



Version 11.3

The official rules of footballgolf are governed by the World Footballgolf Association (**WFGA**). The idea behind this is to have consistency for rules in footballgolf, so that players all over the World can play with the same set of rules. *All cursive (italic) items can be found in the definitions.*

This is a short version of the rules. In case of disputes, the text in the full rule book have precedence.

The Game

The game of Footballgolf consists of kicking a *ball* from the *teeing ground* and once the *ball* comes to rest, *kicking* it again. This process is repeated until the *ball* is *holed* in the *hole* or in an optional final obstacle.

Kick Play

General: Winner

The competitor who plays the rounds in the fewest kicks is the winner. If there is a tie for any of the first three places the competition must be decided by a Sudden-Death Playoff.

Each hole has a maximum amount of kicks.

Each *hole* has a given par. The maximum amount of kicks is 3 times the given par. If you are not able to get the *ball* in *hole* in that amount of *kicks*, you will be given a *penalty* of one shot.

General Penalty; the penalty for a breach of a Rule in kick play is two kicks except when a rule says otherwise.

The Ball

It is not allowed to change the *ball* pressure during a round except between hole 9 and 10.

The Player

Time of Starting

The player must start at the time established by the *WFGA-representative*. We recommend the player to report to the registration point at least 15 minutes before his starting time to pick up his *score card*.

Recording Scores

On completion of the round the *marker* must sign the *score card* and hand it to the competitor, who have to sign the *score card* himself and return it to the *WFGA-representative* as soon as possible.

Undue Delay; Slow Play

The player must not unduly delay play. If a player or a *flight* plays slow and lose contact to groups in front of them or delays the *flight* behind, the *referee* can be contacted. The *referee* can decide to *put them on the clock*. In this situation, they have 40 seconds to play the kicks from the time they reach the *ball*.

Practice

Before or Between Rounds

On any day of a competition, a player may practice on the competition *course* before a round started or after a round is finished only if the *WFGA-representative* allows it. The player must not practice between tournament groups.

Advice

Advice is allowed if it doesn't delay the play. An advising person must always stay behind the players in the flight while they are playing the hole. Exception: Your partner in double is allowed to show where he wants the ball.

Teeing Ground

When a player is kicking a *ball* into play from the *teeing ground*, it must be played from within the *teeing ground*. A *ball* is inside the *teeing ground* when part of it lies inside the *teeing ground*.

Ball played as it lies

Improving Lie

A player must not improve the position or lie of his *ball* or his *line of play*. That means it is not allowed to move or bend anything growing or fixed thereby gaining the advantage of a better lie or *line of play*.

Building Stance

A player is entitled to place his feet firmly in taking his *stance* for the *kick* without breaking branches or the like.

Kicking the ball

A *kick* is forward movement of the foot with intention of kicking at and moving the *ball*. The *kick* may be done with any part of the foot, but must be a short touch of the *ball* (except when lifting or kicking/putting with the sole) and the *ball* cannot be guided by the foot. There is no penalty if you accidentally touch the ball without changing the balls position.

Ball at Rest Moved

- By another *ball* in motion, a fellow-competitor or an *outside agency*, the *moved ball* must be replaced without *penalty*.
- By the player or his equipment the ball must be replaced with one *penalty* kick. (Exceptions, see full rules)

Marking, Lifting and Placing

The position of a *ball* to be lifted must be marked by placing a ball-marker or a coin very precisely in the middle behind the *ball* in direction of play. The ball must be replaced by the player very precisely in front of the ball-marker. Marking, lifting and placing balls close to obstacles must be made together with the *marker* or fellow competitor.

Loose Impediments

Any *loose impediment* (such as loose branches and the like) may be removed without *penalty*. Except on the green, if the removal of a *loose impediment* by the player causes the *ball* to *move*, the player occurs one kick Penalty. When a *ball* is in motion, a *loose impediment* that might influence the movement of the *ball* must not be removed.

Out of bounds

A *ball* is *out of bounds* when all of it lies *out of bounds*. If a *ball* is *out of bounds*, the player must play a *ball*, under penalty of one kick, as nearly as possible at the spot from which the original *ball* was last played.

A *ball* is *out of bounds* when it ends up on another course or if the *ball* ends up behind the frontline of the *teeing ground* of the *course* being played

Kick and distance

At any time, a player may, under penalty of one kick, play a ball as nearly as possible at the spot from which the original ball was last played i.e., proceed under penalty of kick and distance

Obstacles

One-legged Obstacles

One-legged obstacles are marked by exactly one object as boarder (stick, stone or the like) and must be played around either on the left or the right side according to the *hole* description in the correct direction of play.

If the player *kicks* the *ball* on the wrong side of the obstacle, he must play the *ball* back on the same (wrong) side, which he has missed with his previous *kick*.

Two-legged Obstacles

Two-legged obstacles are marked by exactly two objects as boarders (sticks, stones or the like) and must be played as two one-legged obstacles in the correct direction of play.

Multiple-legged Obstacles (Closed Area Obstacles)

Multiple-legged obstacles create a closed area to play through the obstacle in the correct direction of play. If the player *kicks* the *ball* not through the obstacle (misses the obstacle), then the player may choose to play the *ball* back around or through the obstacle. Afterwards the *ball* must still pass one time fully through the obstacle in the correct direction of play.

Special Hole

The *WFGA-representative* has the right to classify a *hole* as a special hole. The maximum amount of kicks is then different. If you are not able to get the *ball* in *hole* in that amount of *kicks*, you will be given a *penalty* of one kick.



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Moreover, the player may proceed under kick and distance rule without any penalty. To get the free replacement of the *ball* you must mark your *ball* on the side before you shoot so you find exactly the same spot again.