

Mini golf game 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 tee point.
3. Every ball that has not overcome the obstacle must be put back on the tee point (each attempt counts one point). After three unsuccessful attempts, the ball must be placed on the other side of the obstacle (white line) with a penalty point.
4. Every ball that gets out of the lane after the obstacle must be used in the game, adding a penalty point to the white line at the exit point.
5. Any ball that stops at the boards may 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 6 points, 7 points are noted.
7. When the game is over, the bat, ball and desk pad are handed in at the cash desk.

8. With an appropriate impact force you protect material and webs. In addition, the hit rate is significantly higher.
9. We reserve the right to request any player who disturbs the other guests by his behavior to leave the facility immediately. No liability is accepted for accidents.

Thank you

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)

