FootGolf
BASIC RULES
by The American FootGolf League

1. FIFG and Local Rules Govern Play

2. Your ball must be easy to identify.

3. Review the scorecard and wait for your turn. Make sure your kick will not interfere with other players.

4. Play the ball from where it lies:
It’s not allowed to move the ball or remove permanent objects. (you are not allowed to break branches or pull plants)
Exception: You may mark the spot and lift the ball when it may obstruct the other players kick or ball in any way.

5. The ball must be played in a single movement.
Your foot should be set separate from the ball, clearly behind, before the kick.
Touching the ball with the bottom of your foot is not allowed at anytime.

6. Wait to play until the ball has completely come to rest.
(It is not legal to stop the ball from rolling with the wind.)

7. The player farthest from the hole, is the first to kick the ball.

8. Kick off your ball from a position behind the tee markers.
The order is established based on the score of the previous hole. The player with the best score will be the first to kick off on the next hole followed by the second, etc.

9. Water Hazard
If the ball lands in a water hazard, retrieve or replace it within 2 steps from the closest land point from where the ball entered the water, receiving one penalty point or you can place the ball at the position of the previous kick and receive one penalty point.

10. Cleaning the Ball
Only between the Holes may the ball be picked up and cleaned.

Note: Regardless of the distance the ball is from the hole, the hole must be completed. “Giving” to the opponent is not allowed.

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