



FOOTGOLF RULEBOOK

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2014

Foreword

These rules are a revised version of the first FootGolf World Cup Rules played in Budapest, Hungary in June 2012. All of the FIGF Member countries in November 2013 were invited to provide their opinion on the rules of play and a list of alternative options. The FIGF discussed each of these alternatives individually, reviewed and considered all the options and, in the cases where the majority agreed, changed the rules to suit.

In the cases where the alternative options were tied, the board discussed and made the final decision. Below is a list of the FIGF Member Countries involved in the process and their presidents:

Argentina – Javier de Ancizar
Australia – Leonardo Fernandez
Belgium – Pascal Daelman
Chile – Eduardo Piccolo
France – Romuald Pretot
Hungary – Gabor Gelencser
Italy – Leonardo Decaria
Mexico – Francisco Gonzalez
Holland – Maurits van Tubergen
Norway – Erik Foss
Panama - Alejandro Pouiller
Puerto Rico – Fabian Fernandez
Portugal – Marie Odile Coudert
South Africa – Arthur Batista
Spain – Juan Manuel Asensi
United Kingdom – Mike O’Connor
United States – Laura Balestrini

The rules are divided into sections and each section has a series of items that may be a situation of the game. Though it seems that the rules repeat they are relative to what you would do if in that situation. When reading the rules you should look for the titled section and then the rule for your situation



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Footgolf

The main goal of FootGolf is to get a ball – the circumference of which is not less than 68 cm and not more than 70 cm, and at the beginning of the match its weight is not more than 450 g and not less than 410 g – with the lowest possible number of kicks from the flat area marked as the place for the teeing ground – according to the rules of FootGolf – into a hole placed in at least a fifty meter area and with a diameter of 50 - 53 cm and depth of 30-40 cm.

The player is responsible for ensuring that he/she has a proper knowledge of the rules of the game and for the proper interpretation and use of definitions and expressions used in Golf and FootGolf.

Committee

The 'Committee' is the committee which controls the competition, or – in case there is no question raised during the competition – the committee which controls the FootGolf course.

Referee

The 'Referee' is the person designated by the Committee to decide about questions of fact and to validate and implement the Rules. He has to act against any perceived breaking of a rule that was reported to him. The referee shall not handle the flagpole, stay at the hole, raise the ball or mark its place nor shall he sign where its place is.

Competitor

The "Competitor" is the player who takes part at a stroke-play competition. The "Competitor mate" is any person with whom the player plays. Neither of them is the player mate of the other. In the stroke-play foursome and four-ball competitions, where the competition rules allow it, the word "Competitor" or "Competitor mate" means also the player mate of a person.

Partner

The "Partner" is another player belonging to the same party. In threesome, foursome, best-ball or four-ball games, where the context allows it, the word "Partner" may also mean the player mate(s) of the given person.

Marker

The "Marker" is the person authorized by the Committee to mark the scores of the player in stroke plays. It may be the player mate, too. The marker cannot be a referee.



1. The game

1-1. General

The FootGolf game means getting the ball by using one's feet (kicking), from the tee box by a kick or several consecutive kicks into the hole, according to the rules.

1-2. Influencing the Ball

The player shall not do anything in order to influence the situation or movement of a ball, except for the cases if he does it under the valid rules. This can mean the removal of loose obstacles or movable barricades.

PENALTY FOR BREAKING RULE 1-2.: Match play – losing of a section; Stroke play – one or two kicks. In case of a heavy breach of rule 1-2., the Committee may exclude the player from the game. Note: the breach of a rule made by the player shall be regarded as heavy if, according to the Committee he or another player has gained a significant advantage by his act influencing the situation or movement of the ball; or another player, except from his own partner, suffered a serious disadvantage.

1-3. Agreement on an invalid game

The players cannot agree on excluding the validity of any rule, or not taking into consideration any of the issued penalties. If the player is not willing to fulfill a rule, which concerns the rights of the other player, he can be disqualified from the competition.

PENALTY FOR BREAKING RULE 1-3.:

Match play – disqualification of both player parties; Stroke play – disqualification of the concerned players.

1-4. Issues not stipulated in the rules

In case any disputable affair is not covered by the rules, the decision should be brought in the spirit of fairness.

2. Stroke play

2-1. General: the winner

A stroke play competition means that the players finish every section of a prescribed round or rounds, and in connection with every single round they give back their score-cards, on which the gross values of all sections are indicated. In the competition all players are playing against all other players. That player becomes the winner who plays the prescribed round or rounds with the lowest number of kicks. In the handicapped competition that player becomes the winner who obtains the lowest net result in the prescribed round or rounds.

2-2. Unfinished Section

If a player, in any of the sections, does not roll his ball into the hole and does not correct his mistake before kicking from the next teeing ground, or – in case of the last section – before leaving the green, he shall be excluded from the competition.

2-3. General penalty

A penalty for breaking a rule in a stroke play: two kicks, except for cases where it is regulated otherwise.

3. Match play

3-1. General

During a match one of the parties' plays against the other party in a determined round, if not regulated otherwise by the Committee. In the match play the game is played based on sections. Apart from the situation where the rules regulate the case otherwise, that party wins the section who managed to get its ball into the hole with the lower number of kicks. In a handicapped match the lower net score means the winning of the given section. The assessment of the status of the match is done with the following expressions: this much section advantage ("holes up"), or equal ("all square") or this many sections left ("to play"). The player party is declared "dormie" if he is leading in the game with a number of sections equaling to the number of remaining sections.

3-2. Halved section

A section is halved if all parties get the ball into the hole with the same number of kicks. When the player rolls a ball into the hole and its opponent has one kick left for halving, and in case the player receives a subsequent penalty, the section shall be regarded as halved.

3-3. Winner of the match

The match is regarded won if one of the parties is leading with a higher number of sections than the number of remained sections in the game. If there is a dead heat, the Committee may increase the prescribed round with such a number of sections which is necessary for winning the game.

3-4. Allowing a match, section or the next kick

The player may allow to concede a hole at any time before starting or finishing the concerned hole. The player may allow a section at any time before starting or finishing the concerned section. The player may allow the next kick of his opponent, provided that the ball of his opponent is not in movement. The opponent shall be regarded as having hit the hole with the next kick and the ball can be moved by any of the playing parties. The allowance cannot be rejected or withdrawn.

3-5. Doubts concerning the procedure to be followed; disputes and protests

In case during the match play a doubt or dispute arises between the players, the player may initiate a protest. If it is not possible to find a person within a reasonable time with a proper authorization made by the Committee, the players have to continue with the game without any further delay. The Committee may take into consideration the protest only if the player submitting the protest informs his opponent about (i) the fact that he has submitted a protest, (ii) the facts of the situation and (iii) his intention to receive a decision in the issue. The protest has to be submitted before any of the players would continue the game from the next kicking place, or – if it is the last section of the match – before any of the players would leave the green. The Committee may not take into consideration any protest made later on, except for the case if the given protest relies on such facts which previously had not been known for the player initiating the protest, and this latter person has been misinformed by his opponent. If the result scores of the match have already been officially published, the Committee may not take into consideration any subsequent protests, except for cases where the Committee reveals proofs that the opponent party has deliberately provided incorrect information.

3-6. General penalty

A penalty for breaking a rule in a match play involves loss of a section, except for cases where it is prescribed otherwise.



4. Handicap

a. Stroke play

In any rounds of the handicapped competition the player has to ensure that his handicap is marked on his scorecard, before it is returned to the Committee. If on his scorecard, before returning it (6-6b rule) the handicap has not been indicated or the indicated handicap is higher than he is entitled to, and this influences the number of received kicks, he is going to be disqualified from the handicapped competition; otherwise the result is valid.

Note: it is the responsibility of the player to know those sections by which he is going to give or receive handicapped kicks.

b. Match play

In the handicapped competition, before starting the match the players have to determine the types of handicaps they have against each other. In case a player starts a match reporting higher handicap than he is authorized to, and this influences the number of given or received kicks, he is going to be disqualified from the competition; otherwise the player shall be obliged to play with the reported handicap.

5. Starting time and Groups

5.1 Starting time and Groups a. Starting Time

The player shall be obliged to start in the time determined by the Committee.

b. Groups

In a Stroke play and Match play the player has to stay during the whole round in the group which has been assigned for him by the Committee, except when the Committee allows or approves a change.

PENALTY FOR BREAKING RULE 5.1.: In FIGF play; disqualification unless Committee sees a valid reason for being late (see note), Committee may let player start if within 15 minutes of start time. At other Tournaments the local rule will apply.

Note: if the player appears at the starting place within 15 minutes after the starting time, ready for the game, and there are circumstances which would constitute a reason for ignoring the exclusion, the Committee may ensure in the conditions of the Competition that the penalty for failing to fulfil the starting time be loss of the first section instead of exclusion in match play, and two kicks in the first section in stroke play.

6. Other rules

6.1. Counting of results in stroke play

a. Marking the result

After each single section the marker shall check and mark the result together with the other players. After finishing the round the marker has to sign the score-card and he has to hand it over to the players to sign the score-card. If there are more than one markers marking the results, every one of them has to sign that part for which he is responsible.

b. Signing and returning of score-cards

After finishing the round the player has to check all of his results scored at all of the sections and any disputable issues shall be resolved with the Committee. Player has to check that the marker or markers have signed the card, he then has to sign it too, and return it to the Committee as soon as possible.

PENALTY FOR BREAKING RULE 6-1b: Disqualification.

c. Modifying the card

After the player has returned the card to the Committee, no modifications shall be made on it.

d. Faulty section results

The player shall be responsible for ensuring that the results marked on his score-card after every section are correct. If he marks a lower number of kicks than actual at any of the sections, he will be excluded from the competition. If he marks a higher number of kicks than actual at any sections, the result indicated in the returned card shall count.

1. Note: the adding up of the results and the application of handicaps marked on the card is the task of the Committee.

6.2. Playing for time; slow game

The player has to play without playing for time, and he has to be in accordance with any guideline in connection with the pace of the game, set forth by the Committee. Between finishing a section and starting a new section from the next kicking place, the player shall not cause unreasonable delays to the game.

PENALTY FOR BREAKING RULE 6-2:

- 1) Match play - losing a section; Stroke play – two kicks
- 2) After a repeated breaking of the rule – Disqualification.

1. Note: if the player causes unreasonable delays to the game between two sections, he delays the game of the next section in turn – the penalty will relate to that section.

2. Note: in order to prevent a slow game the Committee may determine in the conditions of the competition the expectations in connection with the pace of the game, including the period of time allowed for finishing a prescribed round, a section or a kick.

Exclusively in stroke play the Committee may modify the penalty for breaking the concerned rule in this case, according to the following:

- 1) First breaking of the rule – one kicks
- 2) Second breaking of the rule – two kicks.
- 3) Repeated breaking of the rule – disqualification.

6-3. Interruption of the game; continuing the game a. If it is allowed

The player shall not interrupt the game, except for cases where:

- 1) The Committee has suspended the game.
- 2) He thinks that he is in a danger of being struck by lightning.
- 3) He is waiting for the Committee to bring a decision in a doubted or disputable issue.
- 4) There is any other serious reason occurred, such as a sudden indisposition.

The unfavorable weather alone does not constitute a reason for interrupting the game. If the player interrupts the game without the special permission of the Committee, he has to report it to the Committee, as soon as possible. If he acts in a way like this, and the Committee accepts his reasons, no penalty will be issued. Otherwise the player will be excluded.

An exception in match play: for those players who interrupt the game with mutual agreement, the exclusion is not relevant, except for the case where by way of their activities they cause a delay to the competition.



Note: leaving the court does not mean the interruption of the game.

b. Procedure when the Committee suspends the game

When the Committee suspends the game and the players in the match or group are between two sections, they shall not continue the game till the Committee orders the continuing of the game. If they have already started playing a new section, they can interrupt the game immediately, or they can continue playing the section, provided that this can be done without any delays. If the players decide to continue with playing the section, they may interrupt the game, before they finish the section. If the Committee orders to continue with the competition, the players shall be obliged to continue the game.

PENALTY FOR BREAKING RULE 6-3b: Disqualification.

Note: the Committee may give an instruction in the conditions of the competition to interrupt the game immediately in potentially dangerous situations, immediately after the Committee has suspended the game. If the player does not interrupt the game immediately, he will be excluded from the competition, except for the case where the circumstances constitute a reason for not issuing a penalty.

c. Raising the ball during the interruption of the game

When the player interrupts the game under the rule 6-3a, he may raise the ball without penalties only if the Committee has suspended the game or if he has a serious reason for doing so. Before he raises the ball, he has to mark its place. If the player interrupts the game with the special permission of the Committee and raises the ball, when he reports the case to the Committee, at the same time he has to report the raising of the ball, as well. If the player raises the ball without any serious reason, and before raising it he does not mark the place of the ball, or he does not report the raising of the ball, he will be issued a penalty kick.

d. Procedure by continuing the game

The game has to be continued from the hole where it had been suspended, even if the restart of the game happens on the day after. All players must continue their play from the hole that the game was interrupted from. They must tee off again and count again the strokes to play that hole through competition.

PENALTY FOR BREAKING RULE 6-3c or d: Match play – losing a section; Stroke play – two kicks. If the player suffers a general penalty for breaking the rule 6-3d, under the rule 6-3c there are no further penalties.

7. Basics

BASIC PENALTY

Stroke play:

2 kicks

Match play:

loss of section

Stroke play and match play

In general, the same rules apply in case of both the match play and stroke play. However, while in stroke play the basic penalty for breaking a rule is 2 kicks, in match play the player loses the section immediately.

The differing rules of the match play can be found in the book printed with grey italics.

8. The Course

The “Course” means the whole area within any borders determined by the Committee. The Official FootGolf Course is a regulation Golf Course consisting of 9 or 18 sections with modified cups and yardage adjusted to accommodate a FootGolfer or an officially built FootGolf Course, built under the same principles as a Golf Course where their length may exceed even 7000 meters. Each section is paired with a number (par) which indicates the possible number of kicks an excellent FootGolf player would need to get the ball into the hole. Pars must be no less than 3 and no more than 5 per section. Course pars must be no less than 54 and not more than 74 for an 18 hole course. In international competitions, total par will be 72. A training course can consist of less sections.

a. Determination of borders and edges

The Committee has to determine exactly the following:

- The pars for each hole (3, 4, or 5) with no par being over 5.
- The par for the course, with no par being over 74 (no par over 72 for international competitions).
- The course and the parts beyond the borders
- The edges of the water obstacles and side water obstacles.
- The areas under renovation.
- The barricades and organic parts of the course.

b. New holes

In case a damaged hole cannot be repaired in a way to meet the prescriptions, the Committee may establish a new hole at a similar place.

c. Training course

If beyond the area of the competition court there is no training court available, the Committee – if it is possible – has to indicate an area where the players have the opportunity to have training on any day of the competition. On a practice day the Committee can allow the players to play on the competition court. On the days during a stroke play competition, the Committee shall not allow the training on the green/to the green or from the tee, of the competition course. Players may only walk the course without their ball.



d. Unplayable course

In case the Committee or its authorized representative thinks that due to any reasons the course is not in a playable status, or there are such circumstances which make the proper procedure of the match impossible, it may order both in match play and in stroke play the temporary suspension of the game or, in case of a stroke play it may declare the game invalid and as if it has not occurred, it may cancel all results of the round in questions. When a round becomes cancelled, the penalties issued in that round become cancelled too.

9. The ball

9-1. General

The ball used by the player shall be the same with the official football of size 5, determined by FIGF (Federation for International FootGolf), the circumference and weight of which is not more or less than 68-70 cm and 410-450 g.

It is the responsibility of the player to play with the appropriate ball. Every player shall mark his ball so it is easily identified as that person's ball.

9-2. Ball inappropriate for the game

The ball is inappropriate for the game if it is obviously torn, open, damaged in other ways or it has a strange form. It shall not be regarded as inappropriate for the game if it only has some dirt, mud or any other material, its surface is scratched or its painting is damaged or has changed its color.

If the player has a reason for believing that during the game taking place in the played section, his ball has become inappropriate for the game, he may raise the ball without any penalty, in order to decide whether it is really inappropriate for the game or not.

Before raising the ball, the player shall be obliged to report his intention in case of a match play to its opponent, and in stroke play to its marker or partner, and he has to mark the place of the ball. After that he may raise and examine it, provided that he provides his opponent, marker or partner a possibility to examine the ball and to observe the raising and the replacement of the ball. A raised ball shall not be cleaned.

If the player fails to fulfil this procedure or any of its parts, or if he raises the ball without having any reason to believe that it has become inappropriate for the game during playing the current section, he will be issued a penalty kick.

If it is found that during the game in the played section the ball has become inappropriate for the game, the player may replace it with another ball, placing it to the same place where the original ball was raised. Otherwise the original ball has to be placed back. If the player replaces a ball when it is not permitted, and makes a kick with this incorrect replacement ball, he will be issued the general penalty for breaking the rule.

If, as a result of a kick the ball becomes punctured, the kick will be cancelled and the player will have to play another ball, without any penalty, from the place which is the nearest to the point from where the original ball has been played.

PENALTY FOR BREAKING RULE: Match play – losing a section; stroke play – two kicks. If a player receives the general penalty for breaking the rule, he shall not be issued further penalties according to this rule.

Note: If the opponent, marker or partner would like to discuss the protest due to inappropriateness, they have to do it before the player plays another ball.

10. Hole

Diameter of the “hole” has to be 50-53 cm, and its depth shall be at least 30 cm. Hole must be lined with a cup.

Ball in the hole and allowance



The basic principle is to get that ball into the hole, which we brought into the game at the teeing ground; otherwise the player can be disqualified. A ball can be exchanged only between two sections (except for

the cases, of course, where it got lost or got into a water hazard, etc.). The giving up of a section, without getting the ball into the hole, is allowed only in case of certain game forms (e.g. Stableford).

The player, after getting the ball into the hole always shall be obliged to take out his ball from the hole, in order not to disturb the process of the further game, and if the player fails to do this and the ball of his partner pops out from the hole, the ball will be considered holed and the offending player will receive one penalty stroke.

The ball is regarded to be in the “hole”, when it is in a rest in the circumference of the hole, and it is lying with its full scope under the level of the holes edge.

MATCH PLAY: The player may allow to its opponent that kick, by which he could get his ball into the hole. The allowed kicks cannot be refused, neither withdrawn. The result of the section will not be influenced if the player, for whom the hole has been allowed, still plays it.

Suspension of the game, thunder



If the game has been suspended by a warning signal (e.g. by a bagpipe), you have to suspend the game, raise the ball and replay the hole when the

game can continue. It is allowed to finish a started section if all players agree. (One does not have to wait for the official suspension of the game, if they feel the situation



dangerous!) If the players suspend the game without a serious reason, for instance, it is heavily raining, they become disqualified.

Training on the course



The training is not permitted on the competition court on the day of the competition, no matter whether before or during the round (neither is it allowed between the rounds, when it is a several days long competition).

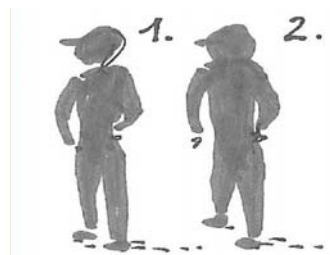
11. The Teeing Ground

Preparations



- Let's mark our ball with a water-resistant marker pen or a sticker, to ensure its identification.
- Players has to check their handicap on the score-card and they have to exchange the score-cards with their partner.
- Players have to read carefully the Local Rules.
- Players should warm up thoroughly (in order to avoid injuries).

Right to start, order of the game



At the first teeing place the order of the game is decided with a decision by the players. At the subsequent teeing places that player that won the last hole should start,

followed by the next lowest score of each player, if there is a tie the one who started the previous hole is the one who starts the next one.

MATCH PLAY: That player is going to have the right to start who won the previous section.

Game out of the order

If the player kicks out of the order, the kick will be invalid

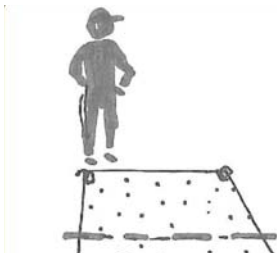


and the player will be receive a one stroke penalty. If the players have agreed on a game out of the order, in order to ensure that one of them gets an advantage,

they will be punished by a disqualification.

MATCH PLAY: The players will lose the hole.

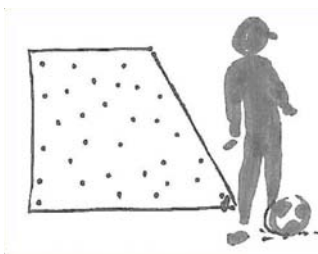
At The Teeing Ground



The “teeing ground” is the starting place of the section to be played. It is a rectangular area, the depth of which is two meters long and its front and sides are marked by

the outer edges of the two tee-markers. The ball has to be placed within this area; however, the player may stay out of this area. A ball is out of the teeing ground when it is lying out of it with its full scope.

Game from outside of the teeing ground



If the player plays his ball from outside the teeing ground, the kick will not count and the player will receive 1 penalty kick. After that, the player has to repeat the kick from

inside the teeing ground (3rd kick). In case the player does not correct his invalid kick, he will be disqualified.

MATCH PLAY: There is no penalty; however the opponent may claim immediately, the player to nullify his kick and to repeat it.

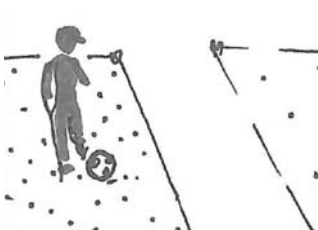
Game from a wrong teeing ground



If a player is playing from a wrong teeing ground (even if it is backward further and by the invalid kick he does not obtain any advantage), the same rule shall apply, as if he

played from outside of the teeing ground (see in that part).

Kicks



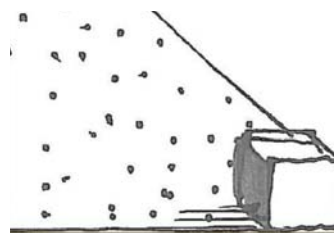
In FootGolf the starting kick can be made only from the ground, and the concerned player may make a kick-off with either his left or right foot.

Types of kicks:

- top of foot kick
- toe kick back of foot kick
- external side
- internal side

Each of the above listed kicking types is allowed during the game. It is not allowed to touch, tap or roll the ball with the bottom of your foot. A kick is one motion with the foot never resting against or on the ball. Every movement of the ball is counted as 1 kick, meaning 1 score.

Tee-markers



Before the kick the tee (buoy) – markers count as immovable artificial objects and it is prohibited to move them (2 penalty kicks). However, they count after the kick as a

movable barricade and can be moved without any penalty.

Relief



On the teeing ground we can even the ground and adjust the grass. Any unsecured objects (whether natural or artificial, except for the tee – markers),

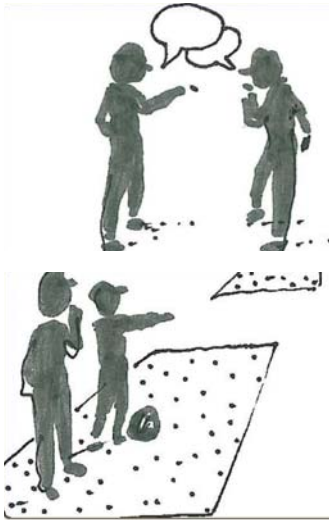
disturbing the game in any way, may be removed without any penalty. It is not allowed to break any moveable or immovable objects. If you break an immovable object you receive a 1 stroke penalty.

Faulty kick



All deliberate kicks shall count even if we do not hit the ball by chance. After a faulty kick the ball remains in the play and we cannot touch it.

Advice and the line of play Advice



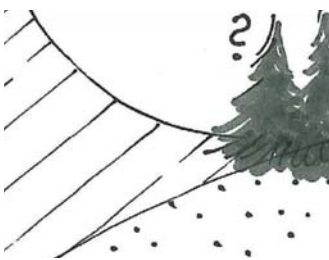
An “Advice” is any information or suggestion, which may influence the player in his game or his way of kicking. The information concerning the rules or distances, or information of public interest, such as the situation of barriers or the flagpole on the green, shall be an advice. The players may discuss with each other the distances,

the situation of barriers or the area outside of the border, the position of the flag, the rules and other general circumstances. If we cannot see the green from the teeing grounds, we may ask somebody to show its position. The player who gives an advice without requesting it, will not receive any penalty. But if a player gives incorrect information he will be penalized 1 shot.

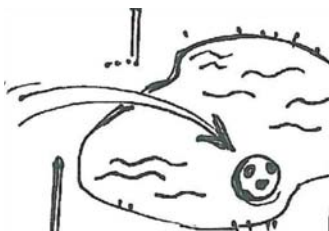
PROVISIONAL AND LOST BALL

Provisional Ball

A “Provisional ball” is a ball, which is played instead of that one which may have been lost outside of the water hazard, or may be on an area outside of the border.



Lost Ball



A ball shall be regarded as “lost” if:

- it was not found, or was not identified as the own ball of the player, five minutes after the player/parties have started to search for it;
- or

- the player has made a kick with a provisional ball from the place, where the original ball probably can be found, or from a point which is closer to the hole than the above mentioned place; or
- the player has brought another ball into the game besides the penalties of kick and distance; or
- the player has brought another ball into the game, because it can be known, or practically he can be sure that the ball, which could not be found, had been moved by an external factor, is in a barricade, under abnormal ground conditions, or is in a water hazard; or
- the player has made a kick with a replacement ball. The game period filled with the wrong ball shall not be counted into the five-minutes-period allowed for the search.

If a ball may have been lost, or may have got out of the border, substitute another ball at the place of loss but not closer to the hole. We have to report that the next ball is “temporary”, and continue playing until we reach the place where the original ball is probably lying. (After that player can continue with the game according to the description under the chapter “Outside of the border and provisional ball”.) If player does not report clearly that the new ball is provisional, then if the ball got into a water hazard, he cannot play a provisional ball and ye must continue to play the replacement ball when his ball is found.

Cleaning the Ball

Player can clean the ball only between holes.

12. Game Space (fairway, rough)

Definition

Fairway: the route leading to the hole.

- Fairway
- Semi-rough
- Rough
- Other Teeing

Ground

- Other Green

Semi-rough: the edge: it is located outside of the edge, it is the edge of the fairway, a grass cut in the height of 40-50 mm. The edge surrounds the teeing grounds, the court, furthermore, also the greens.

Rough: it is found outside of the edge, surrounding the court section, an area with grass cut to high (>10 cm) or uncut, respectively any ground or group of plants.

Other teeing ground: any other teeing ground, which is lying outside of the played section

Other green: any other green, which is lying outside of the played section

The “**game space**” means all fairways, semi-roughs, roughs and areas in front of the green and all teeing grounds and greens, even if it does not belong to the actually played hole. If player is on another area of the court (teeing ground, bunker, water, area outside of the border, green) let’s read the relevant chapter.

Balls lying close to each other



In case two balls are lying so close to each other that they disturb each other, after marking one of them player can raise it and after playing the second one will have to place it back.

Right to start (Honor)

The player, who has to play as the first from the teeing ground, is said to be having the “honor”.

Line of Play



The “line of play” is the direction to which – according to the intention of the player – the ball is supposed to advance after the kick, plus a reasonable distance on

both sides of the intended direction. The direction of the line of play is vertically upward from the ground, but it does not go further from the hole.

Forms of Match Play

- Single (individual game): it is a match, in which one player is playing against another one.
- Threesome (three-person-match): it is a match, in which one player is playing against two other players and both playing parties are using one single ball.
- Foursome (four-person-match): a match where two players are playing against two other players and both parties are using one single ball.
- Three-ball (three-ball-match): here three players are playing against each other, and everyone is playing with his own ball. All players are playing two different matches.
- Best-ball (match with the best ball): it is a match, in which the player is playing against better balls of two other players, or the best ball of three other players.
- Four-ball (four-ball-match): in this match two players are playing with their better balls against the better balls of two other players.

Forms of Stroke Play

- Single (one-party): it is a match in which every player is playing individually.
- Foursome (four-person-match): it is a match, in which two and two players are playing as partners, and they play one ball.
- Four-ball (match with four balls): it is a match in which two players are playing as partners, and everyone plays with his own ball. The lower result of the partners will be the result on the given section. If one of the partners did not manage to finish the section, he will not receive any penalties.

Identification of the ball



If player cannot tell whether the ball they have found belongs to him or to somebody else, he can mark it and raise it to identify it. Before doing so, player shall be obliged to inform another player about it, and to make it

possible for him to observe the process, otherwise they will receive 1 penalty kick. If it is necessary, he can clean the ball, but only to the extent which is necessary for the identification. After that the ball shall be placed back to the same place from where it was raised.



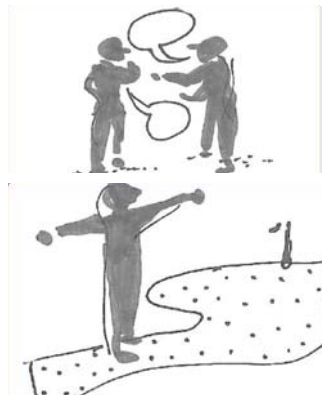
The ball makes a movement during the search

If, by chance, player moved his own ball during the search, they will receive 1 penalty

kick and they shall be obliged to place back the ball (if it happens, according to the definition of search, under abnormal ground conditions, or in an artificial object, barricade, there is no penalty). If they do not place back the ball, and are playing from a wrong place and is going to receive 2 penalty kicks. If a partner moves the ball, it again has to be placed back, but this time there is no penalty.

Advice and the line of play

Player can discuss the distances, the barriers, or the situation of the area outside of the border, the position of the flag, the



rules and other general facts. If he cannot see the flag, he can ask somebody to indicate the line of play. (If any signs have been placed on the line of play, it has to be removed, or the one who indicates the line of play, has to leave it before carrying out the kick.)

Nothing shall be broken or moved from the route



The ball shall be played in the situation player found it. Before making the kick, it is forbidden to break anything which is growing or is fixed, in order to create a better situation for ones ball, his position or kicking,

or for the line of play (1 penalty kick). Player is going to receive 1 penalty kick also when player breaks something during the training kick, this way getting into a more favorable situation for the kick.

Loose natural materials



Tree leaves, twigs, stones, cut grass or other natural materials can be removed without any penalty. If the ball makes a movement,

player receives 1 penalty and he has to put the ball back. Note: sand and loose ground can be removed only on the green; it cannot be removed on other places on the fairway rough or bunker. (2 penalty kicks).

Movable artificial objects



Glasses, boxes, marks, poles (yellow, red, blue) or other artificial objects, that means barricades, can be moved without any penalty. If during

this the ball makes a movement, player can place it back without any penalty. The ball can be moved also if it is laying in or on the object. In this case, after moving the barricade the ball has to be placed back to its original place. Note: he can never move the poles indicating the area outside of the border (1 penalty kicks).

Meaning of poles or painted lines indicating the border:

White – area outside of the border

Red – side water hazard

Yellow – water hazard

Blue – area under renovation, it is forbidden to enter and search for a ball

Not movable artificial objects



If the roads and paths with artificial surface or other fixed, artificial objects, i.e. barricades disturb the situation of the ball, the position, or the kick, relief is received without any penalty (but not in the case if it disturbs only the line

of play!) For using the relief he has to determine the nearest point where he can take up the position and he can kick without the disturbing effect of the barricade, and subsequently he can place the ball within a distance of one step from this point.

Important: it may happen that the nearest point of the relief is situated in a bush, in the rough or on a slope. In this case he may end up playing with the ball as it is lying. We will not receive any relief from the objects indicating the area outside of the border. Besides all these, the Local Rules may declare certain objects as a part of the court, and in this case there will not be any reliefs.

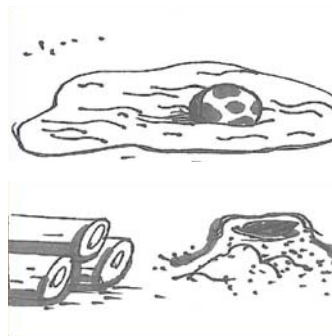
ABNORMAL GROUND CONDITIONS

Ground Under Repair



A "ground under repair" can be any part of the course declared as such by the Committee, or

declared as such by the authorized representative. Within the ground under repair any ground and grass,



bush, tree or other plant constitutes a part of the ground under renovation. Here belongs all the material collected for transportation, and the hole dug by the court master, even if it is not specially marked.

The cut grass left on the court and other material not intended to be taken away, does not count as a ground under renovation, if not otherwise marked. If the border of the ground under renovation is marked by poles, the poles shall be regarded as a part of the ground under renovation and the edges of the ground under renovation are determined by the nearest external points of the poles located at the ground level. When for the determination of the ground under renovation both poles and lines are used, the poles are to determine the ground under renovation, whilst the lines indicate its edges. When the edges of the ground under renovation are indicated by a line on the ground, the line itself is within the ground under renovation. The edges of the ground under renovation are lying vertically downward, but not upward. The ball is on the ground under renovation, when it is lying in it or any part of the ball touches the ground. Poles bordering the ground under renovation are regarded as barricades. Note: the Committee may bring such a local rule that prohibits the game from the ground under renovation, or an environment-sensitive area declared as ground under renovation. Player searches for the nearest point to the ball where neither the ball, nor out position will not be on the area in question, and then player puts the ball within a distance of 1 step from this point.

Unplayable ball



In case the ball is in an especially bad situation, it is better to declare it as unplayable. The player may freely decide about this and it is not necessary to have it approved by his marker. In this case there are 3 possibilities to drop the ball, with 1 penalty kick per case.

Player:

1. can place it within a distance of 2 steps from the ball, 1 penalty kick.
2. can place it backward on the line linking the hole with the ball, behind the ball, 1 penalty kick.
3. can place it to the place of the previous kick, 1 penalty kick.

In case the ball rolls back to an unplayable situation after replacing it, or it gets again into a bad situation due to any reason, we cannot do anything. Either player is going to play it as it is lying or he has to declare it unplayable again, by receiving another penalty kick.

Wrong Ball



A “wrong ball” is any ball not belonging to the player, such as:

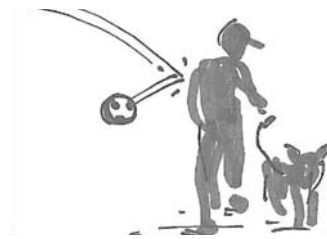
- ball in the game;
- provisional ball; or
- ball of another player;
- an abandoned ball; or
- the original ball of the player, when it is already out of competition.

Note: A ball in the game means also the ball by which during the game the original ball had been replaced, no matter whether the replacement was allowed or not.

If player is playing a wrong ball, the kick will not count, but he is going to receive 2 penalty kicks. Player has to go back and play the original ball (he has to place back the wrong ball). If he cannot find the original ball, player has to go back to the place from where player played it for the last time and by receiving 1 more penalty kick, they have to drop another ball. If player finished the section with the wrong ball and did not correct the mistake, the penalty will be the disqualification.

THE BALL HITS AN EXTERNAL FACTOR External factor (Outside Agency)

In Match play player regards as an outside agency any factor which is not the player, neither the other party, nor the ball of any of the parties played on that section, nor



the equipment of any of them.

In stroke play we regard as an outside agency any factor which is not the partner, the half of the competitor, not the

ball played by the party on the current section, or not the equipment of the party. We regard as an outside agency the referee, the marker, and the observer. Neither the wind, nor the water can be regarded as an outside agency.

If the ball hits a pylon, a tree, a spectator, an animal, another ball or any other outside agency, we will not receive any penalty, but we have to play the ball as it is lying.

MATCH PLAY: If the ball hits the opponent or his equipment, they will not receive any penalty. We can continue with the game as the ball is lying.

The ball hits the player or its equipment



If we hit ourselves or our equipment (bag, cart, etc.), we will receive 1 penalty and we have to play the ball as it is lying.

Ball in rest moved by an outside agency



In case a ball in rest is moved by an outside agency (spectator, animal, partner, other ball, etc.), without any penalty we have to place it back. If the ball has

been raised and taken away, we are authorized to place another ball to the same place without any penalty, from where it had been taken away.

MATCH PLAY: In case our ball has been moved by the opponent during search, there is no penalty. If it did not happen during a search, the opponent will receive 1 penalty kick. The ball has to be replaced.

Lost ball



If player cannot find the ball within 5 minutes of searching time, or player cannot be sure about identifying it as his (e.g. we

find two similar balls or we cannot remember the brand and number of the ball played by us), then the ball counts as lost. Player receives 1 penalty kick and he has to place a ball on the place of the previous kick.

13. In the bunker

Bunker

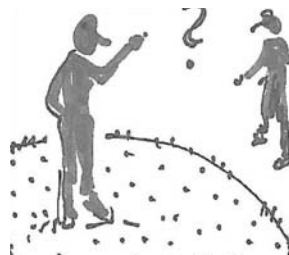
The “bunker” is a barrier from an artificially created ground, it is often a cavity, from which the grass or the ground has been removed and has been replaced by sand or something similar. The grassy area in the bunker or bordering with it, including the cumulated turf surface (either grassy or ground), shall not be counted as a part of the bunker. The wall or edge of the bunker, not covered by grass, shall be regarded as a part of the bunker. The edge of the bunker goes vertically downward, but not upward. The ball is in the bunker when it is lying in it or any part of the ball is in touch with it.

Borders



The ball shall be regarded as being in the bunker if it is in touch with the grass in it. A grassy island does not constitute the part of the bunker.

Identification of the ball



If player cannot decide whether the ball he found belongs to him or not, he can mark it and raise it to identify it. Before doing so, he shall be obliged to inform about this another player and make him possible to observe this; otherwise he will receive 1 penalty kick. Afterwards the ball has to be placed back exactly to the same place from where he

raised it, and the original position of the ball has to be recreated to the biggest possible extent (e.g. arranging the sand, or cover the ball, if it is necessary).

Balls disturbing each other

In case two balls are so close to each other that they are disturbing each other, one of them can be marked and

raised, and after having kicked the other one, it can be placed back. The original position of the ball has to be recreated to the biggest possible extent (e.g. arranging the sand, or cover the ball, if it is necessary).

Movable artificial objects

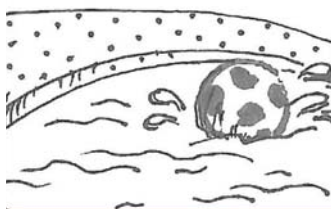


In case the ball is lying within abnormal ground conditions (e.g. in a puddle, ground under renovation), or if he has to take up our position

within that, he can receive a relief.

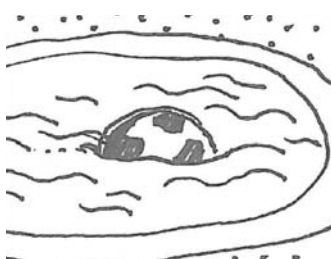
- Without any penalty, he can move it in the bunker, within a (1-step) distance from that nearer point, where there is not a disturbing effect, or it can be eliminated to the most extent.
- While receiving 1 penalty kick, he can move it outside of the bunker, in the backward lengthened line of the hole and the ball

Bunker fully covered with water



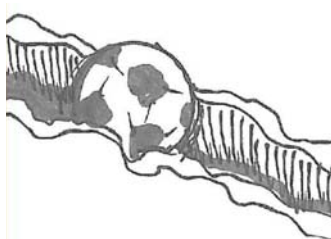
In case the bunker is wholly under water, and he cannot kick it from the bunker, then player may take a drop with no penalty.

Old footprint, covered ball



If the ball is in such a bad situation that is not even included directly in the rules, we cannot do anything. We have to play the ball as it is, except when it is declared unplayable (1 penalty kick, see below).

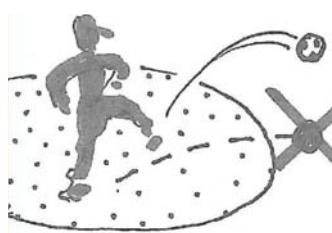
Unplayable ball



If the ball has been declared unplayable in the bunker, the player has three options to drop the ball, with 1 penalty kick per option.

- Place it within the bunker within a distance of 2 steps from the ball, with 1 penalty kick.
- place it within the bunker backward on the line linking the hole with the ball, behind the ball, by receiving 1 penalty kick..
- place it to the place of the previous kick, by receiving 1 penalty kick.

Wrong ball



If player plays a wrong ball, the kick will not count, but he is going to receive 2 penalty kicks. He has to go back and play the correct ball (he has to place back the wrong ball).

The ball rolls into our own footprint



If the ball rolls into his own footprint, he cannot do anything. Player has to play it as it is, except if he declare it as unplayable (by receiving 1 penalty kick, see the previous page).

The ball remains in the bunker



If player does not manage to kick out the ball from the bunker and it is lying further, in the same bunker, he can rake the rake the bunker before making the next kick.

Ball kicked beyond the border; lost ball



If he kicks the ball from the bunker outside of the border, or to a place where it got lost, he has to place a ball on the place of the previous kick while receiving 1 penalty kick – in this case inside of the bunker. He can rake the bunker, before placing the ball.

14. Water hazard

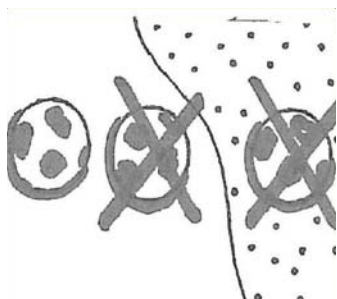
Water hazard

• A “Water hazard” can be any sea, lake, puddle, river, channel, surface water drainage ditch or other open watercourse (whether or not containing water) and any object of similar character on the area of the course. Any ground or water within the border of the water hazard constitutes the part of the water hazard. When the border of the water hazard is marked with poles, the poles count as being in the water hazard, and the edge of the water hazard is determined by the nearest external points of the poles at the ground level. When for the determination of the water hazard both poles and lines are used, the poles identify the water hazard and the lines indicate its edge. When the edge of the water hazard is indicated by a line on the ground, the line itself is inside of the water hazard. The edge of the water hazard goes both vertically upward and downward. The ball is inside of the water hazard when it is lying in it, or any part of the ball is in touch with the area. Poles bordering or determining the water hazard shall be regarded as barricades.

• Note: Poles or lines used for indicating the water hazard are yellow.

• Note: The Committee may bring a local rule that if it wants to prohibit the game from an environment-sensitive area, it can be declared a water hazard.

Borders



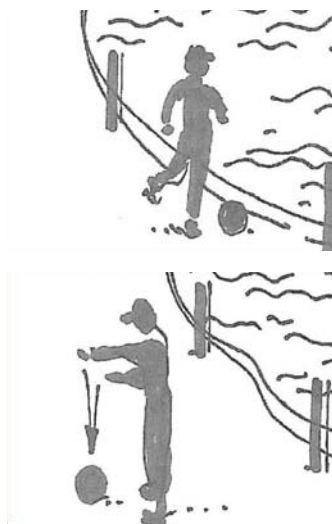
The ball is in a water hazard if it touches its border. The poles themselves are within the water hazard, thus the border of the water hazard is lying along the outer edge of the poles.

If we only think that the ball is in the water hazard



If a ball goes toward the water hazard, and you cannot see clearly where it finally stopped, you can apply the rule relevant to the water hazard only if it is practically sure that the ball got into the water hazard. Otherwise the ball shall be regarded as a “lost ball” – in this case you place a ball at the place of the previous kick, while receiving 1 penalty kick.

Ball in the water hazard – possibilities



In case the ball got trapped in a water hazard, player has two possibilities.

- 1) Play the ball as it is* (however, while taking into consideration some special circumstances).
- 2) While receiving 1 penalty kick, place a ball outside of the water hazard (Water hazard rule)

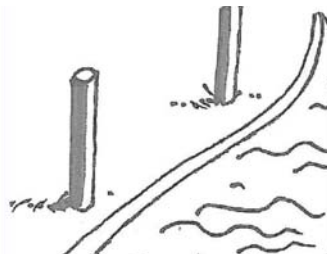
*If the water hazard is declared an environment-sensitive area, where player cannot enter, player has to continue with the game based on the 2. possibility.

Water hazard rule



If the ball is lying in a water hazard, or got lost in it, you can place a ball outside of the water hazard, according to the below.

Water hazard (yellow poles)

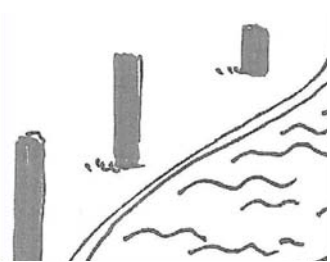


1) Player can place a ball on the line linking the hole with the crossing point (X point, where the course of the ball crossed the border of the water hazard for the last time),

while receiving 1 penalty kick.

2) Player can place a ball at the place of the previous kick, while receiving 1 penalty kick

Side water hazard (red poles)



The same possibilities (1.+2.) shall apply as in case of the yellow-pole water hazard, furthermore:

1) Player can place a ball within a distance of 2 (steps) counted from the entrance point (X), while receiving 1 penalty kick.

2) Player can place a ball opposite to the entrance point (at the point which is for the same distance from the hole, at the other side of the side water hazard) within 2 (steps' distance), while receiving 1 penalty kick.

Do not forget that the Local Rules may determine, as a further possibility, a so called "drop" zone.

Identification of the ball



If Player cannot decide whether the ball he found belongs to him or not, he can mark it and raise it to identify it. Before doing this, he shall be obliged to inform another player and to make him possible to observe the process; otherwise he will receive 1 penalty kick. Player can clean the ball only to an extent which is necessary for the identification and after that he has to put the ball back exactly to the same place from where he raised it.



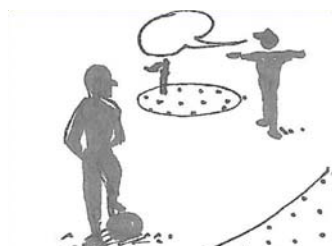
Player can clean the ball only to an extent which is necessary for the identification and after that he has to put the ball back exactly to the same place from where he raised it.

Balls lying near to each other



In case two balls are lying so close to each other that they are disturbing each other, after marking the first one player can raise it and after playing the second one he has to put it back.

Advice and the line of the game



Player can discuss the distances, the barriers or the situation of the area outside of the border. If he cannot see the flag, he can ask somebody to indicate the line of play.

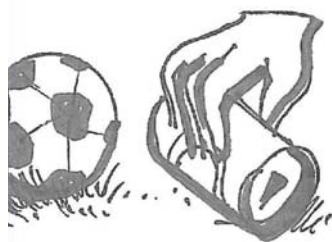
However, for questions or advices related to the execution of the kick he are going to receive 2 penalty kicks.

Loose natural materials



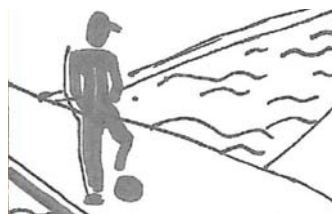
It is forbidden to touch or move twigs, tree leaves, stones, etc. before the kick in the water hazard. In case of breaking the rules he will receive 2 penalty kicks.

Movable artificial objects



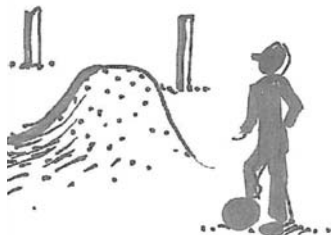
Barricades can be moved without any penalty. If during this player touches the ground or the water, he will not receive any penalty. If in the meantime the ball makes a move, he can place it back without any penalty.

Immovable artificial objects



Player will not receive any relief from bridges, tubes and other fixed barricades, if our ball is located within the water hazard. If player decides to play the ball in a way as it is, he can touch the barricades.

Abnormal ground conditions



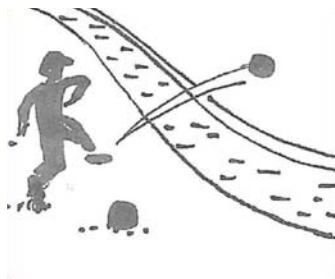
Player will not receive any relief from puddles, routes of animals, etc. in the water hazard. The ball has to be played as it is, or it can be placed according to the water hazard rule, while receiving 1 penalty kick (see above).

Unplayable ball



In the water hazard player cannot declare the ball unplayable; he has to play according to the water hazard rule (see above).

Wrong ball... played from the water hazard In case player



plays a wrong ball from the water hazard, the kick will not count. However, he will receive 2 penalty kicks and he has to go back and play the right ball (he has to place back the wrong ball).

Ball played from the water hazard ... and kicked into the water



If player plays the ball in the water hazard but he did not manage to kick it out from there, of course, the kick will count but he is still authorized to act according to the water

hazard rule (1 penalty kick, see above). The place of the last kick can be not only the place from where he kicked for the last time but he can take as a basis also the place of the last kick made from outside the water hazard.

Ball played from the water...and kicked outside of the border or lost



If the ball, kicked from the water hazard, got lost or outside of the border, a ball has to be placed at the place of the previous kick, while receiving 1 penalty kick – in such a case inside of the water hazard. However, while receiving further 1 penalty kick player can continue with the game also according to the possibilities of the water hazard rule (see above)

Ball kicked more than one times



If during a kick player kicks the ball more than one time, he has to count 1 more penalty kick.

15. Area outside of the border and provisional ball

Area outside of the border (Out of Bounds)

An “area out of bounds” is what is further than the borders of the court, or any part of the court declared so by the Committee. In case the area out of bounds is determined by referring to poles or a fence, or in a way that it is beyond the poles or a fence, the border line is determined by the nearest internal points of the poles or fence columns (but not the supports creating an angle) at the ground level. When for the determination of the area out of bounds both poles and lines are used, the poles will indicate the area out of bounds and the lines will indicate its edge. When the edge of the area out of bounds is indicated by a line on the ground, the line itself is on the area out of bounds. The line determining the area out of bounds goes vertically both upward and downward. The ball is out of bounds when it is entirely on an area out of bounds. The player may play a ball within the bounds in a way that in the meantime he is standing on an area out of bounds. Objects indicating the area out of borders, such as walls, fences, poles and barriers are not barricades and shall be regarded as immovable.

1. Note: Poles or lines indicating the area out of bounds shall be white.
2. Note: the Committee may bring a local rule, according to which the poles indicating the area outside of the borders, but not determining it, are movable barricades.

Provisional Ball

“Provisional ball” is a ball, which is played instead of that one which may have been lost outside of the water hazard, or may be out of bounds.

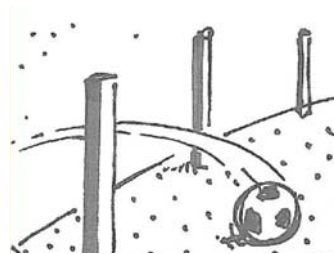
Borders



A ball is out of bounds if it is lying entirely out of them. The (white) poles of the area out of bounds are standing outside, thus the border is lying along their internal edge from

the court's side. We can judge the best, whether a ball is out of the border or not, if we stand behind the pole and we look in the direction of the neighboring pole and check the court border. Court border sections may be determined also in the Local Rules and it may happen that they are not indicated by white poles.

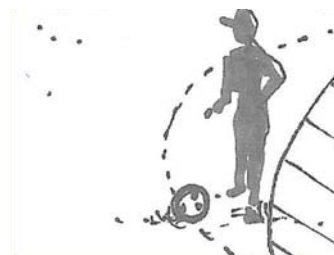
Ball outside of the borders



If the ball is out of bounds, player has only one possibility, he has to place a ball to the place of the previous kick, while receiving 1 penalty kick. However, if we have

already played a provisional ball, that ball will get into the game while receiving 1 penalty kick.

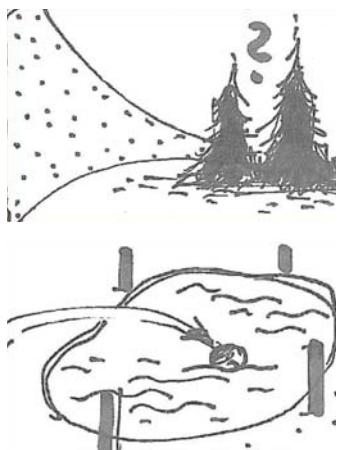
Player out of bounds, but with a ball within the court



Player may stand outside of the border, to play a ball within the border. In this case, without any penalty, he can move loose natural materials (leaves, stones, etc.) and movable artificial objects, which are out of bounds. However, he cannot receive a relief from immovable artificial objects out of bounds and from abnormal

ground conditions (puddles, ground under renovation, and routes of animals). Player can never get a relief from objects indicating the area out of bounds, independently from whether they are movable or not.

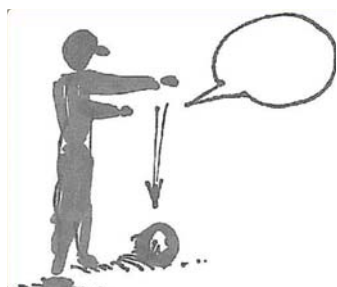
Playing a provisional ball



If it is not sure that he will find his ball, or it may have fallen out of borders, player can use a provisional ball in order to spare time. He has to report that the next ball is a “provisional” one and he has to place it to the place of the last kick. After this, he has to play this ball till he reaches the estimated

place where the original ball may be located. He can play a provisional ball only before going to search for the first ball. If he has searched for it for a time, and he returns to play a provisional ball, in fact that would be no more a provisional ball, but a new ball put into the game (while receiving 1 penalty kick). If his ball got into a water hazard, he does not have the possibility to play with a provisional ball.

Not reported provisional ball



If we are playing a second ball and we do not report it clearly that this is a “provisional” one, then our new ball will get into the game while receiving 1 penalty kick. In this case our original ball becomes

a “lost ball” and under no circumstances can we play it further (otherwise we would play a wrong ball).

Provisional ball in a situation



If we managed to make a good kick with our provisional ball, it may mean an advantage if we do not find our original ball. In this case it may happen that we do not

start to search the first ball. However, we cannot simply declare our first ball as “lost”. If we find our original ball (within 5 minutes and not out of the bounds of the game) we have to continue the game with that one.

Playing a provisional ball from a place closer to the hole than the place where the original ball can probably be found



We can play our provisional ball till we reach the estimated place where our original ball may be located. Our provisional ball can go further from this place; however, we cannot

make a kick with the provisional ball after this point. If we played the provisional ball from a point being further from this point, before having found the original ball, then automatically the provisional ball will get into the game, while receiving 1 penalty kick.

We find the original ball on the court



If player finds his original ball within 5 minutes and it is not outside the borders of the game, he has to continue the game with it. He has to raise the provisional ball and the kicks made by it will not

count any more.

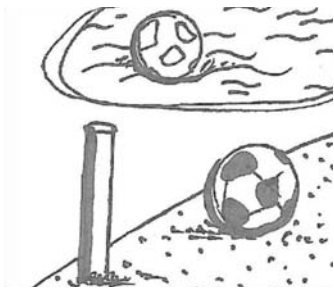
We find the original ball, but it is unplayable



If he manages to find his original ball (within 5 minutes and if it is not outside the borders of the game), player has to continue the game with it even if it is in a bad or unplayable situation.

The provisional ball shall not be played further under no circumstances (otherwise he would play a wrong ball). If he declares our original ball unplayable, he shall act strictly according to the rule on unplayable balls even if he has to go back to the place of the previous kick.

The original ball got outside of the borders or became lost



In case the original ball got outside of the borders of the game or if it cannot be found within 5 minutes, the provisional ball gets into the game and at the same time player receives 1 penalty

kick, meaning that both the kicks made by the original ball and the provisional ball count, and player has to add 1 more penalty kick to the result.

16. On the Green

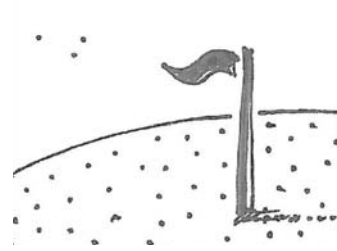
Green

The “green” is that area of the section in the play which serves especially for putting, or if otherwise determined like this by the Committee. The ball is on the green, if any part of it is in touch with it.

Line of Putt

The “line of putt” is the direction in which the ball, after the kick made on the green – according to the intention of the player – is going to move. The line of putt does not go beyond the hole.

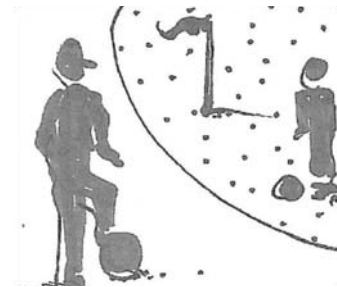
Green and the area around the green



The ball is on the green, if it touches the green. According to the rules the area around the green, the fore green is not part of the green, however, it counts as a game space

(see the part “Fairway and rough”).

The order of the game



The player whose ball is further from the hole (independently of the fact that one of the balls is on the green, and the other is still outside of that) kicks first. However, players may deviate from

this in order to spare time both on the green and around it. In such cases there are no penalties. If the players have agreed on a game deviating from the order due to tactical reasons, they are going to be disqualification.

MATCH PLAY:

If a player makes a kick when it is not his turn, he will not receive a penalty, but the opponent may claim to have his kick invalidated and to repeat it according to the right order.

Marking of the ball and raising it



On the green we can mark the place of the ball, and after that we can raise the ball. The ball shall be marked by a ball marker or a coin.

The ball makes a movement during the marking



If the ball, or the ball marker makes a movement by chance during the marking, it's raising or during placing it back, we can place it back to its right place without any penalty.

Ball indicated by another person



We can ask another player to mark our ball. The ball shall be placed back by the person who raised it, or by the player himself.

Wrong ball



If player recognize that the ball he is playing with is not his ball, he has to go back and play his own ball. Kicks made by the foreign ball will not count, but he is going to receive 2 penalty kicks. If he cannot

find the original ball, he has to go back from where he played it for the last time and besides a new penalty kick he has to place another ball. If he finished the section with the wrong ball and does not correct his mistake, he gets excluded from the competition.

Damaged ball



If players ball got cracked, deformed or it has a serious damage in any ways (it is not just scratched) after the closure of a section, he may replace it without

any penalty. Before doing so, he has to announce it to another player, providing him the opportunity to check the ball; otherwise he will get 1 penalty kick.

Do not test the green



We shall not test the green neither by rolling the ball, nor by rubbing it in any other way (2 penalty kicks).

Loose natural materials



Tree leaves, twigs, stones, etc. may be removed without any penalty. Sand and loose ground may also be removed on the green. If the ball or the ball marker makes a

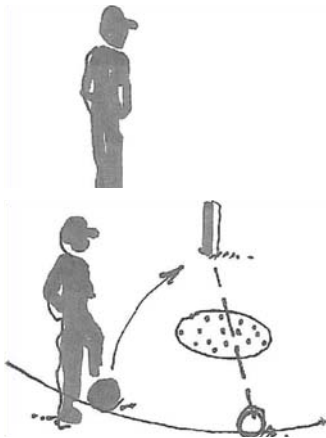
movement due to the removal of loose natural materials, player can place it back without any penalty.

Movable artificial objects



Gloves, score-cards and other artificial barricades may be removed without any penalties. If the ball makes a movement because of this, we can place it back without any penalty.

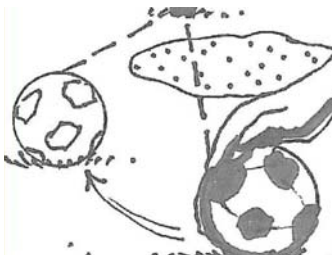
Sprinkler head



Usually they are located outside of the greens, but they may occur in its neighborhood or directly around the green. This latter part of the course is a "game space", thus the player can have a relief without a penalty only if the sprinkler head disturbs his position or the kick. If the sprinkler head is only

on the line of play, player has to play the ball as it lies. If the ball is on the green and the sprinkler head on the putt-line, without any penalty, player can put it on the nearest point which is not closer to the hole, but where the disturbing effect is eliminated. (Note: This point may be outside of the green.)

Puddles and other abnormal ground conditions



In case our ball is on such an area, if our position, or besides this, our putt-line is on an area like this, we are authorized for a relief. Without any penalty, we can place the ball on the

nearest point which is not closer to the hole but where the disturbing effect is eliminated. (Note: This point may be outside of the green.)

Ball deterred by the ball marker



In case the ball is deterred by the ball marker, it is a "sudden case", in such a case we have to play the ball as it is, without any penalty.

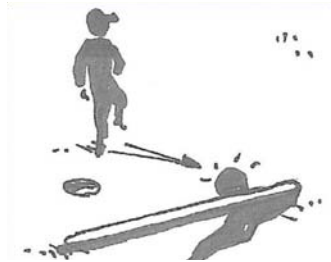
The ball hits another ball

If we roll the ball on the green and it hits another ball lying on the green, we receive 1 penalty kicks. We have to continue playing our ball as it is, and we have to place back the moved ball. (If we kicked outside of the green, there is no penalty.)



MATCH PLAY: we can continue with the game without any penalty, and put back the moved ball.

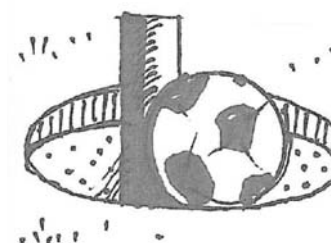
Flagstick



The "flagstick" is a movable vertical marker, on which there may be a flag, respectively, another type of material; it stands in the middle of the hole, in order to mark its place.

The cross-section of the flagstick shall be round. Padded or kick-absorbing materials, which would influence too much movement of the ball, cannot be used.

Ball leaning to the flagpole



If our ball sticks between the flagpole and the edge of the hole, but it is not yet under the edge of the hole, we can move it or take the flagpole out carefully in a way to drop

the ball into the hole. This time it shall be regarded as having kicked into the hole by the last kick.

The ball hits another player or an external factor

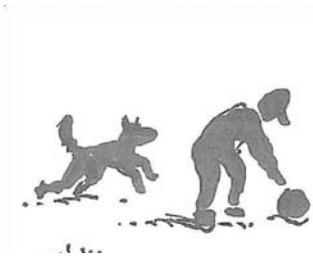


If, after the kick made on the green the ball hits another player, an animal (except for insects or worms), or any other moving or living external factors, the kick shall be

cancelled and without any penalty it has to be repeated.

MATCH PLAY: If the ball hits the opponent or his equipment, there is no penalty. In this case he can choose whether he continue with playing the ball as it is or cancel it and repeat the kick (the ball has to be placed back).

Moving a lying ball by an external factor



In case our lying ball is moved by an external factor (spectator, animal, partner, other ball, etc.), without any penalty, player has to place it back. If the ball has been

raised and taken away, player has to place another ball to the point where it happened, without any penalty.

MATCH PLAY: If the ball has been moved by the opponent, he will receive 1 penalty kick and the ball has to be placed back.

Ball located in the edge of the hole



If players ball stops on the edge, he has to go to the hole without any delay and he wait 10 seconds. If the ball drops in within this time, it shall be regarded as being in the

hole. If it drops in it after 10 sec, again it shall be regarded as being in the hole, but we have to count 1 penalty kick.

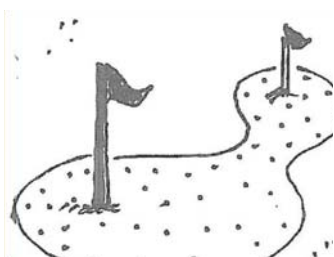
Ball popping out of the hole



If the ball falls into the hole, and subsequently it pops out of it, player cannot regard it as having kicked it into the hole, because the ball has to lay in rest in the hole. The

ball has to be kicked into the hole again, that means, we have to play it as it is lying.

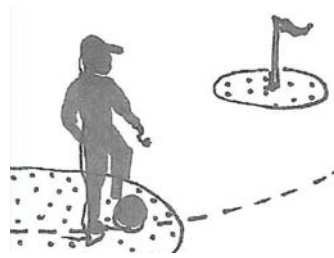
Double green



If the ball is on a double green, on an area belonging to a foreign hole, player has to play as it is lying. If the foreign hole disturbs him, he is entitled to a relief. He can

place the ball without any penalty to the nearest point where the foreign hole does not disturb him.

Wrong green



If the ball is lying on a wrong green (possibly be the golf green), player cannot play from there. Without any penalty, he has to place it at the point of entry onto the

wrong green. The wrong green may be the golf green or even the wrong FootGolf green.

Allowed or not "holing" the ball.



In a stroke play no kicks can be allowed. If a player raises his ball by mistake, he will receive 1 penalty kick and has to place back his ball, and kick it into the hole; otherwise he will be disqualified.

MATCH PLAY: The player can allow his opponent the kick, by which he could get his ball into the hole. The allowed kicks cannot be refused, neither withdrawn. The result of the section is not influenced by the fact if the player, for whom the hole has been allowed, still continues playing it.

Weather protection



Player cannot try to protect the ball or accept help to protect the ball from weather conditions. Neither while making a kick or while the ball is in motion. (2 penalty kicks).

17. Moving a lying ball...

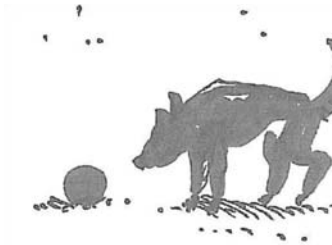
... by the player or his equipment



By chance. During a search*, pointing or test kick: player has to place back the ball, 1 penalty. (*Exception: if player is looking for the ball under abnormal ground

conditions or artificial objects, barricades, furthermore, hurdles, where it is covered by sand or leaves: he can place the ball back without any penalty.)

Loose natural materials



During moving these, the ball has to be placed back, while receiving 1 penalty kick (exception on the green: there is no penalty).

Movable artificial objects.

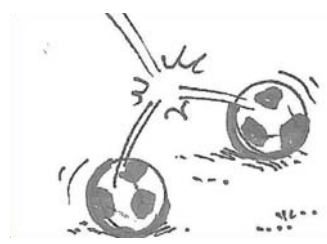
During the removal of artificial objects, hurdles (e.g. rake): player can place the ball back without any penalty.

Marking. On the green during marking the ball: player can place the ball back without any penalty.

...by an external factor

If the ball was hit by an external factor, e.g. another player, a spectator, an animal, etc.: he can place the ball back without any penalty.

...by another ball



If the ball was hit by another ball and it makes a move: without any penalty, player has to place it back (the other ball has to be played as it is).

...by the wind



If the ball makes a movement due to the wind or by itself (without the player pointing on it): the ball has to be played from the new position, without any penalty.

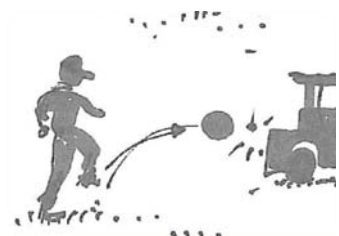
...in match play by the opponent



If it happens during the search, there is no penalty; otherwise the opponent receives 1 penalty kick. The ball has to be placed back.

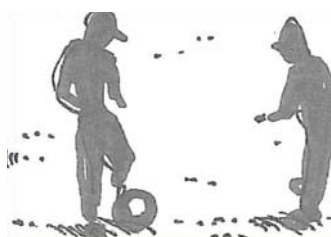
18. A ball in movement hits...

...the player or his equipment



If the player hits himself, or his equipment: 1 penalty kick and the ball has to be played as it is lying.

...the opponent in match play



There is no penalty. Player can play the ball as it is lying or he can cancel it and repeat the kick (he places the ball back on the green).

...an external factor



If the ball hits an external factor (another player, spectator, animal, tree, pylon, etc.): there is no penalty, and the ball has to be played in a way as it is lying. (Exception on

green: if we are kicking from the green and the ball hits a moving/living external factor, player has to kick again without any penalty.

... another ball



If the ball hits another, lying ball: the ball has to be played without any penalty, as it is lying (except for stroke play on green: if before the kick both balls have been on

the green, 2 penalties will be issued). The moved ball has to be placed back.

...the flagpole



If kicking from outside the green the ball hits the unhandled flagpole located in the hole: there is no penalty, and the ball has to be played in a way as it is lying.

19. Training

19-1. Before or between rounds

a. Stroke play

The player shall not practice on the competition court before a round on a playoff or any day of a stroke play competition, neither can he try any of the surfaces of the green belonging to the course in a way that he rolls a ball, rubs or scratches the surface. In case in a stroke play competition two or more rounds are planned to be played on consecutive days, the player is not allowed to practice between these rounds on any of the competition courses on which the competition is going to continue, neither can he try out the green of these courses in a way that he rolls a ball, rubs or scratches the surface. PENALTY FOR BREAKING RULE 1-1b: Disqualification.

Note: the Committee may prohibit in the conditions of the Competition, on any days of a match play competition the practicing on the competition course, or on any day of a stroke play competition, respectively, on any day between the rounds it may allow the training on the competition course or on a part of the course.

b. Match play

The player may have training on any days of a match play competition, before the round, on the competition court.

19-2. During a round

The player shall not make a training kick during playing a section.

PENALTY FOR BREAKING THE RULE 1-2: Match Play – losing a section; Stroke Play – two kicks.

20. Information on the carried out kicks

20-1. General

The number of carried out kicks contains the issued penalty kicks, as well.

20-2. Stroke Play

The player has to count penalty kicks and shall inform his marker.

20-3. Match Play

a. Information on the carried out kicks

During playing a section the opponent is authorized to get information from the player on the number of kicks made by him, and after playing a section, on the number of kicks made on the finished section. b. Providing incorrect information It is strictly forbidden for the player to give incorrect information to its opponent. If the player provides him with incorrect information, he will lose the section. A player gives incorrect information if:

1. he fails to inform his opponent, as soon as he has the opportunity for it, about having received a penalty, except for the cases where (a) he obviously acts according to a rule involving a penalty, and it is seen by his opponent; or (b) he corrected his mistake, before his opponent did his next kick;
2. during playing a section he provides incorrect information concerning the number of carried out kicks and he does not correct the mistake, before his opponent makes his next kick; or
3. provides incorrect information concerning the number of carried out kicks during playing a section, and this confuses his opponent in understanding the result of the section, except for the case if he has corrected the mistake before any player makes a kick from the next teeing ground, or – in case of the last section of the match – before all players leave the green.

The player gives an incorrect information also if he failed to count in a penalty, about which he did not know. It is the responsibility of the player to know the rules.

21. Order of the game

21-1. Stroke play

a. At the beginning of playing the section

The fact which player shall have the honor at the first teeing ground shall be determined by the order of the publication. In case there is no publication, the right to start has to be decided about by a pull. At the next teeing ground that party will have the honor, which achieved the best result in the previous section. After this comes the player with the second best result, and so on. If in a section two or more players scored the same result, at the next teeing ground they have to play in the same order as at the previous one.

Exception: handicapped, bogey, par and Stableford competitions

b. During playing a section

After both players have started playing the section, the ball situated the furthest from the hole shall be played first. If two or more balls are for a same distance from the hole or their situation compared to the hole cannot be determined, a pull shall be made to decide which ball to play at first.

Exceptions: ball supporting or blocking the game and four-ball stroke play

Note: When it becomes known that the original ball is not to be played as it is and the player is expected to play a ball as close as possible to the place from where the original ball had been played, the order of the game will be determined by the place from where the previous kick has been made. If the ball becomes played not from that place from where the previous kick has been done, the order of the game will be determined by the situation where the original ball had been lying.

c. Game deviating from the order

In case a player is playing out of order, there is no penalty, and the ball has to be played as it is. Nevertheless, if the Committee finds out that the players had been playing out of order based on their agreement, in order to create

advantage for any of them; they will be disqualified from the competition.

21-2. Match play

a. At the beginning of playing a section The order of the publication determines which party has the right to start on the first teeing ground. In case there is no publication, the right to start has to be decided about by a pull. At the next teeing ground that party will have the honor, which won the previous section. If the section is halved, the honor will be kept by that party which possessed it at the previous teeing ground.

b. During playing a section

After both players have started playing the section, the ball situated further from the hole shall be played at first. If the balls are for a same distance from the hole or their situation compared to the hole cannot be determined, a pull shall be made to decide which ball to play at first. Exception: best-ball and four-ball match play

Note: When it becomes known that the original ball is not to be played as it is and the player is expected to play a ball as close as possible to the place from where the original ball had been played for the last time, the order of the game will be determined by the place from where the previous kick has been made. If the ball becomes played not from that place from where the previous kick has been done, the order of the game will be determined by the situation where the original ball had been lying.

c. Game deviating from the order If a player plays when it would have been the turn of his

opponent, there is no penalty, however, the opponent may claim immediately the player to withdraw such a kick, and by keeping the order, to play a ball without a penalty, from the place which is the nearest to the place from where the original ball had been played for the last time.

21-3. Provisional ball or other ball from the kicking place

If a player plays a provisional ball or another ball from the teeing ground, he has to do this after his opponent or partner has played his first kick. If there are more than one player deciding to play a provisional ball, or there are



more than one players who have to play another ball from the teeing ground, they have to keep the original order. If a player is playing a provisional ball or another ball out of order, rule 1-1c or 1-2c shall apply.

22. Barricades

A “barricade” can be anything which is artificial, including the artificial surface and edges of roads and paths, furthermore, the artificial ice. Exceptions are:

- a. Objects indicating the area out of bounds, such as walls, fences, poles and barriers;
- b. Any part of an immovable artificial object located on an area out of bounds; and
- c. Any building that is declared by the Committee an organic part of the course.

A barricade can be regarded as a movable barricade, if it can be moved without any special efforts, without causing a delay of the game or causing any damages. Otherwise, it shall be regarded as an immovable barricade. Note: the Committee may bring a local rule that a movable barricade shall be regarded as an immovable barricade.

22-1. Movable barricade

A player may obtain a relief due to a movable barricade based on the below, without any penalty:

- a. If the ball is not lying in the barricade or on the barricade, the barricade can be removed. If the ball moves, it has to be put back and there is no penalty, provided that the movement of the ball happened directly because of the movement of the barricade.
- b. If the ball is lying in or on the barricade, the ball can be raised without any penalty and the barricade can be removed. The ball has to be placed on the fairway, in the barricade area or the green as close as possible to the point which is directly under the place where it is lying in or on the barricade, but not closer to the hole.

The ball can be cleaned if we raised it under this rule. If a ball is to be moved from the barricade and it would influence the movement of the ball – except for the equipment of any player or the handled flagpole – it shall not be removed.

Note: if we do not manage to bring back immediately the ball to be placed under this rule, it may be replaced by another ball.

22-2. Immovable barricade

a. Disturbing effect

A disturbing effect due to an immovable barricade occurs when a ball is lying in or on the barricade, or if the barricade disturbs the position of the player. If the player's ball is lying on the green, again there may occur a disturbing effect, if the immovable barricade on the green disturbs his putt-line. Otherwise, under this rule, if there is anything disturbing the line of play, it alone shall not be regarded as a disturbing effect.

b. Relief

Except for the cases where the ball is in a water hazard or a side water hazard, the player may receive a relief, without any penalty, for a disturbing effect of an immovable barricade based on the above:

(i) On the fairway: if the ball is lying on the fairway, the player has to raise the ball and, without any penalty, he has to place it within a distance of one step, but not closer to the hole than the nearest relief place. The nearest relief place shall not be in a barrier or on the green.

(ii) On the green: if the ball lays on the green, the player has to raise the ball and he has to place it without penalty to the nearest relief place, which is not in a hurdle. The nearest relief place may be outside of the green, too.

22-3. Ball lost in a barricade

It is a question of fact, whether a ball that cannot be found, after it had been kicked toward a barricade, is in the barricade or not. In order to be able to apply this rule, player has to know that the ball is in the barricade.

a. Ball lost in a movable barricade

If player knows or practically is sure that the original ball, which we cannot find, is in a movable barricade, then the player, under this rule and without any penalty, may replace it with another ball, and require a relief. If he brings such a decision, he has to move the barricade and he has to place the ball on the fairway, in the barricade or on the green, as close as possible to the point which is directly under the place where the ball has crossed the outer border of the movable barricade for the last time, but not closer to the hole.

b. Ball lost in an immovable barricade

If we know or are practically sure that the ball that cannot be found is in an immovable barricade, the player may require a relief under this rule. If he decides to do so he has to determine the place where the ball has crossed the outer border of the immovable barricade for the last time, and – with the purpose of applying this rule - the ball shall be regarded as lying on this place, and the player has to act in accordance with the below: (i) On the fairway: if the ball has crossed the outer border of the immovable barricade for the last time at a place which is on the fairway, the player, without any penalty, may replace it with another ball.

(ii) In a bunker: if the ball has crossed the outer border of the immovable barricade for the last time at a place which is in a bunker, the player, without any penalty, may replace it with another ball. (iii) In a water hazard (including the side water hazard): if the ball has crossed the outer border of the immovable barricade for the last time at a place which is in a water hazard, the player is not authorized to receive a relief without any penalty.

(iv) On the green: if the ball has crossed the outer border of the immovable barricade for the last time at a place which is on the green, the player, without any penalty, may replace it with another ball.

Penalty for breaking the rule: Match play – losing a section; Stroke play – two kicks.



23. Other games

THREESOME AND FOURSOME GAMES

1. General

In Threesome or Foursome in any prescribed round the partners have to play starting from the teeing ground and play all sections, by taking turns. The penalty kicks do not influence the order of the game.

2. Stroke play

If the partners make a kick or kicks in an incorrect order, such kick or kicks will be cancelled and the faulty party will receive two penalty kicks. The party has to correct the mistake in a way that another ball has to be played in a correct order from the place which is the closest possible to the point from where they had been playing in an incorrect order. If the party makes a kick from the next teeing ground and before that he does not correct his mistake, or in case of the last section of the round he leaves the green, without making a prior statement that he wants to correct his mistake, the party will be disqualified from the competition.

3. Match play

If a player is playing when it would be the turn of his partner, the mistaking party will lose the section.

THREE-BALL, BEST-BALL OR FOUR-BALL MATCH PLAY

1. The rules of FootGolf shall apply

For the three-ball, best-ball and four-ball matches rules of FootGolf shall apply till they are not colliding with the below special rules.

2. Three-Ball Match Play

a. Resting ball moved by an opponent

Except for the cases where it is prescribed otherwise in the rules, if the opponent or its equipment touches the ball of the player, or moves it and it did not happen during searching a ball, the opponent will be issued a penalty kick in that match, in which he plays with the player; however, not in his match played with the other opponent.

b. Ball deterred or stopped by chance by an opponent

If the player's ball is deterred or stopped by chance by the opponent or his equipment, there is no penalty. The player in the match played against this opponent - before any party makes a new kick - may have the kick cancelled and without any penalty he may play a ball, from the closest possible place to the point from where the original ball had been played for the last time, or he may play his ball as it is. During the match with the other opponent, the ball has to be played as it is.

3. Best-Ball, Four-Ball Match Play

a. Representation of the party

A party may be represented by one of the partners during the whole match or in any of its parts; not all partners have to be present. The missing partner may join the competition between the sections; however, he cannot join the match during playing a section.

b. Order of the game

Balls belonging to the same party shall be played in the order considered the best by the party.

c. Wrong ball

If the player receives a penalty of losing a section, because of having made a kick by a wrong ball, he will be excluded from that section, but his partner is not going to receive a penalty, not even in the case where the wrong ball belonged to him. If the wrong ball belongs to another player, its owner has to place it to the place from where the wrong ball had been played for the first time.

d. Disqualification of the party

(i) The party is going to be disqualified if any of the partners receives a penalty of disqualification based on any of the following rules:

- Agreement on an invalid game
- Ball made from a wrong material or inappropriate for the game
- In a handicapped competition, before starting the match the players have to discuss what kind of handicaps they have against each other. If a player starts a match while reporting a higher handicap he would have been authorized to, and this influences the number of given or received kicks, he is going to be disqualified from the competition; otherwise a player shall be obliged to play with the reported handicap.
- Playing for time; slow game
- Artificial tools, unusual equipment and unusual usage of the equipment

(ii) The party is going to be disqualified if all his partners receive a penalty of disqualification based on any of the following rules:

- Starting time and Groups
- Interruption of the game

(iii) In any other case if the breach of the rules would result in disqualification, the player is going to be disqualified only from that section.

f. Scope of other penalties

If the breach of rules made by a player supports the game of his partner or influences negatively the game of his opponent, beyond any penalty suffered by the player also the partner will receive the corresponding penalty. In all other cases where the player receives a penalty for breaching the rules, the penalty will not relate to his partner. Where the penalty is losing of the section, the player will be excluded from that section.

FOUR-BALL STROKE PLAY**1. General**

For the four-ball stroke play matches the rules of FootGolf shall be applied till they are not in contrast with the following special rules.

2. Representation of the player party

A party may be represented during the whole prescribed round or any of its parts by any of the partners; it is not necessary to be present for both partners. The missing player may join his partner between the sections, however, it is not possible for him to do so during playing a section.

3. Marking of the results

In every section, the marker has to mark only the gross result, taking into consideration, the result of which partner counts. The gross results have to be identifiable for every person; otherwise the party will be excluded from the competition. After completing the round the player has to check his results scored at every section, any and all disputable issues shall be resolved with the Committee. Player has to check whether the marker or markers have signed the card, he has to sign it, too and return it to the Committee as soon as possible – for keeping this rule only one of the partners can be held responsible.

4. Order of the game

Balls belonging to the same party shall be played in the order regarded as the best by the party.

5. Wrong ball

If the player breaches the rule on playing a wrong ball, he is going to receive two penalty kicks and he has to correct his mistake by playing the ball according to the rule, or by acting in accordance with the rules. His partner is not going to receive a penalty, not even if the wrong ball belongs to him. If the wrong ball belongs to another player, its owner shall replace it back to the point from where the wrong ball has been played for the first time.



6. Penalties meaning disqualification

a. Breach of rules made by one of the partners

The party will be excluded from the competition if any partner receives a penalty of disqualification due to any of the following reasons:

- Agreement on an invalid game
- If the player is not willing to fulfil a rule, which concerns the rights of the other player, he has to be excluded from the competition.
- The ball
- Handicapped
- Signing and returning the score-card
- Faulty section result
- Playing for time; slow game
- Training before or between the rounds
- Artificial tools, irregular equipment and the unusual use of the equipment
- Ball supporting the game
- The gross result cannot be identified based on persons
- Penalty involving disqualification issued by the Committee

b. Breaking of the rules by both partners

The party will be disqualified from the competition if:

- (i) both partners receive a penalty involving disqualification, because of breaking the rules relevant to the starting time or groups, or the rule on the interruption of the game, or
- (ii) in the same section all partners break such a rule for which the penalty is the disclosure from the competition or the section.

c. Only from the section

In all other cases, where the breach of the rule would involve disqualification, the player will be excluded only from the section in which he committed the breach of the rule.

7. Scope of other penalties

If the breach of rules made by a player supports the game of his partner, beyond any penalty suffered by the player also the partner will receive the corresponding penalty. In all other cases where the player receives a penalty for breaching the rules, the penalty will not relate to his partner.

BOGEY, PAR AND STABLEFORD COMPETITIONS

1. Conditions

The Bogey, Par and Stableford competitions are such types of stroke play, in which in all sections the game is taking place against a fixed result. The rules of stroke play shall apply until they are in contrast with the following special rules.

In Handicapped Bogey, Par and Stableford competitions the player having the lowest net result in the section, has the honour on the next teeing ground.

a. Bogey and Par competitions

In Bogey and Par competitions the calculating of results is done in the same way as in the match play. Any section, in which the player fails to write down his result, shall be regarded as lost. The winner is the player, who has fulfilled the most wined sections.

The marker is responsible only for the marking of the gross scores of those sections, where the net result of the player equals to the fixed result, or it is better than that.

1. Note: we modify the result of the player in a way that we deduct from it a section or sections according to the valid rule, when a penalty – but not a disqualification – shall be received based on any of the following rules:

- Any of the local rules or conditions of the Competition, for which the maximum penalty shall be applied relevant to the given round.

The player shall be responsible for reporting facts about such breaches of rules to the Committee, before returning his score-card, so that the Committee can indicate the penalty on it. If the player fails to report the breach of the rules to the Committee, he will be disqualified.

2. Note: if the player commits a breach of rules on playing for time; slow game, the Committee will deduct a section from the final sum of the sections (from the total result).

b. Stableford competitions

In the Stableford competitions those scores constitute the basis for calculating the results, which we get on each section related to a fix result, based on the below:

| Playing the section | Scores |
|---|--------|
| With more than one above the fixed score, or in case of a not marked result | 0 |
| With one above the fixed result | 1 |
| The same with the fixed result | 2 |
| With one under the fixed result | 3 |
| With two under the fixed result | 4 |
| With three under the fixed result | 5 |
| With four under the fixed result | 6 |

The winner is the player, who manages to collect the highest number of scores. The marker is responsible for marking the gross scores of only those sections, where the net result of the player is worth one or more scores.

1. Note: if a player breaches a rule, for which the maximum penalty shall be issued for him which may be given in the round, he has to report the facts to the Committee, before returning his score-card; if he fails to do so, he shall be excluded. The Committee will deduct from the aggregate result scored in the round for every section, where any kind of breach of the rules happened, two scores, but maximum four scores per round and breached rule.

2. Note: if the player breaches the rule relevant to playing for time; slow game, the Committee will deduct two scores from the total result scored in the round.

d-2. Penalties meaning a disqualification

a. From the competition

The player will be disqualified from the competition, if he receives a disqualification penalty due to any of the following reasons:

- Agreement on an invalid game
- Rejection of a right ensured by the rules
- The ball
- Handicapped
- Starting time and groups
- Caddie
- Signing and returning the score-card
- Faulty section score
- Playing for time; slow game
- Interruption of the game
- Training before or in between the rounds
- Artificial tools, abnormal equipment and irregular use of the equipment
- Ball supporting the game
- Disqualification penalty issued by the Committee

b. From the section

In all the other cases, where the breaking of the rule would involve a disqualification from the game, the player is going to be excluded only from the section where the breaking of the rule happened.



24. The Committee

24.1. Conditions and suspension of a rule

The Committee has to set those conditions under which the competition is supposed to be realized. The Committee is not authorized to suspend a FootGolf rule. Some special rules, regulating the stroke play are differing from those regulating the match play so profoundly that the combination of the two game forms is not possible nor allowed. The score of matches played under such circumstances equals to zero and is invalid, and in a stroke play competition the player is going to be disqualified. In a stroke play the Committee may limit the tasks of a coach.

24-2. The Course

a. Determination of borders and edges

The Committee has to determine exactly the following: (i) the course and the parts beyond the borders,
(ii) edges of the water obstacles and side water obstacles,
(iii) areas under renovation, and
(iv) the barricades and organic parts of the court.

b. New holes

In case a damaged hole cannot be repaired in a way to meet the prescriptions, the Committee may establish a new hole at a similar place.

c. Training course

If beyond the area of the competition course there is no training course available, the Committee – if it is possible – has to indicate an area where the players have the opportunity to have training on any day of the competition. On any days during a stroke play competition, in a general way, the Committee shall not allow the training on the course, the green/to the green or from the hurdle, on the competition course.

d. Unplayable court

In case the Committee or its authorized representative thinks that due to any reasons the course is not in a playable status, or there are such circumstances which make the proper procedure of the match impossible; it may order both in match play and stroke play the temporary suspension of the game or – in case of a stroke

play – it may declare the game invalid and as if has not occurred, and it may cancel all results of the round in question. When a round becomes cancelled, the penalties issued in that round become cancelled, too.

24-3. Starting time and Groups

The Committee has to determine the starting times, and – in stroke play – it has to create those groups in which the players are supposed to play. If a match play competition is played through several rounds, the Committee has to determine the time limit before which all rounds have to be finished. When the players are allowed to determine the time for their match within this time limit, the Committee has to report that on the last day of the period the match has to be hold in a time set in advance, except for the case where the players have agreed on an earlier time.

24-4. Handicapped stroke - table

The Committee has to publish a table in which the section order is indicated, by which the players are giving or receiving handicapped kicks.

24-5. Score-card

In stroke play the Committee shall be obliged to provide a score-card to every player, which contains the date and the name of the player or – in case of foursome- or four-ball stroke plays – the name of the players. In stroke play the Committee's task is to add up the results and to apply the handicaps marked on the score-card. In four-ball stroke play the task of the Committee is to mark in every section the better ball result, apply the handicaps indicated on the score-card and to add up the results with the better ball. In Bogey, Par and Stableford competitions the task of the Committee is to apply the handicaps indicated on the score-card, determine the result of every section and the final result or total number of scores.

Note: the Committee may ask every player to fix its time and name on his score-card.

24-6. Decision in dead heats

The Committee shall be obliged to report, in what way, on which day and in what time will it bring a decision concerning a halved match or a dead heat, no matter whether the match has been played under even or handicapped circumstances. A halved match play shall

not be decided with a stroke play. A dead heat occurred in stroke play shall not be decided with match play.

24-7. Penalty involving disqualification; committee consideration

The penalty of disqualification may be suspended in some extraordinary, unique cases; it may be modified or issued, if the Committee regards it as reasonable. Any other penalties, which are less serious than the disqualification, cannot be suspended or modified. If the Committee finds a player guilty in a heavy breach of the etiquette, under this rule it may apply a penalty of disqualification.

24-8. Local rules

a. Guidelines

Due to certain irregular ground conditions, the Committee may determine local rules, in case they are in accordance with the set guidelines.

b. Suspension or modification of a rule

No local rule shall suspend an FIG FootGolf rule. Nonetheless, in case according to a Committee certain abnormal ground conditions disturb the proper procedure of the match to an extent, which necessitates the creation of such a local rule that modifies the general rules.

25. Disputes and decisions

25-1. Protests and penalties

a. Stroke play

If the stroke play competition is already over, no penalty shall be cancelled, modified or issued. The competition is finished when its result is officially reported or – in a stroke play qualifying match, which is followed by a match play – when the player has made his first kick on the first match.

Exceptions: a penalty of disqualification shall be applied after finishing the competition, if the player:

- (i) has breached the rule on Agreement on invalid game or
- (ii) marked such a handicap on his returned score-card, about which he knew already before finishing the competition, that it is higher than he had been authorized to, and this has influenced the number of received kicks; or
- (iii) he marked on his returned score-card a lower result from any of the sections, than he had actually made and this has not been because of failing to mark such a penalty kick about which he did not know before finishing the competition; or
- (iv) he has known already before finishing the competition that he has broken any other rule, for which a penalty of disqualification shall be applied.

b. Match play

If a protest is submitted, the Committee shall bring its decision as soon as possible, in order to ensure that – in case of necessity – the problem occurred at the match is resolved. The players cannot agree on eliminating the validity of any of the rules, or to disregard any of the issued penalties; if they still do so, the penalty for the breach of the rule, involving disqualification, shall be made without any timely limitation.

25-2. Referee decision

If a referee has been appointed by the Committee, the decision of the referee shall be regarded as final.



25-3. Committee decision

In case of a missing referee, in any disputable or doubted issue in connection with the rules one has to contact the Committee and its decision shall be final. If the Committee cannot bring a decision, in any disputable or doubted issue concerning the rules one can turn to the FootGolf rule Committee, the decision of which will be final.

In case the disputable affair has not been put forward to the FootGolf rule Committee, the player or the players may submit a request, to allow them to forward a mutually approved statement, through a properly assigned representative of the Committee, to the FootGolf rule Committee, so that this latter can express its opinion in connection with the fairness of the brought decision. The answer shall be forwarded to this assigned representative. In case the game has not been played in accordance with the FootGolf rules, the FootGolf rule Committee is not going to provide an answer in connection with any questions.

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Design: Hinora Marketing Group

Photos: Footgolf Hungary Ltd.

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