
FOOTGOLF

A sport where players kick a soccer ball into a cup in as few shots as possible. Play is most similar to traditional golf where each player takes turns striking their own ball.

ATTIRE & CONDUCT

- FootGolf Appropriate clothing – Shirts, shorts and soft sole cleats or tennis/running shoes will be worn at all times.
 - Tank top shirts prohibited on the course.
 - Cheering is encouraged, but please remain mindful of nearby players who may be focused on their next shot.
 - Players are expected to let faster groups play through (pass them) prior to the next tee upon request.
 - Maintain individual awareness at all times – where your next kick could potentially go and who is playing behind or near your group.
 - If there is a possibility any player will be struck by a shot, those aware should yell “fore” as a warning. If it is possible you will be struck, stand still and cover your head with your hands/arms.
 - If a ball enters a sand trap, play continues as normal, but please rake the sand smooth when exiting the trap.
 - If renting a golf cart, players must adhere to all driving rules for the day (ask at the pro shop).
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HOW TO PLAY

- Play each hole in the sequence defined by the scorecard (avoid crossing into adjacent holes).
- Up to 6 players in a group take turns kicking their ball from behind the tee area toward and into the hole marked with the checkered flag stick.
- Ball must always be motionless prior to each kick.
- A ball may be temporarily removed ("spotted") if in the direct line of another player's intended kick.
- Order for kick-off on first tee is the up to the group's discretion. After kick-off, the player farthest from the hole goes first. Subsequent hole kick-offs in order of low to high score from last hole played (lowest goes first).
- Do not kick a ball if on a traditional golf green, no strokes taken for a drop; however, ball cannot be closer to the hole.

SCORING

- Total number of kicks and penalties (if occurring) are recorded as the player's individual score for each hole. Lowest combined score on all holes played during the round wins.
- If the ball lands in a water hazard, the player has a choice: retrieve the ball and place it within 5 feet of where it entered the water or to kick again from the previous position. Both result in a one stroke penalty.
- If a ball lands out-of-bounds – (in an area where the next kick cannot be made safely) a one kick penalty can be used (as described for a water hazard).
- If sprinkler heads, cart paths or course signage interferes with a player's kicking motion, up to 5 feet of relief may be taken in any direction (move the ball).