

BRSC 2017 Adult FootGolf Tournament Rules Presented by Third Coast Soccer

Unlike many sports, FootGolf is played, for the most part, without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times.

Attire: Wear your best “traditional” golf attire with either turf shoes or sneakers (cleats are not permitted). A size 5 soccer ball can be brought by each participant or one will be provided by BRSC.

FootGolf Etiquette: FootGolf adheres to the same course etiquette as traditional golf.

Safety – Players should not play until the players in front are out of range. If a player plays a ball in a direction where there is a danger of hitting someone, he should immediately shout the warning “Fore.”

Consideration for Fellow Players – Players should always show consideration for other players on the course and should not disturb their play in any way (moving, talking, noise from electronic devices, standing close to them, etc.).

Care of the Course – It is important to take proper care of the course when playing. Avoid walking through sand traps if your ball is not in one and, if you have to play a ball out of a sand trap, make sure you smooth any impressions you have made. In addition, any divots, ball marks, or damage created from kicking on the fairway or greens should be repaired prior to the continuation of play. Players creating intentional damage to the course may be asked to leave.

Pace of Play – Players should play at a good pace and be ready when it is their team’s turn. As soon as players in front are out of range of a potential kick, then the next team may go. At no time should a group consist of more than four players. Also, the max number of shots per hole cannot exceed double par (i.e. a Par 3 hole can have a max of six shots).

General Tournament Information: To play FootGolf, participants use a size 5 soccer ball on a traditional golf course with 21-inch diameter cups. FootGolf uses golf’s basic model including tee boxes, greens, sand traps, hazards and 18 holes of play.

Tournament Start: The tournament will begin with a shotgun start, meaning each team will start at a different hole (some holes may have (2) teams starting). Players should be ready to play at least ten minutes prior to the tournament start time to make sure they get to their hole in time.

Note: When kicking, the ball must be played in a single movement. Your foot should be set separate from the ball, clearly behind, before each kick.

Scramble Tournament Rules: A scramble team will consist of four FootGolfers. Each FootGolfer will kick his or her soccer ball to begin each hole. The team will choose the best shot and from that spot each player will kick his or her second shot. This format will continue until completion of the hole and a single score is recorded. Note – A minimum of 3 tee shots must be selected from each player on the team.

Improving your lie in a scramble – Each participating team must mark the spot of each selected shot with some sort of object. At that time all members of the team may lift, clean and place their soccer ball according to the stipulation listed below.

- *Fairway* – The soccer ball must be placed within a three foot radius from the spot of the selected ball, no nearer the hole. When placed, the ball must remain in the fairway.
- *Rough* – The soccer ball must be placed within a three foot radius from the spot of the selected ball, no nearer the hole. The placement of the ball may improve the team's stance, swing and line of sight but must not be placed outside the three foot limit. When placed, the ball must remain in the same cut of rough that the selected ball came to rest in.
- *Sand Traps* – The soccer ball must be placed within a three foot radius from the spot of the selected ball no nearer the hole. The placement of the ball may improve the team's stance, swing and line of flight but must remain within the three foot limit and remain in the same sand trap that the selected ball came to rest in. Kicks in the sand trap must be taken in place (no running to kick it and no scooping). The trap may be raked before placement of the ball.
- *Water & Out of Bounds Hazards* – The soccer ball must be placed within six feet from the spot that the selected ball crossed into the hazard, no nearer the hole. The team must also add a one stroke penalty to their score.
- *FootGolf Putting Green* – The selected soccer ball must be placed within one foot from the spot of the selected ball no nearer the hole.

Scoring: Teams will keep track of their own score. At the completion of play all teams are to sign and attest their respective scorecards and turn them in to the Registration Tent.

Tie Breaking Policy: A "card-off" will determine the overall winner. The scores of two tied teams will be compared across the back 9 holes (holes 10 through 18). If a team scored better in their composite score across these nine holes, they win the tie breaker. If no winner is determined, then the final six holes (holes 13 through 18) will be analyzed, if still no winner, the last three holes will be analyzed (holes 16 through 18). Finally, the final hole, hole 18, will be analyzed if no winner is yet to be determined.