 2: Code of Conduct - Added ‘Committee Members of the Federation are expected …’
- Part 2: Add ‘Smoking and Vaping’ to ‘Alcohol and Illegal Substances’
- Part 3 ‘Stroke / In Play’ - New sub points added
- Part 3: Add ‘Tournament Interruption and Abandonment’

April 2022
- Minor spelling and grammar corrections

April 2020
- Rule 4.5 - Change repositioning distance from edge from 15cm to 20cm (Approved at AGM 2020).
- Rule 4.8 - Added requests for exceptions to allow for one-handed putting
- Rule 4.12 - Added to require groups to wait on a hole until the group ahead has finished the next hole.

May 2019

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

November 2019

Re-worded 2-6 Misconduct: 6.2, 6.3 and 6.4 to explicitly indicate a written report is needed. Discussed at exec meeting 24th November

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 are 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 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 record it 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.

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 Policy[1]

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 the 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.

[1] https://www.playbytherules.net.au/resources/templates/social-media-policy

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. Code of conduct: Committee Members are expected to

5.1 **Act with honesty and integrity:**

- be open and transparent in your dealings;
- use the power of your position responsibly;
- ensure that any possible conflict of interest is disclosed or avoided;
- strive to earn and sustain public trust and the trust of the Federation's membership at a high level.

5.2 **Exercise due care, diligence and skill:**

- ascertain all relevant information;
- make reasonable enquiries;
- understand the financial, strategic and other implications of decisions.

5.3 **Act in good faith in the best interests of the Federation:**

- demonstrate accountability for your actions;
- accept responsibility for your decisions;
- avoid activities that may bring you or the Federation into disrepute.

5.4 **Act fairly and impartially:**

- avoid bias, discrimination, caprice or self interest;
- demonstrate respect for others by acting in a professional and courteous manner;
- refrain from any form of personal or verbal abuse towards other committee members;
- at all times control their temper.

5.5 **Use information appropriately:**

- ensure information gained as a member of a committee is only applied to proper purposes and is kept confidential;

- ensure that any personal information coming to your attention as a member of a committee is handled in compliance with the Federation's privacy obligations.

5.6 **Use your position appropriately:**

- avoid the use of your position as a member of a committee to seek an undue advantage for yourself, family members or associates;
- avoid the use of your position as a member of a committee to cause detriment to the Federation;
- ensure that you decline gifts or favours that may cast doubt on your ability to apply independent judgement as a member of a committee.

5.7 **Act in a financially responsible manner:**

- understand financial material that comes before the committee;
- actively inquire into this material.

5.8 **Comply with the Federation's governance rules:**

- have a good working knowledge of the Federation's governing documents pertaining to your role as a member of a committee;
- act within the powers and for the functions set out in the Federation's governing documents.

5.9 **Demonstrate leadership and stewardship:**

- promote and support the application of the Federation's values;
- acknowledge and act in accordance with the responsibility you as a member of a committee have in regard to the rights of members of the Federation and other stakeholders of the Federation;
- act in accordance with this Code of Conduct.

6. Alcohol and Illegal Substances, Smoking and Vaping

6.1. No player, official executive committee member should attend any NZMGF event intoxicated.

6.2. Whilst in competition, players may not be under the influence of alcohol, illicit substances or performance enhancing drugs.

6.3. The New Zealand Mini Golf Federation reserves the right to test for the above-mentioned substances and remove any 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.

6.4. 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 regulations and the Rules of the "World Anti Doping Agency" (WADA-Code) which are in force for all national and international tournaments.*[2]

6.5. Therapeutic Use Exemptions (TUEs) are also handled in accordance with the WADA guidelines. (Relevant? - Can't see anything in the WMF rules?)

6.6. Smoking or vaping is forbidden on the course and in the areas where players are congregated.

7. Reporting misconduct

7.1. Any player or spectator can report cases of player misconduct.

7.2. This can be done by:

(a) Notifying an event official at the time of misconduct. The official will provide a basic form to fill out.

(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.

7.3. A report of misconduct should contain at least: the time and date of the incident, players involved and note any witnesses and signed by the complainant.

7.4. A report must not be unreasonably withheld and lodged as soon as possible to ensure the incident is handled fairly.

7.5. In the event of reported misconduct the following process will be adhered to by event officials;

7.5.1. The official will approach the player and issue a warning for breach of rules.

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

7.5.2. 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 the 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 behaviour constitutes a criminal act.

7.6. 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.

7.7. 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.

7.8. 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. Balls must not bounce more than 85cm when dropped on concrete from a height of 1 metre at 25 degrees Celsius. Balls must weigh less than 120 grams. 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 should be a closed area shown with optional markings. The size or dimensions of the area are not defined. Event officials may opt to ignore pre-existing course markings (e.g. "tee-off dots") if these are agreed to be inadequate for the event. When a course has no defined tee-off area, event official(s) will define a tee off area and mark where possible. [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]

[3] WMF Rulebook 2.3 update 160508 §3.1
[4] WMF Rulebook 2.7 update 120101 §2 / NZMGF 06/2025
[5] WMF Rulebook 2.3 update 160508 §2.15 / NZMGF 05/2019

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 the 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 the 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. 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.

4.5. 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.

4.6. 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.

4.7. Penalty strokes are not used in any case, where the ball goes out of bounds.[8]

4.8. A player may move their ball 20cm 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, or a "regulation length rod."[9]

4.9. A player must finish each hole with the ball they began the hole with.[10]

4.10. Players and spectators should at no point interfere with any part of the hole, including but not limited to moving obstacles.

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[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] NZMGF 04/2020
[10] WMF Rulebook 2.3 update 160508 §7.1

4.11. Before every stroke the ball must be addressed with the putter held in both hands. However, in addition to course/event or player exemptions a player can call for an official exemption for difficult shots during play.[11]

4.12. 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 metre.[12]

4.13. 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.[13]

4.14. 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.[14]

4.15. Where practical, a group should wait on the completed hole until the group on the next hole has finished to prevent bunching up.[15]

4.16. 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.

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 cannot continue their turn on a hole after 7 strokes. This score is also applied if a player does not complete a hole by choice.

[11] WMF Rulebook 2.3 update 160508 §8.3 / NZMGF 04/2020
[12] WMF Rulebook 2.3 update 160508 §8.5
[13] WMF Rulebook 2.3 update 160508 §8.18
[14] WMF Rulebook 2.3 update 160508 §11.3 / NZMGF 05/2019
[15] WMF Rulebook 2.3 update 20210101 §11.5 / NZMGF 04/2020

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.[16]

6.5. Players are not allowed to keep their own scores. A player's score is kept by their playing partner in the pairing, 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 officials. Digital scoring may be used, but it is recommended that a paper score-card is also kept.[17]

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.[18]

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.[19]

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 must be written next to it and initialled. In pairings of 2 players, corrections should 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.[20]

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

[16] WMF Rulebook 2.3 update 160508 §9.3
[17] WMF Rulebook 2.3 update 160508 §10.3 / NZMGF 05/2019
[18] WMF Rulebook 2.3 update 160508 §10.4
[19] WMF Rulebook 2.3 update 160508 §10.5
[20] WMF Rulebook 2.3 update 160508 §10.6

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.[21]

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).[22]

7. Tournament Interruption and abandonment

7.1 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.

7.2 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.

7.3 In the case of thunderstorms in close proximity, the tournament has to be interrupted immediately regardless of rain.

7.4 When an 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 of the interruption has to be recorded separately on the score-card.

7.5 Players must be ready to continue the tournament at any time, unless a definite time has been set for the resumption of play.

[21] WMF Rulebook 2.3 update 160508 §10.8
[22] WMF Rulebook 2.3 update 160508 §10.8 / NZMGF 05/2019