

FootGolf Etiquette and Spirit of the Game

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, regardless of how competitive they may be.

This is the spirit of the game of both Golf & FootGolf.

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 a warning. The traditional word of warning in such a situation is "fore."

Consideration For Other Players

No Disturbance or Distraction

Players should always show consideration for other players on the course and should not disturb their play by moving, talking or making any unnecessary noise.

Players should ensure that any electronic device taken onto the course does not distract other players.

On the teeing ground, a players should not tee their balls until it is his turn to play.

Players should not stand close to or directly behind the ball, or directly behind the hole, when a player is about to play.

On the Putting Green

You are not allowed to touch the ball with the sole at anytime. Using the bottom of the foot is against the rules.

On the putting green, players should not stand on another player's line of putt or when he is making a stroke, cast a shadow over his line of putt.

Players should remain on or close to the putting green until all other players in the group have holed out.

Scoring

Stroke Play

In stroke play, a player who is acting as a marker (score keeper) should, if necessary, on the way to the next tee, check the score with the player concerned and record it.

Tournament Play

Depending on the course scoring will take place somewhat differently. Some courses will have a single card per golfer, one card per pair, or one for the entire foursome. No matter what the case each golfer will either be paired with another in the group, or confirmation will be made by all four golfers.

If single player, or paired scoring, the card will need two signatures on card, and in a foursome all four FootGolfers will need to sign off on the scores per hole. The totals will be added up by the tournament directors and/or staff. ***If a card is missing signatures the card will not be valid for tournament play and anyone on the card will be disqualified! ***

Pace of Play

Play at Good Pace and Keep Up

Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow. Players should play immediately when players in front are out of range of their shot. (Do not wait for them to be on/off green, unless you believe your shot will make it there)

It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group.

Tournament Play Pace of Play:

Shot Gun Start: Every hole starts with four FootGolfers, and everyone on the course begins at the same time. Keep pace so that the group ahead of you does not create a gap of another hole between yourselves and them. Wait if they are at the next tee box, and then tee off as soon as they are out of range of your driven ball.

Double Shot Gun Start: Every hole starts with 8 golfers. This is usually split between a foursome called "A" and one called "B". When the shot gun starts Group "A"

begins while group “B” waits until group “A” is out of range of their driven ball. As soon as group “A” is out of range group “B” then drives and pushes the pace behind group “A”. *(Never have a group of 8 all go together as it severely slows down the pace of play and the entire event can become a log jam)

Be Ready to Play

Players should be ready to play as soon as it is their turn to play. When the play of a hole has been completed, players should immediately leave the putting green.

Lost Ball

If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball. Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found. They should not search for five minutes before doing so. Having allowed the group behind to play through, they should not continue play until that group has passed and is out of range.

Care of the Course

Bunkers

Before leaving a bunker, players should carefully fill up and smooth over all holes and footprints made by them and any nearby made by others. If a rake is within reasonable proximity of the bunker, the rake should be used for this purpose.

Repair of Divots, Ball-Marks and Damage by Shoes

Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of a ball (whether or not made by the player himself). On completion of the hole by all players in the group, damage to the putting green caused by shoes should be repaired.

Preventing Unnecessary Damage

Players should avoid causing damage to the course by removing divots whether in anger or for any other reason. Players should ensure that no damage is done to the putting green when putting down the flagstick or otherwise.

In order to avoid damaging the hole, players and caddies should not stand too close to the hole and should take care during the handling of the flagstick and the removal of a ball from the hole.

The flagstick should be properly replaced in the hole before players leave the putting green.

Local notices regulating the movement of golf carts should be strictly observed.