



Collier Park Mini-Golf League Details

- League Starts – Monday 21st February 2022
- Registration due by 16th Feb 2022 (with payment due prior)
- Monday Nights from 6pm (shotgun start)
- 6-Week League
- Includes: 6 x 18-hole Round
- Bring your own Putter and ball or they will be supplied by Collier Park Golf
- Licensed Venue
- 4-Player Team \$99.00 per player
- Each team is drawn to play a different team every week, with teams split into pairs to record scores for their opponents
- Presentation Night: Champions announced, best dressed team prize awarded



Rules

- Your ball must stay in the hole to count as a made shot
- No mulligans or 're-dos'
- 6-shot maximum per hole: Once a player misses their 5th shot, they can pick-up their ball and take a score of 6 for the hole
- The 'tee' is anywhere between the markers (one club length back but not in front)
- If your ball rests against an object (wall, rock, etc) you can move it 1-2 putter-head lengths in any direction, even if that moves it closer to the hole (This does not apply to any 'sand' traps or 'rough')
- If a ball goes into the woodchips, free place on the nearest turf
- If a ball lands in water, you must re-hit from the previous spot. There will be no penalty strokes given BUT your score should reflect how many times your putter hit the ball. E.g. If your tee shot (1st shot) goes into the water, you would re-hit from the same spot and the re-hit would be your 2nd shot
- If a ball (Ball 'A') hits another ball (Ball 'B'). The owner of Ball B may choose to return Ball B to its original position OR to leave Ball B in its new position. Ball A cannot be moved and is to be played from where it came to a stop
- If the contact from Ball A knocks Ball B into the hole, then the Ball B player shall add 1 stroke to their score and count it as a make. E.g. Player B had already hit their ball 2 times, then it was hit in the hole by Ball A; Player B would take a 3 as their score
- You cannot get a hole-in-one because your ball was hit in by a teammate
- If Ball A goes in the hole after contacting Ball B, it counts as a made shot



Team Scoring

Scoring

Best Ball is when each team member plays their own ball to completion. And the lowest score on a hole is used for your team score. Keep track of all players' scores for each hole. Your team score will be calculated after the round is complete. At least 3 scores from each team member must factor into the final team score.

Standings

Points will be rewarded each week based on your performance for the week. The team with the lowest score will receive the most points. Points awarded will be determined by the number of teams in attendance that week. If 10 teams play, the team with the lowest score will be awarded 10 points. 2nd lowest will receive 9 points and continuing down to the 10th best (last) score receiving 1 point. The team that accrues the most points will be crowned League Champion.

Week	Flags	Format	Prize
1	Blue	Stroke	Lowest Score
2	Blue	Best Ball	Nearest to Pin - 13th Hole
3	Blue	4 Ball Ambrose	Most Hole in Ones
4	Yellow	Stroke	Best Back Nine Score
5	Yellow	Best Ball	Lowest Team Score
6	Blue	Stroke	Presentation Night

Count backs: Best back nine, then best Last three holes, best last 6 holes.

Formats

Best Ball: Each team plays their own ball, after each hole, the lowest score from each team member is the score for that team on the hole.

Stroke: Count all strokes

4 Ball Ambrose: Each player hits off the tee, the best shot is selected, and all other players pick up their ball and place it. Each person then hits a second shot from the same spot.