

2026 SEASON

Mini Golf Game Rules

Build. Program. Putt for Precision!

Working in your teams, design a robot Golfer with your LEGO® robotics kit, refine your club, program its shot, and take on some fun surprise Courses! Navigate Hazards, build and use a creative Feature, and aim for the Hole—every Stroke counts! Test your Golfer to find the best approach to perfecting your shot, maybe even a hole-in-one!



A Special Thank You to Project Bucephalus

Unified Robotics partnered with Project Bucephalus to deliver Mini Golf as the game for the 2026 season. Mini Golf was co-developed by Project Bucephalus from Wollongong, NSW, Australia, as part of their Introduction to Robotics after-school camps and programs, including programs for special education units. The game rules were modified from its original for the purposes of this season's game.

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Introduction

GAME PHILOSOPHY

The primary goal is for participants to be engaged, challenged, and to have fun.

While we want to create an even and equitable playing field and experience, we need to understand that many of the students have varying levels of intellectual, physical and social disabilities. As such, we need to be flexible and accommodating with the rules. When in doubt, err on the side of accommodation and grace.

GAME GOALS

1. Design and build a creative GOLFER that performs controlled STROKES toward the HOLE, accounting for HAZARDS along the way.
2. Test on carpet, various COURSE configurations, and different shot setups to learn how aim, speed, mechanisms, and HAZARDS affect each STROKE.
3. Optionally create a FEATURE that GOLF BALLS can go through for Teams to obtain BONUS POINTS!

GAME DEFINITIONS

Terms that follow the following definitions will be denoted with ALL CAPS throughout this Game Rules manual.

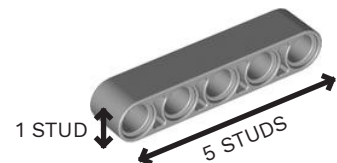
ACTION MODE	See <i>Section 1.3 “Robot Programming”</i>
ARCH	A HAZARD consisting of two cups and a piece of wood on top. (See <i>Section 3.3 “HAZARDS”</i>)
BONUS LINE	A single line of Blue-colored tape to indicate opportunity to obtain a BONUS POINT if crossed.
BONUS POINT	A RANKING POINT earned based on crossing any BONUS LINE or a FEATURE BOUNDARY.
COURSE	The play area that consists of a STARTING POINT, various HAZARDS, FEATURE BOUNDARIES, and a HOLE with its HOLE BOUNDARY. (See <i>Section 3.2 “Play Areas”</i>)
ELEVATED SURFACE	A HAZARD consisting of wood in which the GOLF BALL is positioned above the carpeted floor. (See <i>Section 3.3 “HAZARDS”</i>)
GOLF BALL	A LEGO ball (Bricklink Part #41250)
FEATURE	An optional build a Team may choose to create and be used as part of a COURSE to obtain BONUS POINTS.
FEATURE BOUNDARY	The play area where the FEATURE may be placed within the COURSE, indicated by Blue-colored tape in the shape of a square.
FIELD	The play area consisting of the COURSE and the PLAYER ZONE. (See <i>Section 3.2 “Play Areas”</i>)
GOLFER	Your robot and anything combined with it.
HAZARD	An obstacle in the COURSE made of various materials to affect the performance of the GOLF BALL. The GOLFER may avoid or take advantage of them.
HOLE	A raised square built by LEGO axles to putt GOLF BALLS into.
HOLE BOUNDARY	he play area consisting of the HOLE and Yellow- and Green-colored tape.
HOLE POINT	A RANKING POINT earned based on the GOLF BALL’s position in the HOLE BOUNDARY at the conclusion of the COURSE. (See <i>Section 5.1 “Scoring”</i>)

ICE	A HAZARD consisting of a sheet of smooth laminated paper. (See Section 3.3 “HAZARDS”)
IN ROTATION	A FEATURE that is available for a Team to select to use and place in the FEATURE BOUNDARY of a COURSE, such that the FEATURE has been played the least amongst all available FEATURES.
PAR	The average number of STROKES a GOLFER needs to perform to reach the HOLE for the COURSE.
PRECISION POINT	A RANKING POINT awarded based on the STROKES a GOLFER performs and the PAR for the COURSE.
RAMP	A HAZARD that consists of an incline, plateau, and decline surface. (See Section 3.3 “HAZARDS”)
RANKING POINT	A point earned based on actions the GOLFER performs in the COURSE. (See Section 5.1 “Scoring”)
SAND TRAP	A HAZARD consisting of bubble wrap. (See Section 3.3 “HAZARDS”)
START MODE	See Section 1.3 “Robot Programming”
STARTING POINT	The area in which the GOLF BALL is positioned at the beginning of the COURSE and all robots start. (See Section 3.2 “Play Areas”)
STROKE	An action performed by the GOLFER in which the GOLF BALL’s position has moved.
STUD	A unit of measurement for LEGO pieces, determined by the bumps or holes on the piece.
TEE	A LEGO® tire that is used to stabilize the GOLF BALL for a GOLFER to perform a STROKE. (Bricklink Part #2815)
TUNNEL	A HAZARD consisting of a mailing tube in which a GOLF BALL can travel through. (See Section 3.3 “HAZARDS”)
WALL	Wooden barriers designed to contain the GOLFER within the COURSE and deflect GOLF BALLS.

A LEGO STUD

A STUD is the distance from the center of one hole/bump to the center of the next hole/bump on a LEGO piece. It is equivalent to 8mm or 0.31in.

For example, a 5×1 beam is 5 STUDS long and 1 STUD wide.



1 Robot Rules

The following robot rules are in place to offer a fun and fair competition among all teams, and attempt to best create equity among teams with different numbers of members, budgets, etc. At the competition, robots will be visually inspected to meet the basic motor and size restrictions. Our goal is to make sure all teams can play, with fairness in mind.

1.1 ROBOT MATERIALS

Teams are allowed to create robots using LEGO parts, as long as the robot meets all other listed rules:

- R1. All robots must be built completely out of official LEGO pieces.
- R2. Each robot is limited to the electronic components found in a single LEGO robotics kit:
 - SPIKE™ Prime kit: one (1) Hub, one (1) Color Sensor, one (1) Force Sensor, one (1) Distance Sensor, one (1) Large Motor, and two (2) Medium Motors.
 - MINDSTORMS™ EV3 Core Set: one (1) MINDSTORMS brick, one (1) Color Sensor, one (1) Touch Sensor, one (1) Ultrasonic Sensor, one (1) Gyro Sensor, two (2) Large Motors, and one (1) Medium Motor.
- R3. Teams are encouraged to design creatively and make the robot their own. All decorations and modifications must adhere to Section 1.2 “Robot Design” Rules.
- R4. Pull back motors or pneumatics are not allowed.
- R5. Robots can only have up to three motors, regardless of whether they are powered or not.

1.2 ROBOT DESIGN

- D1. Design and build a robot GOLFER to play Mini Golf. A GOLFER should reflect the creativity of the designers and should have a specific name.
- D2. In its starting position, the GOLFER must fit completely within the boundaries of a standard SPIKE Prime or MINDSTORMS EV3 crate lid (24×34.5 cm).
- D3. Within the COURSE, no GOLFER can ever extend more than ten (10) STUDS from its starting configuration.

- D4. The GOLFER must be stationary and cannot move across the FIELD with its own power.
- D5. With the exception of shooting GOLF BALLS, the GOLFER must stay intact the entire game and cannot leave parts of themselves behind.
- D6. The screen on the GOLFER Brick/Hub must be visible.
- D7. Buttons and the charging port on the GOLFER Brick/Hub must be accessible.

1.3 ROBOT PROGRAMMING

Robots can be programmed in any language and must include the following functions:

- P1. START MODE
 - P1.1. The GOLFER'S program is active but waiting for user input to start movement.
 - P1.2. Display image on screen to indicate waiting status to the referee.
- P2. ACTION MODE
 - P2.1. At least a three (3) second countdown is initiated.
 - P2.2. The GOLFER performs a STROKE.
 - P2.3. Return to START MODE (P1).
- P3. Signals
 - P3.1. To indicate the GOLFER'S status, use either the center light on an EV3 Brick or the Status Light on a SPIKE Prime Hub.

A Note on Programming Flexibility and User Input

Your GOLFER can have multiple programs to perform different custom actions. Additionally, your GOLFER may use a motor as a dial to assist in performing a STROKE.

If you choose to use the SPIKE Prime or EV3 Classroom Apps, you can use Icon Blocks, Word Blocks, or Python to program their GOLFER.

However, Icon Blocks may be limiting to teams in order to program for the requirements for Mini Golf.

2 FEATURE Rules

The FEATURE is an optional build the Team may choose to create and be used as part of a COURSE. Specific COURSE designs will allow a FEATURE to be placed as denoted by Blue-colored cloth tape in the shape of a square. (See *Section 3.2 “Play Areas”*)

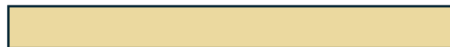
- E1. The FEATURE must have an opening 10 STUDS wide and 10 STUDS high where a GOLF BALL can pass through with a single STROKE.
- E2. The maximum height of the FEATURE is the length of the SPIKE Prime or MINDSTORMS EV3 lid (35.5cm)
- E3. The FEATURE cannot exceed 30 STUDS long and 30 STUDS wide.

3 FIELD Rules

3.1 FIELD CONSTRUCTION

The Mini Golf FIELD is constructed as follows:

- F1. The game is played on a dark-colored, low-pile carpeted surface.
- F2. The STARTING POINT is made of Red cloth tape (such as Duct or Gaffer's tape) approximately 50mm or 1.88in wide.
- F3. The lines indicating a HOLE BOUNDARY are made of Yellow and Green cloth tape (such as Duct or Gaffer's tape) approximately 50mm or 1.88in wide.
- F4. The lines indicating a FEATURE BOUNDARY and BONUS LINES are made of Blue cloth tape (such as Duct or Gaffer's tape) approximately 50mm or 1.88in wide.
- F5. All WALLS are pieces of wood 3.5in (9cm) high and 1.5in (4cm) deep. Segments of WALLs used as HAZARDS or ELEVATED SURFACES.
 - F5.1. The segments will be 1.5in (4cm) high, 3.5in (9cm) deep, and increments of 16in (40cm) long.



F5.1. WALL Segment

F6. The HOLE is a 17 STUD × 17 STUD square made with LEGO axles and joints that is positioned at the center of the FIELD, is 5cm away from the back WALL, and secured by Black cloth tape (such as Duct or Gaffer's tape) on all sides.

F6.1. A LEGO flag may be attached to the corner of the HOLE that does not obstruct the GOLF BALL's path.



F6. HOLE

Parts to construct the HOLE are available in a standard SPIKE Prime kit.

Build Instructions and detailed dimensions are available in the Season Resources tab on the Unified Robotics Portal.

F7. FIELD dimensions for the Practice Field are as outlined on the next page.

Note: *Volunteers will do their best on the actual COURSES, but some reasonable variance is expected and accepted between individual fields.*

Choosing Timber/Lumber

Due to different standards for dimensions, we advise using the following to build the frame:

For regions located in the United States and Canada:

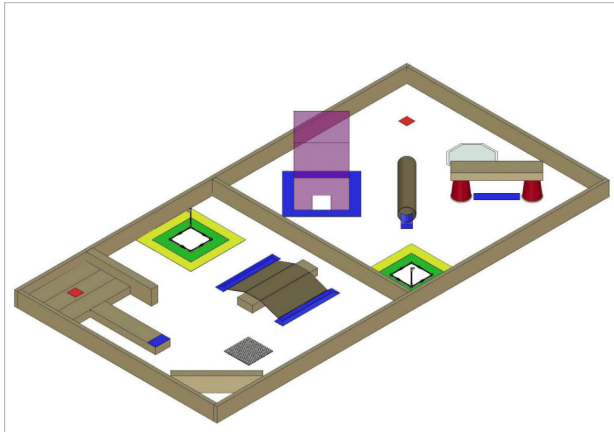
- Use 96in long × 1.5in wide × 3.5in high lumber (a “2×4”) for the long edges of the frame.
- Use 48in long × 1.5in wide × 3.5in high lumber (a “2×4”) for the short edges of the frame.

For all other regions, use the dimensions as instructed in the drawing.

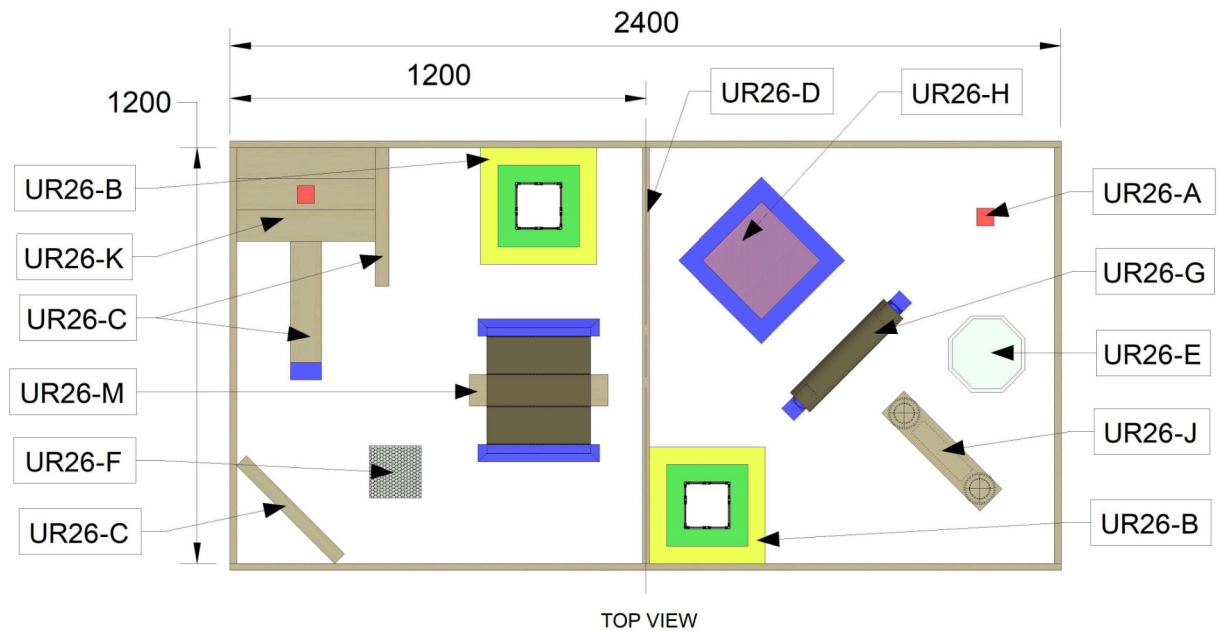
Choosing Carpets

To ensure consistency during tournaments, regions that require purchasing carpet for the FIELD should use the following:

- Ensure that it is a Loop carpet with a low Pile Height (0in to 0.3in).
- Material is polypropylene or olefin.
- Color should be a solid charcoal color or black.



ISOMETRIC VIEW



TOP VIEW

FIELD PERIMETER WALLS ARE 19mm THICK x 88mm HIGH, AND ARE IDENTICAL FOR ALL FIELDS

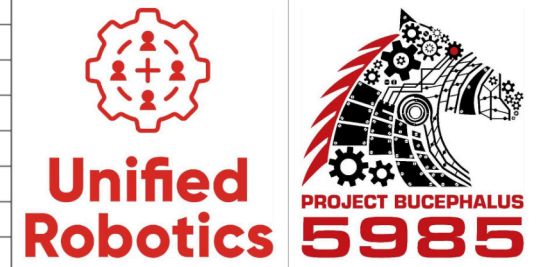
PRACTICE FIELD DOES NOT HAVE FIXED LOCATIONS FOR STARTING POINTS, HOLES, HAZARDS, OR SHORT TIMBER (UR26-C). LOCATIONS SHOWN ON THIS SHEET ARE A SUGGESTION ONLY.

PRACTICE FIELD DOES NOT REPRESENT ANY COURSES USED DURING TOURNAMENT PLAY, BUT DOES INCLUDE ONE OF EVERY HAZARD APPEARING IN QUALIFICATION MATCHES.

Additional Field Components

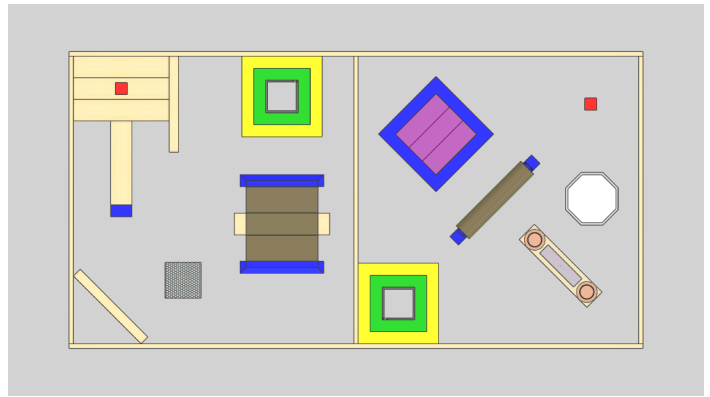
ID	Qty	Name	ID	Qty	Name
UR26-A	1	Starting Point	UR26-G	1	Pipe
UR26-B	2	Golf Hole	UR26-H	1	Feature
UR26-C	3	Short Timber	UR26-J	1	Arch
UR26-D	1	Medium Timber	UR26-K	1	Elevated Starting Point
UR26-E	1	Ice	UR26-M	1	Centre Ramp
UR26-F	1	Sand Trap			

Scale 1:30, 1:20	Revision 1.1.0	Edited 22-Sep-26	Field ID Practice
	Author I. CLARK	Tolerance ±5mm, ±1°	Units mm, deg

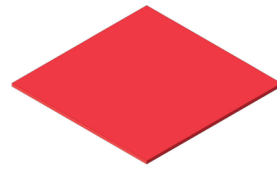


3.2 PLAY AREAS

- A1. The **COURSE** is a full or divided FIELD, surrounded by WALLS, HAZARDS, and the HOLE.



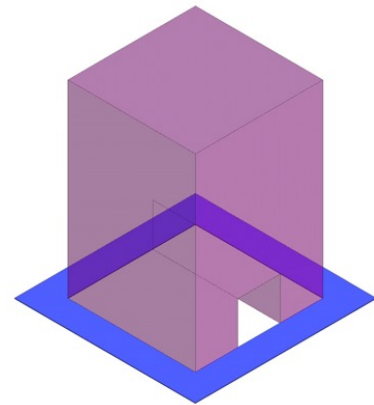
- A2. The **STARTING POINT** is a small piece of Red-colored cloth tape where the GOLF BALL is initially placed.



- A3. A **BONUS LINE** is a line of Blue-colored cloth tape where a GOLF BALL obtains a BONUS POINT when crossed.



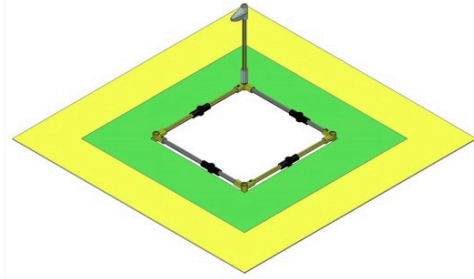
- A4. The **FEATURE BOUNDARY** is a square-shaped, Blue-colored cloth tape where a FEATURE can be placed and obtain BONUS POINTS.



- A5. The **HOLE** is a square built from LEGO® (See 2.1 “Field Construction”).



- A6. The **HOLE BOUNDARY** are two rings of cloth tape surrounding the HOLE, with the inner ring Green-colored and the outer ring Yellow-colored.



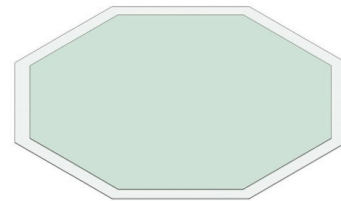
3.3 HAZARDS

HAZARDS are obstacles that may be present in a particular COURSE. Different numbers and combinations of HAZARDS will appear in each COURSE. Teams will not know which HAZARDS appear in which COURSE until the corresponding round of their tournament.

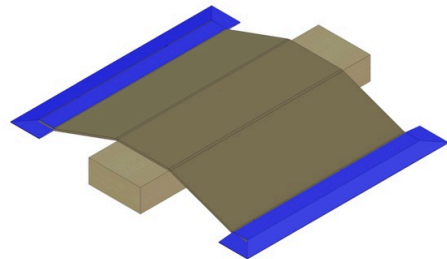
One of each HAZARD appearing in the Qualification Rounds will appear in the Practice Field, which does not have a specific layout or combination of HAZARDS.

COURSES appearing in the Semifinals and Finals may contain HAZARDS which are not specified in this Manual.

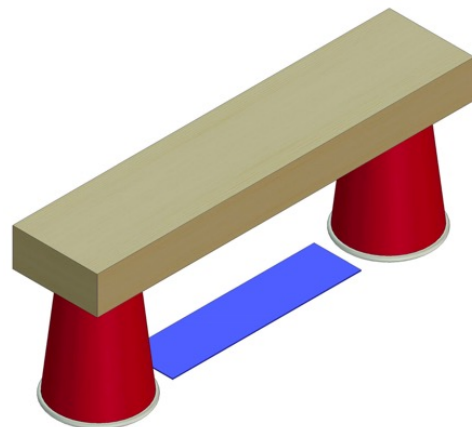
- H1. An **ICE** HAZARD is a laminated sheet of paper that is secured to the carpet by hook tape or another adhesive.



- H2. A **RAMP** HAZARD consists of a piece of wood that is 3.5in (9cm) wide, 1.5in (4cm) high, and 16in (40cm) long, with a piece of poster board or cardboard approximately 14in x 14in (36cm x 36cm) formed on top of the wood.



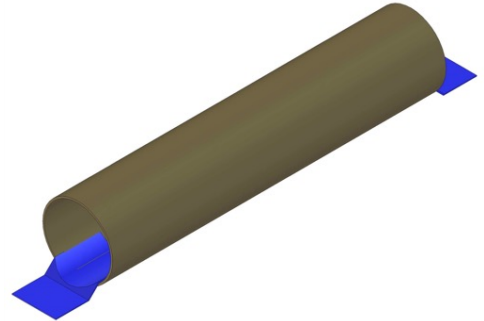
- H3. An **ARCH** HAZARD consists of two disposable paper or plastic cups (such as Solo Cups) on each side, with a piece of wood that is 3.5in (9cm) wide, 1.5in (4cm) high, and 16in (40cm) long placed on top.



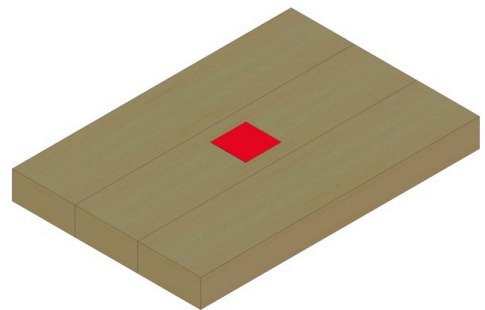
- H4. A **SAND TRAP** HAZARD consists of bubble wrap that is 3/16in (48mm) thick and secured by hook tape or another adhesive.



- H5. A **TUNNEL** HAZARD consists of 3in (7.75cm) diameter cardboard tubing.



- H6. An **ELEVATED SURFACE** HAZARD consists of various wood pieces that are 1.5in (4cm) high and 3.5in (9cm) wide.



4 Match Setup and Start

- S1. Mini Golf is played by Teams consisting of at least two (2) members with a single GOLFER.
- S2. Each COURSE consists of one (1) team with a GOLFER on the same FIELD to complete.
- S3. Teams are given about one (1) minute after being called to the FIELD to arrive and begin setting up their GOLFER. If the Team does not report to the FIELD within a reasonable amount of time, they forfeit the match.
- S4. Teams are given sufficient time to select the program to run and get their GOLFER into START MODE (*See Rule P1*).
- S5. The FIELD should be clear of any debris or unintended objects or markings. Students and spectators should be outside the FIELD perimeter to not obstruct the GOLFER sensors and the path of the GOLF BALL.
- S6. The teams indicate readiness to start the match by giving the Referee a thumbs-up signal.
- S7. The Referee will start the timer and call your Team to have your GOLFER perform its action.

5 Game Rules

- G0. It is not unusual for a student to have difficulty setting up, starting, or interacting with their GOLFER. The Referee may need to assist If the Team member is having a difficult time interacting with their GOLFER.
- G1. To ensure a COURSE is completed in a timely manner, a COURSE must be completed within five (5) minutes. If the allotted time is exceeded, the COURSE is concluded, and any progress by the Team is scored accordingly.
- G2. Each COURSE consists of a PAR that indicates the maximum number of STROKES, which will be communicated by the Referee. An action performed by a single GOLFER is considered a single STROKE.
- G3. A GOLFER must hit the GOLF BALL from the position it has rested on the ground in the COURSE.
- G4. A LEGO® pulley tire ([BrickLink Part #2815](#)) may be used as a stationary TEE to assist the GOLFER in performing a STROKE by stabilizing the GOLF BALL.
- G5. The COURSES, its HAZARD positions, and FEATURE position are revealed at the Tournament event.
- G6. Each COURSE will be a different design, with each FIELD consisting of one (1) or two (2) COURSES.
- G7. A COURSE may include a FEATURE ZONE to place a Team's FEATURE.
- G8. Teams must select a FEATURE that is IN ROTATION of the FEATURE POOL.
- G9. Every FEATURE available must be used on a COURSE at least one (1) time before any FEATURE being reentered.
- G10. If a GOLFER is unable to move the GOLF BALL due to an obstruction, the Team may move the GOLF BALL up to two GOLF BALLS' diameter from the obstruction.
- G11. If the GOLF BALL is moved due to an obstruction, the GOLF BALL cannot be moved toward the direction of the HOLE. If the only solution is to move the GOLF BALL toward the direction of the HOLE, the GOLF BALL must be returned to the previous STROKE's GOLF BALL position.
- G12. Once an action is performed, the STROKE is completed, and the Team cannot redo a STROKE unless in accordance with G10.

Special Note for G10

G10 is not intended to be a mulligan or a redo because the Team deems the STROKE to be disadvantageous.

Examples of intended use of G10 is if a GOLF BALL is close to a WALL, FEATURE, or HAZARD that makes it difficult for the GOLFER to perform a STROKE in the current position.

- G13. Apart from GOLF BALLS and the FEATURE, any parts leaving the FIELD are collected by designated volunteers and kept until the end of the game.
- G14. GOLF BALLS cannot be launched and land on another COURSE. GOLF BALLS that land in a different COURSE will void the STROKE and the GOLF BALL will be returned to the previous position.
- G15. The Team earns PRECISION POINTS based on the STROKES remaining from the PAR of the COURSE. (See Section 5.1 “Scoring”)
- G16. The Team earns HOLE POINTS based on the GOLF BALL’S position in the HOLE or its surrounding ZONES. (See Section 5.1 “Scoring”)
- G17. The Team earns BONUS POINTS based on crossing any BONUS LINE once, specifically the GOLF BALL enters and leaves the line. Once a GOLF BALL fully crosses a BONUS LINE, the Team cannot obtain additional BONUS POINTS from the same BONUS LINE. (See Section 5.1 “Scoring”)
- G18. Points are tallied at the end of the game when all possible STROKES from the PAR of the COURSE are completed, when the GOLF BALL finishes in the HOLE zone, or five (5) minutes have elapsed.
- G19. The following information will be recorded by a scorekeeper to determine Team ranking and can be used as tiebreakers as needed at the end of Qualification play:
- The PAR for the COURSE.
 - The number of STROKES the Team performed.
 - The final position of the GOLF BALL relative to the HOLE BOUNDARY, whether the GOLF BALL as stopped in the Green-colored tape, the Yellow-colored tape, or
 - The number of BONUS POINTS obtained in the COURSE by BONUS LINE crossings and utilizing a FEATURE.

Special Note for G17

G17 is intended to award BONUS POINTS to a Team who attempts to utilize a possible bonus opportunity. Only the FEATURE BOUNDARY is eligible to obtain two (2) BONUS POINTS. All other opportunities for BONUS POINTS, including through HAZARDS or from a BONUS LINE, only obtain one (1) BONUS POINT for that opportunity.

5.1 SCORING

The Mini Golf game allows Teams to obtain RANKING POINTS using a formula that reflects the effort and precision of the GOLFER through a particular COURSE.

The final RANKING POINTS for a COURSE are calculated based on PRECISION POINTS, HOLE POINTS, and BONUS POINTS.

$$\text{RANKING POINTS} = \text{PRECISION POINTS} + \text{HOLE POINTS} + \text{BONUS POINTS}$$

5.1.1 PRECISION POINTS

PRECISION POINTS are calculated based on the PAR for the COURSE, the average number of STROKES to complete a COURSE. A COURSE'S PRECISION POINTS start at PAR + 2.

As a Team performs a STROKE, one (1) PRECISION POINT is deducted, to a minimum of one (1) PRECISION POINT. For example, if a COURSE has a PAR of three (3), then there are possible four (4) PRECISION POINTS for a Team to obtain. A Team cannot obtain negative points.

From the previous example, if a Team finishes a COURSE in three (3) STROKES, then they obtain two (2) PRECISION POINTS. If the Team finishes a COURSE in four (4) or five (5) STROKES, they obtain one (1) PRECISION POINT.

At the start of each match, PRECISION POINTS are set to PAR + 2. However, once the Team performs a STROKE, a point is deducted, leaving a Team with the maximum possible PAR + 1 PRECISION POINTS.

Teams will not be able to obtain PAR + 2 PRECISION POINTS.

$$\text{max(PRECISION POINTS)} = \text{PAR} + 1$$

If a Team does not attempt any STROKES at a COURSE, the Team will obtain zero (0) PRECISION POINTS.

5.1.2 HOLE POINTS

HOLE POINTS are determined based on the BALL'S final position within the HOLE BOUNDARY. If a BALL is not within a HOLE BOUNDARY or in the HOLE, and the Team decides to finish the COURSE, the Team will not obtain any HOLE POINTS. These points are not cumulative—they cannot be stacked if a BALL has previously stopped at a HOLE BOUNDARY and has then exited.

HOLE BOUNDARY	Total HOLE POINTS	Description
Yellow	1	Awarded if a BALL finishes on the Yellow-colored tape boundary.
Green	2	Awarded if a BALL finishes on the Green-colored tape boundary.
In the HOLE	3	Awarded if a BALL finishes within the HOLE.
Not in HOLE or HOLE BOUNDARY	0	No points awarded if a BALL is not within the HOLE or HOLE BOUNDARY if: • The Team used all their possible STROKES, or • The Team decides to finish the COURSE

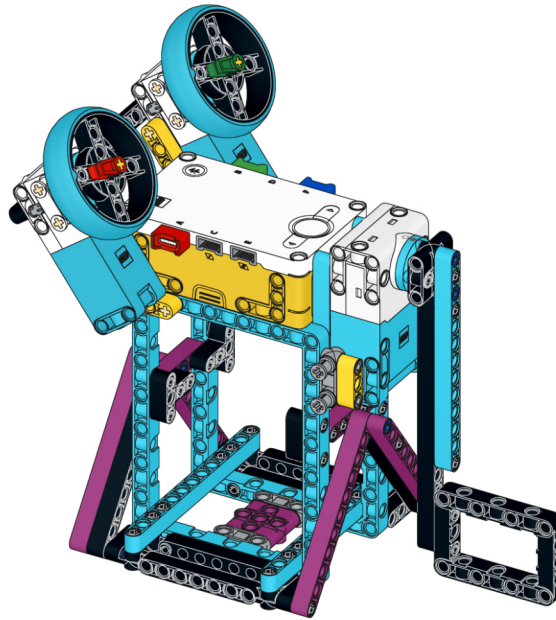
5.1.3 BONUS POINTS

Teams may obtain BONUS POINTS if they utilize the Blue-colored tape in the COURSE or the FEATURE BOUNDARY.

If a Team crosses a single-lined, Blue-colored tape in the COURSE, the Team obtains one (1) BONUS POINT. Teams only obtain up to one (1) BONUS POINT per tape—back and forth crossings do not accumulate additional points.

For a FEATURE BOUNDARY, a Team may obtain up to two (2) BONUS POINTS—one (1) for entering the boundary, and one (1) for leaving the boundary. BONUS POINTS for a FEATURE BOUNDARY may only be obtained if a valid FEATURE is present and placed within the boundary.

6 Example of a GOLFER



6.1 RECOMMENDED GOLFER FEATURES

Versatility: Depending on where your GOLF BALL is, you might want to adjust where you place your GOLFER and the direction of where the club will move. How will you achieve this?

- Buttons: Use buttons on the Hub that have preset configurations?
- Programs: Use multiple programs with different configurations?
- Motors as Dials: Use Motors as **encoders** so that you can turn the wheel to determine the angle and the power?
- Combination: All the above?

Interface: You will need to know what configuration your GOLFER is set to. How will you achieve this?

- Programs: Memorize which program number represents which configuration?
- Hub Screen: Use the pixels on the screen to indicate the power, angle, and direction?
- Sound: Use sounds to alert which configuration you have set?

Clubs: Your GOLFER may need to use different club shapes to hit the GOLF BALL a specific way! How will you achieve this?

- Come up with different club designs and test them out on how effective they are. Does one design make a GOLF BALL go farther than another?

6.2 RECOMMENDED CONFIGURATION

- Ensure your Hub screen is visible and buttons are easily accessible.
- Use the buttons or motor dials to make precise adjustments.
- Ensure that you are able to hit a GOLF BALL from both directions.

6.3 TIPS

- Make your charging port accessible!
- Make sure your GOLFER's Screen and Buttons are accessible!
- Make your GOLFER balanced and stable.
- Testing your GOLFER is important for Mini Golf. Test the GOLFER performance at different speeds and angles.
- Make sure your GOLFER is tested on a carpet surface.

7 Tournament Rules

The tournament is played in two parts. Part one is the Qualification Rounds. These are random matches among all the GOLFERS (or all the GOLFERS in a given Division). Part two is the Playoff Rounds. This uses a bracket-based, winner-advances model for the matches, until one Team remains, and is the tournament champion!

7.1 QUALIFICATION ROUNDS

Depending on the total numbers of Teams in the event, Divisions may be used to ensure all Teams have the most matches possible, in a reasonable amount of time. Here are some examples of tournament structure depending on the number of Teams participating:

Total Number of Teams	Number of Divisions	Number of Teams per Division	Number of Matches a Team will Play	Number of Teams Advancing
8-15	1	8-15	8	4 or 8
16-23	2	8-11	8	2 per Division
24-48	4	6-12	8	1 per Division

A match schedule will be created that randomly assigns Teams to play. Each Team will play each COURSE at least once. Depending on the event timing, the schedule may be repeated for more matches. Teams will earn tournament RANKING POINTS for each successful action during their COURSE.

7.2 RANKING TEAMS AND TIEBREAKERS

After the qualifying rounds, Teams will be ranked based on their tournament RANKING POINTS and any necessary tiebreakers. For events with multiple Divisions, each Division will be ranked individually.

If teams have the same number of tournament RANKING POINTS, the following tiebreaker rules will determine the other. (This is true if two or more teams have the same number of tournament RANKING POINTS.)

1. The first tiebreaker compares the cumulative number of PRECISION POINTS that the Team have obtained during all the COURSES completed. The Team with the higher count will be ranked higher.
2. The second tiebreaker compares the cumulative number of HOLE POINTS that the Team have obtained during all the COURSES completed. The Team with the higher count will be ranked higher.
3. compares the cumulative number of BONUS POINTS that the Team have obtained during all the COURSES completed. The Team with the higher count will be ranked higher.
4. The final tiebreaker is a coin flip, witnessed by members of both teams. The Head Referee will assign heads to one Team, tails to the other, and flip a coin. The Team that matches the visible coin face will be ranked higher.

7.3 BUILDING THE BRACKET

After ranking, a number of Teams (or Teams from each Division) will be placed into a bracket for the Playoff Rounds. The number of advancing Teams must be 4 or 8 for a complete bracket.

The Playoff bracket is built in such a manner that the highest ranked teams play the lowest ranked teams in the first level of the bracket. For events with multiple Divisions, the bracket should be built such that teams compete against teams from other Divisions.

TOURNAMENTS WITH SMALL NUMBERS OF TEAMS

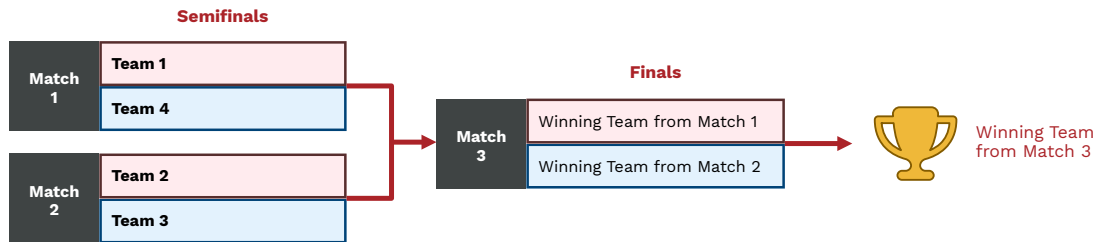
For a Tournament that has 3 Teams, the top ranked Team from Qualification Rounds is considered the Champion.

SINGLE DIVISION EXAMPLE

In the following diagrams, teams are denoted by their corresponding ranking (e.g. “Team 1” is ranked 1).

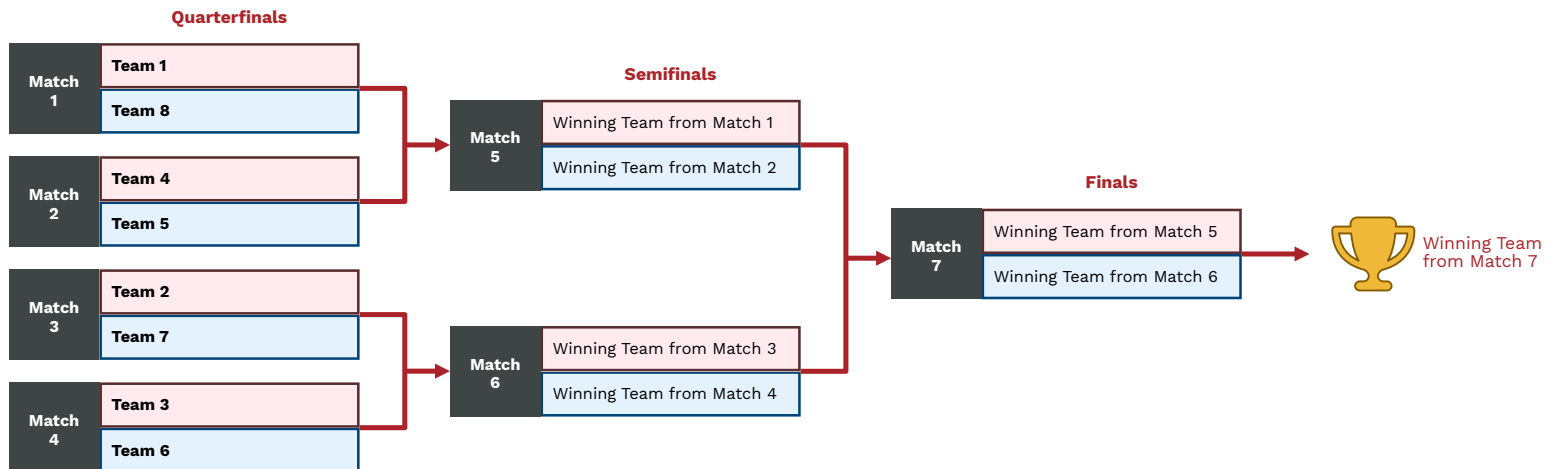
4 Teams

A single division with 4-7 teams will automatically begin at the Semifinals and the winning Team will proceed to the Finals.



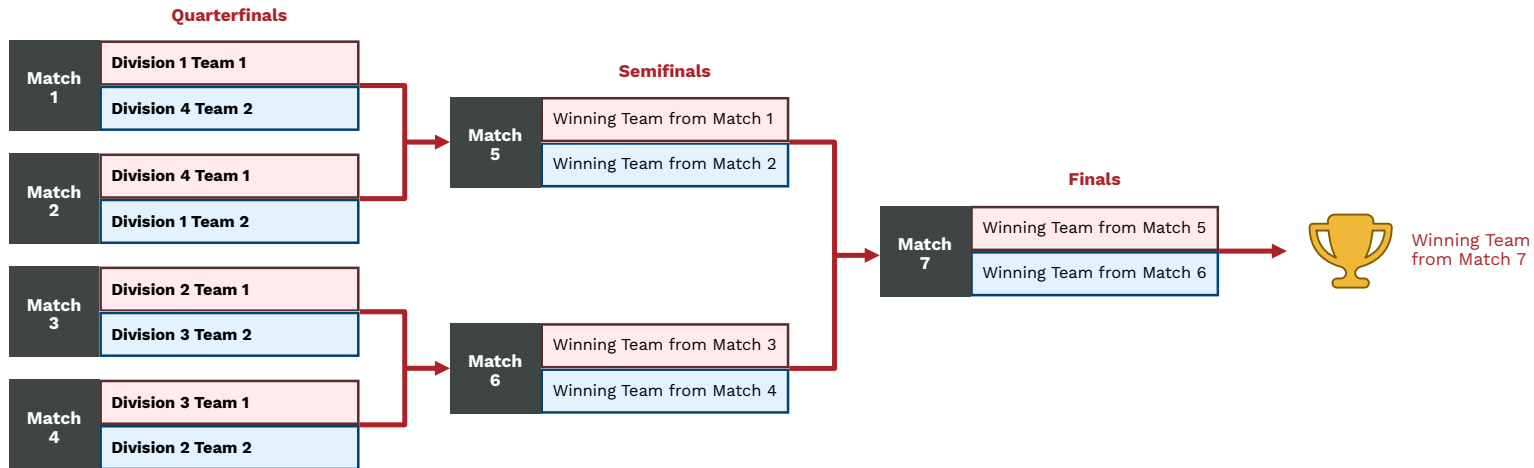
8 Teams

A single division with 8 teams or more will begin at the Quarterfinals and the winning Teams will proceed to the Semifinals, and subsequently the Finals.



MULTI-DIVISION EXAMPLE

In the following diagram, there are 4 Divisions, and the top 4 teams qualify for Playoff Rounds. Teams are denoted by division and rank (e.g. “Team 1-2” is from Division 1 and rank 2).



7.4 PLAYOFF ROUNDS

Playoff Rounds are played where Teams need to win one (1) match, each match with a different preset COURSE, and the winning Team will advance to the next round. All rounds at the same level in the bracket are played before continuing onto the next level. (e.g. all Quarterfinal matches are complete before starting Semifinals.) The bracket will conclude with a Finals match between the last two Teams, and the winning Team will be the Tournament Champions!