

The Official Rules of Footballgolf

The official rules of footballgolf are governed by the World Footballgolf Association (WFGA). The idea behind this is to have consistency for rules in footballgolf, so that players all over the world can play with the same set of rules.



Ruling guide:

All judgement and ruling on the course during a round should favour the player when there is doubt about the decision. Any offence tally made during a round is reset when a round has ended unless the rule says something else.

The majority of a flight is normally the decider, and in case of any dispute the referee has the final decision.

The words marked orange at the top of every rule are essential for understanding the specific rule. These words are explained in the definitions [HERE](#).

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Definitions

Lane

A lane consists of different mowed/cut areas. A teeing ground (the starting point), a fairway (mowed/cut area between the teeing ground and the green), a green (mowed/cut area around the finish), and all the pathways connected to those, such as the clearly mowed/cut pathways to the next and previous lane. The lane can have different obstacles and either a hole or a final destination obstacle as a finish. Any type of ground that is not a neutral ground is considered to be a mowed/cut area of a lane and includes any bunker and obstacle connected to the mowed/cut area.

Outside influence

An outside influence is an influence that derives from anything or anyone that is not the players, the balls, or the equipment in the respective flight. Neither wind nor water is an outside influence.

Line of play

The "line of play" is the direction that the player wishes the ball to take after a kick, plus a reasonable distance on either side of the intended direction. The line of play extends vertically upwards from the ground.

Direction of play

The direction of play is the path the player must play from the tee to the finish and all the obstacles that create a forced line must be passed in the order they present themselves on the lane. If an obstacle is missed and the player passes through or around a later obstacle, the player does not have to go back the same way around or through the later obstacle, before passing the missed obstacle. When marking the ball, the direction of play is either the centre of the finish, the centre of the next obstacle or the centre of the fairway if no obstacle or finish is close. If the next obstacle is multiple mandatory borders, then the direction of play is the centre of the forced route between them.

Bunkers and ditches

A bunker is an artificial ditch or hole on the lane that has a surface at the bottom that differs from the normal surface around it. If the surfaces are the same, it is just a ditch and not a bunker. A sand bunker is a bunker filled with sand or some kind of gravel.

The Rules

1 Game

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See definitions: [Direction of play](#)

1.1 General

The game of Footballgolf consists of kicking a ball from the teeing ground and once the ball comes to rest, kicking it again. This process is repeated until the ball is either holed out in a grounded hole marked with a flag, or in an optional final destination obstacle. On its way, the ball must pass all obstacles in the direction of play.

1.2 Exerting influence on ball

A player must not take any action to influence the position or the movement of a ball, except in accordance with the rules.

1.3 Playing by the rules

A player must always play by the rules and follow the course of action described in the rules.

a) Agreement to waive rules

Players must not agree to exclude any rule or to waive any penalty incurred.

➤ **Penalty for breach: Disqualification of players concerned.**

b) Unaware of rule

If a player is inattentive on a rule or unaware of breaking a rule and therefore fails to follow the rule's course of action, and this is not discovered until after the player have started playing the next lane or after leaving the green of the last lane, **then the player incurs any penalties that should have been given and must add 1 more kick.**

1.4 Points not covered by rules

If any point in dispute is not covered by the rules, the decision should be made by the tournament administrator or referee.

2 Kick-play

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See definitions: [Lane](#)

2.1 General

A kick-play tournament consists of players completing each lane of a stipulated round or rounds, and for each round, returning a scorecard on which there is a score for each lane. Each player is playing against every other player in the competition.

The player, who plays the stipulated round or rounds in the fewest number of kicks, is the winner. If there is a tie for any of the first three places the tournament must be decided by a playoff. The playoff lanes must be settled and announced by the tournament administration before the tournament.

2.2 Failure to hole out

If a player mistakenly fails to hole out at any lane and does not correct the mistake before the kick on the next teeing ground, or in the case of the last lane of the round before leaving the green, **the player is penalized with a maximum number of kicks on the specified lane.**

2.3 Doubt as to procedure

In kick-play only, if a player is doubtful of own rights or the correct procedure during the play of a lane, the player may, without penalty, complete the lane with their own ball in two different rules options. The player must announce the following to the flight.

- the intention to play two options
- Which option should count if the rule permits the procedure used for the option

Before returning the scorecard, the player must report the facts of the situation to the tournament administrator or referee. If the player fails to do so, **the player is penalized with a maximum number of kicks on the specified lane.**

If the player has taken further action before deciding to play two options, two options cannot be played anymore. The player incurs no penalty for playing the second option.

2.4 Refusal to comply with a rule

A player who refuses to comply with a rule affecting the rights of an opponent, **is disqualified.**

2.5 Maximum number of kicks

Each lane has a given Par. The maximum number of kicks is 3 times the given Par. If the player is not able to hole out in that number of kicks, **the player incurs a one kick penalty.**

Before a tournament round starts, a tournament administrator can change the maximum number of kicks of a specific lane if there are special circumstances.

2.6 Double

In double the basic rules are the same as in individual kick-play except that the players during play of a lane must switch turns. The players can decide by themselves at each lane who is starting the lane. If a double forgets to switch turn, the ball must be repositioned, **and the double incurs a one kick penalty.**

2.7 General penalty

The penalty for a breach of a rule in kick-play is two kicks except when a rule says otherwise.

2.8 Scoring in kick-play

The number of kicks a player has taken includes any penalty kicks incurred. A player who has incurred a penalty must inform the flight as soon as possible.

a) Recording score and responsibility.

Each flight must use a scoring application on mobile phone and a paper scorecard. The player named first in the flight is responsible for the scorecard and the second one is responsible for the mobile phone. The flight can give the phone and scorecard to somebody else or swap it around, but only if everybody agrees or if it is necessary due to other issues with the phone. No flight can start a round without a working phone unless they get permission from the tournament administration. If a flight returns without using a mobile phone and no permission, **all players of the flight incur a two kicks penalty**. There is no penalty if a phone has not been used due to technical problems.

Note:

After 9 lanes the scorecard holder and the mobile phone operator should compare the results of all the players in the flight. The more often they do it, the better it is.

b) Signing and returning scorecard

After completion of a round, the flight must compare the scorecard with the phone to validate the results. Any differences must be sorted out and fixed. The scorecard must then be signed by all players in the flight before it is returned to the tournament administration.

c) Alteration of scorecard

The flight can make no alteration to the scorecard after it has been returned to the tournament administration. If an alteration is necessary, the tournament administrator or referee is responsible for it.

3 Match-play

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See definitions: Lane

3.1 General

A match consists of one side playing against another over a stipulated round. In match-play the game is played by holes. Except as otherwise provided in the rules, a hole is won by the side that holes its ball in fewer kicks. The state of the match is expressed by the terms: so many "holes up" or "all square", and so many "to play".

3.2 Halved hole

A hole is halved if each side holes out in the same number of kicks.



3.3 Winner of match

A match is won when one side leads by a number of holes more than the number of lanes remaining to be played. If there is a tie, they must follow the tournament administration's instructions, on how to play to find a winner if needed.

3.4 Concession of match, hole, or next kick

A side may concede a match at any time prior to the start or end of that match. A side may concede a hole at any time prior to the start or end of a lane. A concession may not be declined or withdrawn.

3.5 General penalty

The penalty for breach of a rule in match-play is the same as in kick-play.

3.6 Scoring in match-play

At each lane, the side who won the hole gets one point. If both sides holed in the same number of kicks, nobody gets a point. Both sides must keep scorecards so the result can be validated in the end. One scorecard must then be signed by both players and handed over to the tournament administration.

4 Local rules

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See definitions: Lane

4.1 General

Local rules can be useful if there are local peculiarities to be observed that are not considered in the general rules. Local rules must be accepted by the tournament administration and announced for the players before the tournament starts.

If any lane description conflicts with the general rules, the rule change on the specific lane must be accepted by the tournament administration and announced for the players before the tournament starts, otherwise the general rules are still valid.

5 Equipment

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5.1 General

Equipment is anything used, worn, or carried by the player except the ball in play and the marker.

5.2 Footwear

The player needs to wear sports shoes. The player can choose any pair of sports shoes except shoes that may cause damage to the course.

6 Ball

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See definitions: Lane

6.1 General

A ball in play must be a size 5 football, have a bladder, and weight between 410-450g.

No alteration may be done to a ball, except for changing of a valve and marking it with paint or the like for identification. A ball which has been modified after production such that its original flight characteristics have been altered is illegal to use.

It is not allowed to switch a ball during a round, except if a ball is lost or unfit for play (See Rule 6.3).

➤ **Penalty for breach of rule: Disqualification.**

6.2 Ball pressure

It is allowed to change the ball pressure one time during a round, but only between lanes and not during the play of a lane. Any ball pressure is allowed.

➤ **Penalty for breach of rule: One kick penalty.**

6.3 Ball unfit for play

A ball is unfit for play if it is cracked or punctured. A ball is not unfitting for play if its surface has a minor scratch or is scraped, or its paint is damaged or discoloured. A ball that is unfit for play must be exchanged.

7 Player

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See definitions: Lane

7.1 Rules

The player is responsible for knowing the rules.

7.2 Time of starting and flights

a) Time of starting

The player must start at the time established by the tournament administration. The player is recommended to report to the tournament administration at least 15 minutes before starting time.

A flight cannot wait on a missing player and must start at established time. If the following flight has not yet started the first lane when late player is arriving at the start, the player can take part **but incurs a two kicks penalty**. The player must inform the flight about the late arrival, so the flight can be assembled, and scores be noted correctly.

- **Penalty for arriving after the next flight has started: Disqualification.**

b) Flights

A flight is a group of players the tournament administration has decided must play together in the respective round. The player must remain throughout the round in the flight arranged by the tournament administration unless the tournament administration confirms a change.

- **Penalty for breach: Disqualification.**

7.3 Ball

The responsibility for playing the proper ball rests with the player. If identical balls are played within one flight, the balls should be marked with an identification mark, so the players can recognize their ball (See Rule 6.1).

A player can clean the ball when it is allowed to mark the ball (See Rule 17.5). The player must mark the ball before starting to clean it.

7.4 Player behaviour

a) Towards other players

A player must at all times respect the etiquette guidelines published by WFGA.

b) Unacceptable conduct while playing a tournament round (from first kick until scorecard is submitted):

1. Cheating with the rules or the scorecard (cheating is done on purpose)

- **Penalty: Disqualification**

2. Abusive or threatening behaviour or language.
3. Continual disregard of etiquette.
4. Smoking, including electronic cigarettes.

(The organizer may opt to make a specific short break area where the player can smoke briefly during a round, before quickly returning to play. The break may not cause undue delay.)

5. Possession and consumption of alcohol.

- **Penalty:**
 - **First offence: One kick penalty - Offence tally is not reset after a round.**
 - **Second offence: Disqualification.**

c) Unacceptable conduct on tournament site:

1. Possession or use of illegal substances.

➤ **Penalty: Disqualification.**

2. Abusive or threatening behaviour or language.

3. Continual ignorance of etiquette.

4. Excessive use of alcohol.

➤ **Penalty:**

- **First offence: Official warning - Offence tally is not reset after a round.**
- **Second offence: Disqualification.**

7.5 Undue delay and slow play

While playing a lane and between completion of a lane and playing from the next teeing ground, the player must not unduly delay play. If a player or a flight plays slow and loses contact to groups in front of them and at same time delays the flight behind, the referee can be contacted by players of the concerned flight or by the flights behind. The referee can decide to put the flight on the clock. In this situation the players have 45 seconds to make the kicks from the time they reach the ball. The referee must inform the players of the concerned flight about the procedure. The player on the clock has the right to ask the referee to inform about when the time of 45 seconds starts.

➤ **Penalty for exceeding time:**

- **First offence: Official warning (when the referee is called upon).**
- **Second offence: One kick penalty.**
- **Third offence: Two kicks penalty.**
- **Fourth offence: Disqualification.**

7.6 Interruption of play and continuation of play

a) Interruption

The player should continue to play unless feeling suddenly ill or the tournament administration pauses a tournament round. If the player feels that the weather may cause damage to the players health or visibility has become too bad, the player can contact the tournament administration and ask for a suspension of play.

➤ **Penalty for stopping to play without good reason or permission: One kick penalty.**

b) Procedure when play is suspended by the tournament administration

When play is suspended by the tournament administration, the players must stop playing immediately and mark the position of their balls if the balls are in play on a lane. The players must resume play when the tournament administration has ordered a resumption and signalled a start. A player must continue to play from where the ball was marked or from the tee where they stopped playing.

➤ **Penalty for starting at wrong place:**

- **Maximum number of kicks on the lane.**

➤ **Penalty for not stopping immediately:**

- **First offence: Official warning.**
- **Second offence: Disqualification.**

8 **Practice**

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See definitions: [Lane](#)

8.1 **On a course in use**

It is not allowed to practice on a course in use. A course is in use, if the first flight started and until the last flight has finished the course.

- **Penalty for breach of rule:**
 - **First offence: Official warning.**
 - **Second offence: Disqualification.**

8.2 **During round**

A player must not make a practice kick during play of a lane.

- **Penalty for breach of rule:**
 - **First offence: Official warning.**
 - **Second offence: Disqualification.**

9 **Advice**

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9.1 **Caddy**

The player can have one person, giving advice to the player during a round. An advising person must follow the same rules as everybody else in a flight but is not allowed to stand or demonstrate where the player should play the ball. The caddy is only allowed to talk with the player, carry the players equipment and write score.

- **Penalty for breach of rule: One kick penalty.**

9.2 **Advice in double**

In double it is allowed for the double partner to show the player where the ball should be resting after the kick. It is not allowed to mark the place or to change the ground in any way.

After showing the place the double partner must leave the spot before the partner is kicking.

- **Penalty for breach of rule: One kick penalty.**

10 **Ground and weather conditions**

[Go to index](#)

See definitions: [Direction of play](#), [Line of play](#), [Lane](#)

10.1 **Ground under repair**

Ground under repair is any part of the course marked by the tournament administration. All ground and any grass, bush, tree, or other growing thing within the area, are part of the ground under repair. The area must be clearly visible.

A ball is in a ground under repair when it lies inside the highlighted area or any part of it touches the ground under repair. A ball is also considered to be in a ground under repair, if the ball rests within 1 meter of the objects marking the area, and the objects interferes with the line of play.

Relief:

If a ball rests inside a ground under repair, the player must take relief without penalty and place the ball at the nearest point of relief that is neither nearer to the finish in the direction of play nor improving the line of play to an obstacle.

10.2 Abnormal water accumulation

A temporary accumulation of water on the course that is not marked as “out of bounds” is deemed to be an abnormal water hazard.

A ball is in an abnormal water hazard when it either interferes with the stance or the runup to the ball.

Relief:

If a ball rests in an abnormal water hazard, the player may take relief without penalty and place the ball at the nearest point of relief that is neither nearer to the finish in the direction of play nor improving the line of play to an obstacle.

10.3 Dangerous weather conditions

If the weather causes a tournament round to be paused, the tournament administration will give a loud signal. The players must follow rule 7.6b.

10.4 Cancellation of a round

If a round cannot be continued after it has been suspended, all player results will be taken from the last finished lane of the final flight. If the round is played with a gun-start, the round will be cancelled.

11 Order of play

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See definitions: Lane

11.1 General

The player with the lowest score on the previous lane starts at the next teeing ground. The player with the second lowest score plays next and so on. If two or more players have the same score on a lane, they play from the next teeing ground in the same order as at the previous teeing ground. After the players have started play of a lane, generally the ball furthest away from the finish is played first.

11.2 Change of order

If balls must be marked, the flight may decide that a ball closer to the finish or to the next obstacle may be played first. Balls close to obstacles should be played first. Otherwise marking and placing close to obstacles must be made together with a flight opponent or referee. If the ball is within 2 meters of the finish, the player must either try to hole out or mark and lift the ball, before another player makes a kick.

12 Teeing ground

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See definitions: [Lane](#)

12.1 Tee-markers and teeing

a) Tee-markers

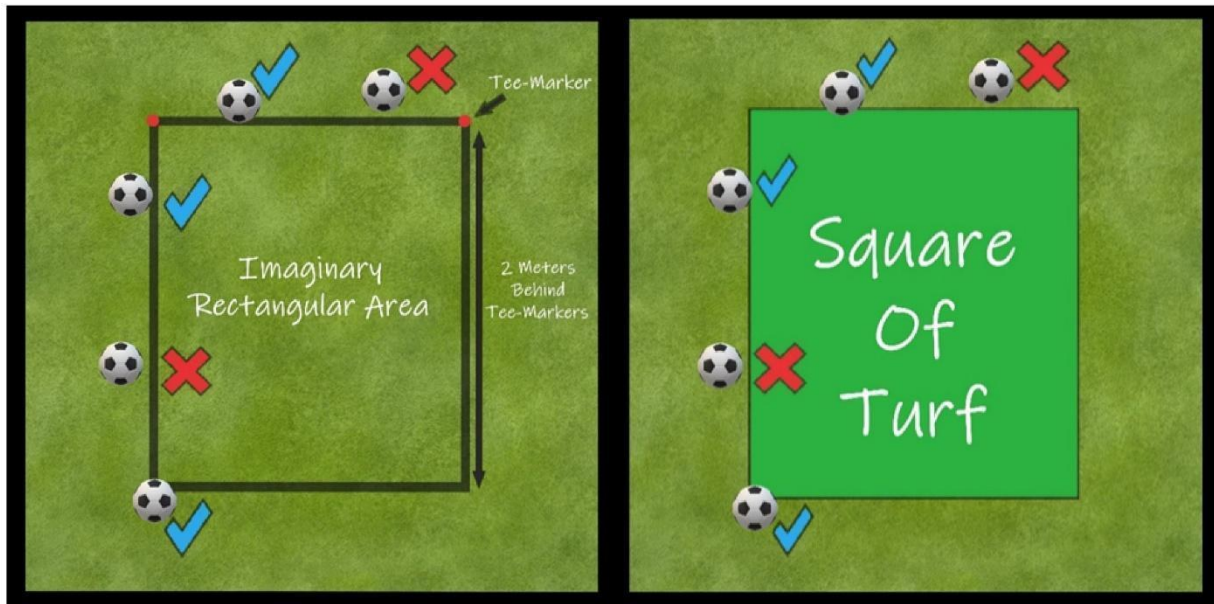
The teeing ground is where the player must make the first kick when starting a new lane. The ground can be marked with two tee-markers (stones, sticks, or the like), that illustrates the front of the tee and the beginning of the lane. The player can place the ball up to 2 meters behind the two tee-markers in an imaginary rectangular area.

The teeing ground can also be marked by a square of turf or other material, and the front of it will illustrate the beginning of the lane. In this case the 2 meters rule does not apply.

Tee-markers are deemed to be fixed and the player cannot move them.

b) Teeing

When a player is kicking a ball into play from the teeing ground, it must be played from within the teeing ground. A ball is inside the teeing ground when any part of it lies inside the teeing ground, looking at it from the top. A player may stand outside the teeing ground to play a ball within it.



If the player kicks a ball from the tee and it goes “out of bounds” or the player takes a self-imposed penalty, the ball can be repositioned anywhere on the tee. It does not have to be the same spot.

The ball does not have to be kicked between the tee-markers. The player can shoot in any direction from the tee.

12.2 Playing from outside the teeing ground

If a player, when starting a lane, plays a ball from outside the teeing ground, **the player incurs a penalty of one kick** and must then play a ball from within the teeing ground.

The kick from outside the teeing ground and any subsequent kick by the player on the lane prior to the correction of the mistake do not count in the score.

13 Ball played as it lies

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See definitions: [Line of play](#), [Bunkers and ditches](#)

13.1 General

The ball must be played at rest and as it lies, except as otherwise provided in the rules: Ball at rest moved (See Rule 20).

Taking away small not fixed pieces like leaves, small stones or the like is allowed (See Rule 15). The player is also allowed to gently test the constitution of the ground and plants by hand.

13.2 Line of play and in front of the ball

The player must not improve the line of play, or the area the ball should be kicked into. That means it is neither allowed to move nor bend anything growing or fixed in front of the ball.

- **Penalty for breach of rule: One kick penalty.**

13.3 Building a stance

Behind the ball, a player is entitled to place the feet firmly when building a stance for the kick. Behind the ball it is allowed to bend branches as the player sees fit and lean up against them if needed unless it would improve the line of play. The player is not allowed to trample the ground or break anything fixed or growing on purpose.

- **Penalty for breach: One kick penalty.**

If a player accidentally causes a ball to move without touching it, when taking a stance for the kick, the player must inform the flight before repositioning the ball. There is no penalty.

If a player accidentally touches the ball, when taking a stance for the kick, the player must inform the flight before repositioning the ball.

- **Penalty for touching the ball by accident:**
 - **First offence: Official warning.**
 - **Second offence: One kick penalty.**

13.4 Sand bunkers

The player may rake a sand bunker before a ball ends up in it. If there is no rake available, it is also allowed to use the feet. If a ball is already in a sand bunker, it is not allowed to rake it anymore.

When preparing to kick, the player is allowed to push the feet into the sand, but not to brush away sand.

➤ **Penalty for breach of rule: One kick penalty.**

When leaving a sand bunker the player should follow the WFGA etiquette guidelines.

13.5 Entangled in a final destination obstacle

If the final destination is an obstacle with a loose net or the like instead of a grounded hole, it is allowed to remove the net or the like, if it interferes with the kick and the ball touches the ground. For that the player must mark the ball in accordance with rule 17.

If the ball is hanging in the net or the like without touching the ground, the player must play it like it is or take a self-imposed penalty (See Rule 18).

14 Kicking the ball

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14.1 A legal kick

A kick is a forward movement of the foot with intention of kicking at and moving the ball. The kick may be done with any part of the foot but must be a short touch of the ball and the ball cannot be guided by the foot. An intended kick, that touches the ball, but does not change the ball's position, still counts as a kick. An "air kick", without touching the ball, does not count as a kick.

Exceptions:

a) Lifting

When lifting the ball with the foot, the player can have a longer contact with the ball if the ball, while still in contact with the kicking foot, continuously accelerates along an imaginary straight line in space throughout the entire movement. The player is not allowed to balance the ball on the foot. The player is not allowed to hold the foot against the ball before lifting.

b) Kicking with the sole

When kicking with the sole it is allowed to have a longer contact with the ball. The player is not allowed to hold the foot against the ball before kicking with the sole and must show balance after the kick.

Note for a & b:

If a player is guiding the ball when either kicking with the sole or lifting the ball, a referee should be called to follow the player. To evaluate if a ball is guided, the referee looks if the player has difficulties to keep balance after kicking with the sole or lifting the ball. Balance is defined as being able to stand on both feet, and not having the entire weight of the body on the shooting foot after the kick. If the player has difficulties to keep balance, it is an indication that the ball was guided, if not the player did it correctly.

➤ **Penalty for guiding a ball: One kick penalty.**

14.2 Kicking moving ball

If a player makes a kick while the ball is moving, the kick is cancelled, and the player must reposition the ball to the last known resting place.

- **Penalty for kicking moving ball: One kick penalty.**

If the ball begins to move while the player has begun the kicking movement, there is no penalty under this rule, and the player must keep on playing as normal.

14.3 Kicking the wrong ball

A player who makes a kick at a wrong ball, **incurs a penalty of one kick**. Kicks made by a player at a wrong ball do not count in the player's score. If the wrong ball belongs to another player, its owner must reposition the ball on the spot from which the wrong ball was first played.

14.4 Assistance

The player must not get help from another person to stand or shoot when kicking.

- **Penalty for breach of rule: One kick penalty.**

14.5 Kicking from the wrong place

If a player by mistake kicks the ball from the wrong place, the kick does not count, and the ball must be repositioned in the correct spot. **The player incurs a one kick penalty.**

15 Loose impediments

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See definitions: Line of play

15.1 General

Loose impediments are natural loose objects (small stones, spruce cones, branches, and the like). A player may remove loose impediments, which would disturb the kick, the stance, or are lying in the line of play.

If any ball in play is in motion, it is not allowed to remove any loose impediment. A player removing a loose impediment while a ball is in motion, **incurs a one kick penalty.**

15.2 Removal of loose impediments

If there is a risk, that the ball moves while removing loose impediments, the player can mark and lift the ball if it is allowed (See Rule 17.5), and then remove the loose impediment and reposition the ball. If the removal of a loose impediment causes the ball to move and rest at another place, the ball must be repositioned, **and the player incurs a one kick penalty.**

16 Obstructions

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See definitions: [Direction of play](#), [Line of play](#), [Lane](#)

16.1 General

Obstructions are non-natural objects, which are not part of any obstacle on the lane or present in the lane description. Objects defining a ground under repair and “out of bounds”, such as walls, fences, sticks, and railings, are not obstructions.

16.2 Movable obstructions

A player may take relief, without penalty, from a movable obstruction or the obstruction may be moved temporary and then be repositioned. An obstruction is a movable obstruction if it may be moved without unreasonable effort, without unduly delaying play and without causing damage. Otherwise, it is an immovable obstruction.

16.3 Immovable obstructions

Interference by an immovable obstruction, which is not belonging to the lane, occurs when a ball lies in or on the obstruction, or when the obstruction interferes with the player’s stance or the runup to the ball. That means there is a risk of touching it with the feet when making a kick. Otherwise, interference on the line of play is not, of itself, interference under this rule.

Relief:

If an immovable obstruction interferes, the player may take relief without penalty and place the ball at the nearest point of relief that is neither nearer to the finish in the direction of play nor improving the line of play to an obstacle.

Note:

The presence of immovable obstructions on the course must be announced by the tournament administration before a round starts. If it is not announced, no relief can be taken.

17 Marking and placing

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See definitions: [Direction of play](#), [Line of play](#), [Bunkers and ditches](#)

17.1 General

If any ball is interfering with play, any player in the flight can ask to have the ball marked. A player is obligated to mark and lift the ball if a flight opponent requests the player to do so.

A player has the right to mark their own ball if rule 17.5 allows it. The player is not obligated to lift the ball when marking it unless it is requested by a flight opponent.

A player required to mark the ball, may play first rather than mark the ball.

Note:

When the player marks the ball, the ball’s position is locked. So, if heavy wind or steep ground makes it roll away, the player can reposition it without penalty. If the player did not mark the ball, it cannot be repositioned. A ball is marked the second a ball-marker touches the ground in accordance with rule 17.2.

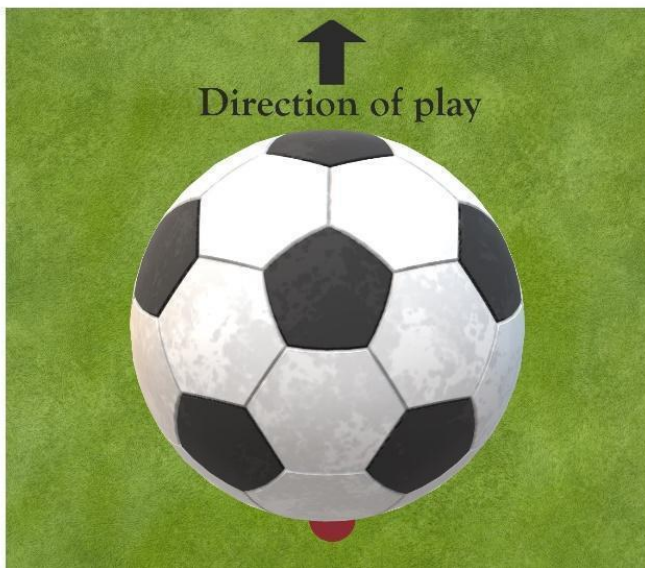
17.2 Marking

A ball to be marked may be marked by the player or another person authorized by the player. In any such case, the player is responsible for any breach of the Rules. The position of a ball must be marked before it is lifted, and a player may only mark a ball when all balls in play are at rest.

Note:

To mark a ball correctly the player must inform the flight and then place a ball-marker precisely in the middle behind the ball in the direction of play. The ball-marker should connect with the edge of the ball.

➤ **Penalty for breach of rule: One kick penalty.**



17.3 Placing

A ball to be placed back to its marked position must be placed by the person who marked the ball very precisely and accurately in the same spot in front of the ball-marker in the direction of play.

➤ **Penalty for breach of rule: One kick penalty.**

17.4 Ball within 2 meters of the finish

If a player kicks a ball and hits another ball that rests within 2 meters of the finish, **the kicking player incurs a one kick penalty.**

Note:

A ball that rests within 2 meters of the finish should either be marked and lifted or holed out.

17.5 When and where to mark

a) The mowed/cut areas

A player can mark their own ball at any place on the mowed/cut areas. (fairway, green, pathways)

Exception:

Near an obstacle, or anything else that interferes with the line of play, a ball should be played. If a player wants to mark their own ball, it must be done together with a flight opponent or a referee.

b) The rough

A player is not allowed to mark the ball in the rough (high grass, bushes, trees, and the like).

Exceptions:

1. A player can mark if another player in the flight requests the player to do so. (See Rule 17.1)
2. If the player needs to identify the ball (See Rule 19.2), the player must announce the intention to the flight so the lifting and placing of the ball can be observed.
3. A player can mark the ball without lifting it if the ball's position could change due to steep or uncertain ground.

c) Bunkers and ditches

A player is not allowed to mark their own ball in a bunker or ditch.

Exception:

A player can mark if another player in the flight requests the player to do so. (See Rule 17.1)

- **Penalty for breach of rule: One kick penalty.**

17.6 Marker interferes with play

If a ball-marker is placed in a position where it disturbs a player's stance, line of play, or might move due to a kick, a player is in the right to have the ball-marker moved by its owner.

Note:

This can be done by placing a foot as near as possible to the ball-marker and moving the ball-marker the length of the foot. Remember to reposition the ball-marker before placing the ball, to avoid kicking from the wrong place.

- **Penalty for breach of rule: One kick penalty.**

17.7 Disappearance of a ball-marker

If a player's ball-marker disappears after marking the ball, the player must reposition the ball together with the flight. No penalty.

18 Self-imposed penalty

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18.1 General

Under penalty of one kick, the player is at any time allowed to reposition the ball, as near as possible, to the spot of the previous kick. Before doing this, the player must inform the flight.

Note:

If the player takes a self-imposed penalty, the player is recommended to mark the place of the previous kick, before leaving the spot to pick up the ball.

19 Searching for and identifying ball

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See definitions: Line of play

19.1 Searching for ball

When searching for a ball anywhere on the course, it is not allowed to break anything fixed or growing on purpose. The player may touch and bend long grass, rushes, bushes, heather, branches, and the like, to the extent necessary to find and identify the ball.

A player must always try to search for the ball behind the ball, in the most probable line of play, to avoid improving the line of play.

- **Penalty for improving the line of play on purpose: Two kicks penalty.**

If a player accidentally causes the ball to move, while searching the ball, the player must inform the flight before repositioning the ball. There is no penalty.

19.2 Lifting ball for identification

The responsibility for playing the proper ball rests with the player. Each player should have an identification mark on their ball. If a player believes to be the owner of a ball, but cannot identify it, the player can mark and lift the ball for identification, without penalty.

If the player lifts the ball to identify it without having good reason to do so, **the player incurs a penalty of one kick.**

20 Ball at rest moved

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See definitions: Outside influence

20.1 By an outside influence

If a ball at rest is moved by an outside influence, there is no penalty, and the ball must be repositioned. If the majority of the flight's players believe that the ball was moved on purpose, the referee must be called. The referee

decides whether it can be assumed that the ball was moved on purpose. If the referee decides that it was on purpose, **the outside influence incurs a penalty:**

- **The outside influence is a tournament player or spectator:**
 - **First offence: Official warning - Offence tally is not reset after a round.**
 - **Second offence: Disqualification or ban from the course.**
- **The outside influence is something or someone else: Removal from the course.**

20.2 By player or the player's equipment

If the player forced the ball to move, and it was not a normal kick, the player must reposition the ball **and incurs a one kick penalty.**

There is no penalty if the player accidentally causes the ball to move in the following circumstances:

- In searching for a ball (See Rule 19.1).
- Not touching the ball when building a stance (See Rule 13.3).
- Touching the ball when building a stance (See Rule 13.3)
 - **First offence: Official warning.**
 - **Second offence: One kick penalty.**
- In marking a ball.
- In removing movable obstructions (See Rule 16.1).

20.3 By flight opponent or their equipment

If an opponent or the opponent's equipment moves, hits, or touches the player's ball at rest, the ball must be repositioned. No penalty.

If the majority of the flight's players believe that the ball was moved on purpose, the referee must be called. The referee decides whether it can be assumed that the ball was moved on purpose. If the referee decides that it was on purpose, **the opponent incurs a penalty:**

- **First offence: Two kicks penalty - Offence tally is not reset after a round.**
- **Second offence: Disqualification.**

If the opponent by accident kicked the "wrong ball", **the opponent incurs a one kick penalty** (See Rule 14.3).

20.4 By another ball

If a ball at rest is moved by another ball in motion after a kick, the moved ball must be repositioned. No penalty.

21 Ball in motion deflected or stopped

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See definitions: **Outside influence**

21.1 By an outside influence

If a ball in motion is deflected or stopped by an outside influence, there is no penalty and the ball must be played as it lies, except when the ball rests in “out of bounds”. In this case the kick is cancelled and must be replayed.

If the majority of the flight’s players believe that the ball was stopped on purpose, the referee must be called. The referee decides whether it can be assumed that the ball was deflected or stopped on purpose. If the referee decides that it was on purpose, the kick is cancelled, **and the outside influence incurs a penalty:**

- **The outside influence is a tournament player, or spectator:**
 - **First offence: Official warning - Offence tally is not reset after a round.**
 - **Second offence: Disqualification or ban from the course.**
- **The outside influence is something or someone else: Removal from the course.**

21.2 By player or the player’s equipment

If the player’s ball is deflected or stopped by the player or their equipment, the player’s ball must be repositioned, **and the player incurs a one kick penalty.**

21.3 By flight opponent or their equipment

If a player’s ball is deflected or stopped by a flight opponent, there is no penalty, and the ball must be played as it lies, except when the ball rests in “out of bounds”. In this case the kick must be cancelled and replayed.

If the majority of the flight’s players believe that the ball was stopped on purpose, the referee must be called. The referee decides whether it can be assumed that the ball was deflected or stopped on purpose. If the referee decides that it was on purpose, **the opponent is disqualified.**

21.4 By another ball

a) **In play and at rest**

If a player’s ball is deflected or stopped by a ball in play and at rest, the deflected or stopped ball must be played as it lies, no penalty.

b) **In play and in motion**

If a player’s ball in motion is deflected or stopped by another ball in motion, then both kicks are cancelled and both balls must be repositioned and replayed. No penalty.

22 Out of bounds

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See definitions: Lane, Bunkers and ditches

22.1 General

If a ball is “out of bounds”, the player must play a ball, **under penalty of one kick**, as nearly as possible at the spot of the previous kick.

Note:

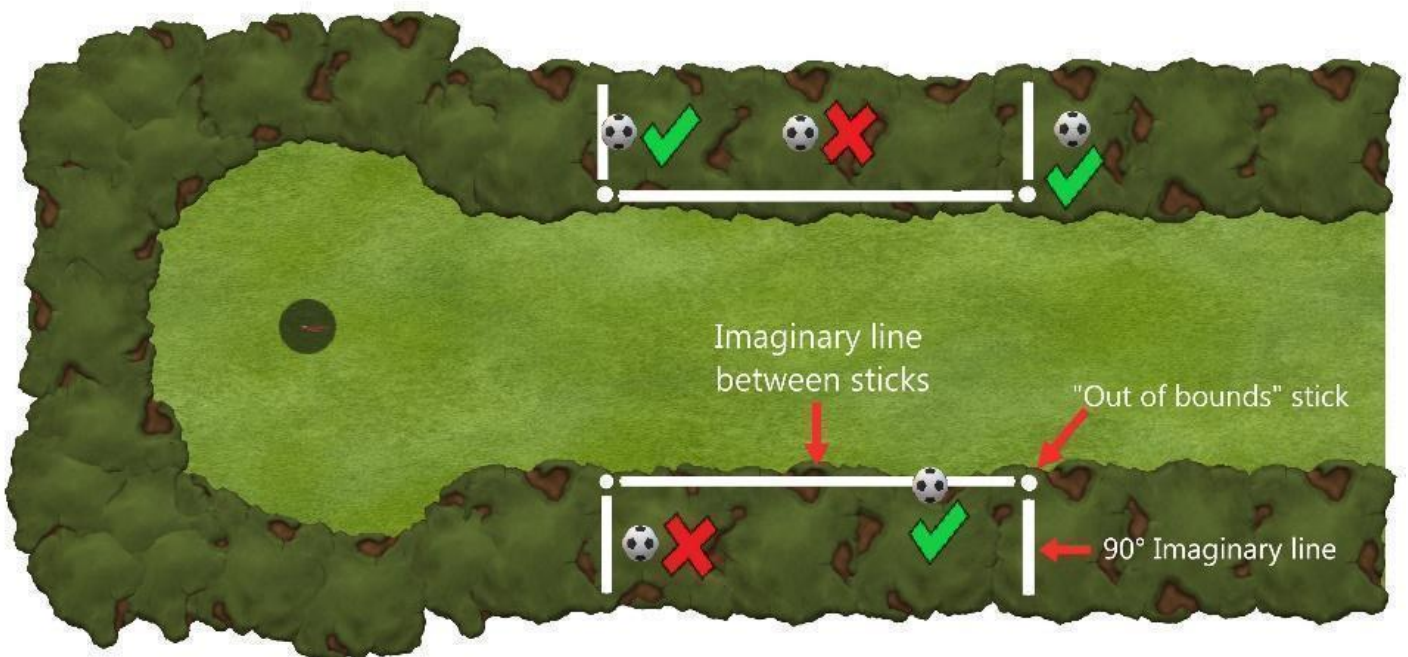
If a player kicks the ball “out of bounds”, it is recommended to mark the place from where it was kicked, before leaving the spot to pick up the ball.

22.2 Out of bounds areas and water hazards

There are 4 different “out of bounds” areas.

a) Marked “out of bounds” areas

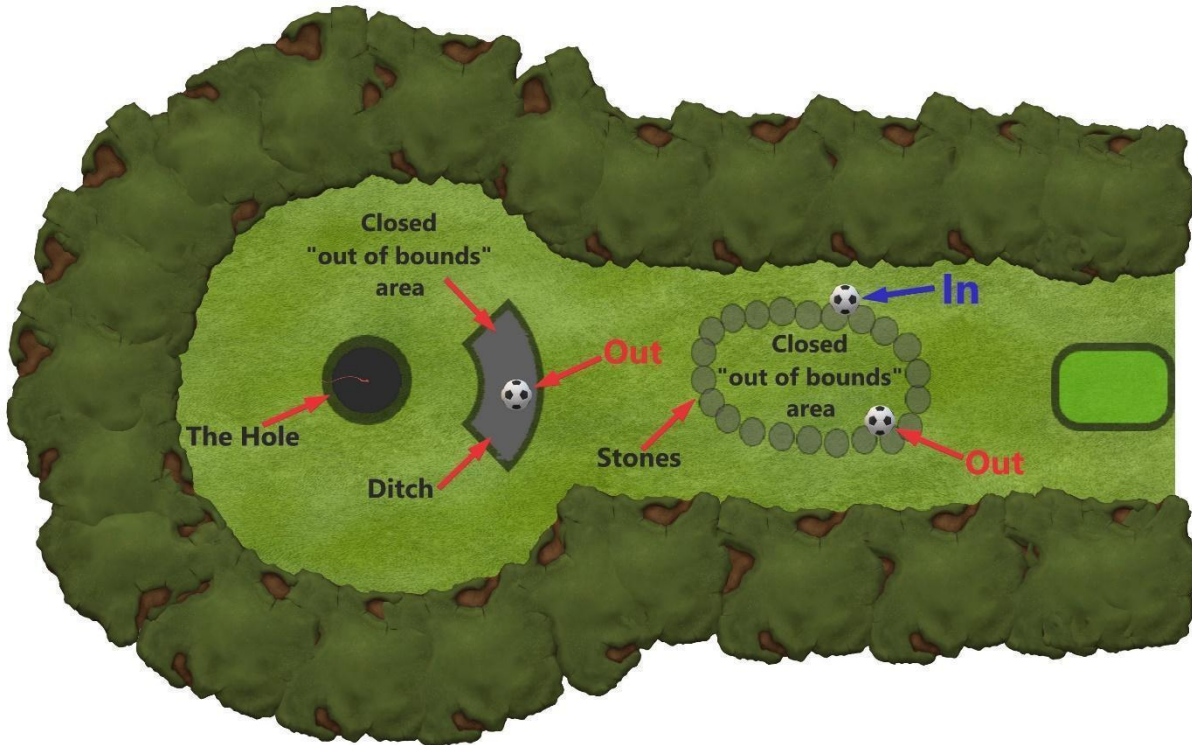
A marked “out of bounds” area is an area that is either marked with sticks or spray-paint on the ground. A ball is “out of bounds” when all of it lies between two sticks and there is no contact between the imaginary line from one stick to the next and the ball. On the last and first stick a player will have to envision a 90-degree imaginary line, to determine if the whole ball is between the two sticks or not. If an “out of bounds” area is marked with spray-paint, the ball is “out of bounds” if it has no contact with the sprayed line.



b) Closed “out of bounds” areas

A closed “Out of bounds” area, is an area that leaves no question on whether the ball is inside or outside that area. The area should be clearly visible and explained on the lane description. It can be a hole in the ground, a circle of stones with no space for a football between them, a ditch, or something like it.

A ball that is inside a closed “out of bounds” area is “out of bounds”.



c) Water hazards

Any larger normal presence of water on the course, like a pond, stream, river, or the like, no matter if it is natural or human made, is defined to be a water hazard. If a water hazard is not marked as an “out of bounds” area (see rule 22.2a), then the player can play the ball, unless the ball is clearly floating on water.

If a ball is floating on water, it is “out of bounds”.

Note:

If the flight can't agree if a ball is floating or not, a referee must be called.

d) Outside the course

A ball is “out of bounds” when all of it lies outside the course. The boundaries of a course can be marked with a fence or sticks or something like it.

The boundaries of a course might not be displayed on the lane descriptions, and such boundaries must be announced to the players before the tournament starts.

22.3 Another lane and crossing another lane

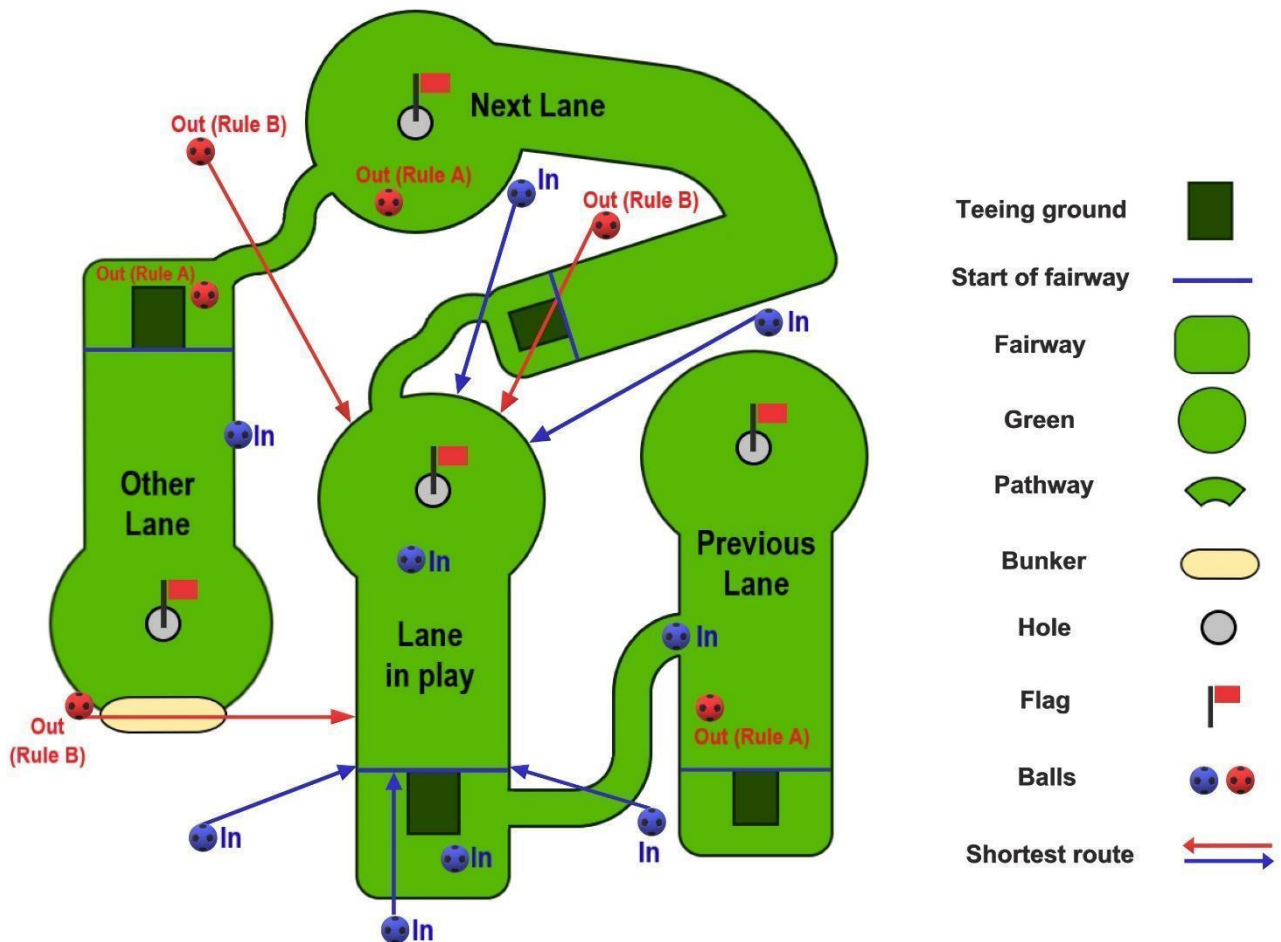
A ball is “out of bounds” if it is on another lane or if it has crossed another lane. This also applies for lanes that belongs to other courses than the course in play.

a) Another lane

A ball is on another lane when the whole ball is on a mowed/cut area, that neither belongs to the lane in play nor is a neutral ground (see rule 22.4). The mowed/cut areas include any bunker and obstacle connected to the mowed/cut area.

b) Crossing another lane

A ball has crossed another lane, when the shortest route to the fairway/green of the lane in play goes over a mowed/cut area that neither belongs to the lane in play nor is a neutral ground (see rule 22.4). The mowed/cut areas include any bunker and obstacle connected to the mowed/cut area. You may draw a straight line from any part of the ball to determine if the ball is out or not. The fairway starts at the front of the teeing ground.



Note for a & b: Cancellation

The tournament administration can, before the tournament starts, announce that the tournament is without the rule of a ball being out when it ends up on another lane or has crossed another lane.

22.4 Neutral ground

Any ground that is not a part of any lane at the course is defined as neutral ground. That includes the high grass and wild growing areas surrounding the lanes, also known as the rough, and the mowed/cut pathway leading to the teeing ground on lane 1 as well as the pathway going away from the last lane on the course. A ball on a neutral ground is not “out of bounds” unless it is inside an “out of bounds” area (see rule 22.2) or has crossed another lane (see rule 22.3b).

22.5 Multiple pathways

A pathway that connects to a pathway, that is connected to the lane in play, is also part of the lane in play.

22.6 Out of bounds in the finish

If the ball comes to rest inside the finish, before it successfully passed all obstacles on the lane, the ball is “out of bounds”.

23 Obstacles

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See definitions: Direction of play, Lane

23.1 General

An obstacle is any kind of object (bucket, wood, stick, pole, stone, net, window area or the like) which is mentioned in the official lane description to play between or through or upon or below or around or inside successively in the direction of play.

23.2 Normal obstacles

An obstacle you can pass in any way you like.

23.3 Mandatory borders

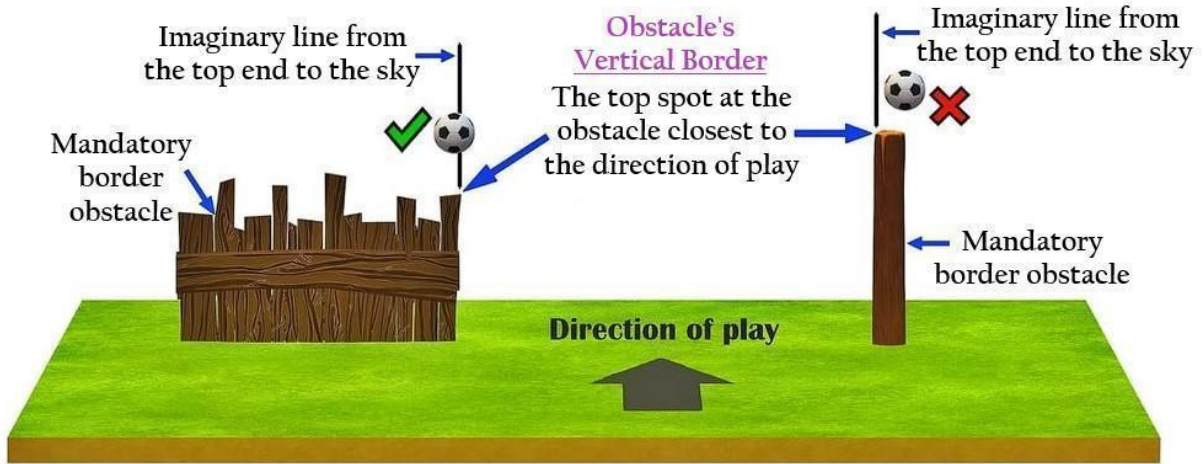
A single mandatory border is an obstacle that consists of a stick, pole, tree, stone, fence, or the like, and must be played around either on the left or the right side in accordance with the direction of play and the position of the obstacle’s vertical border.

The obstacle’s vertical border is defined as the top spot at the obstacle closest to the direction of play, unless otherwise marked.

The obstacle’s vertical border has an imaginary line from the top end to the sky. If a ball is played over the end of the vertical border and the ball is not fully outside the border during its flight, then it is counted as being played correctly.

Multiple mandatory borders that create a direction of play between them, are still considered to be single mandatory borders, and must be played accordingly.

If the player kicks the ball on the wrong side of a mandatory border, the player must play the ball back on the same (wrong) side.



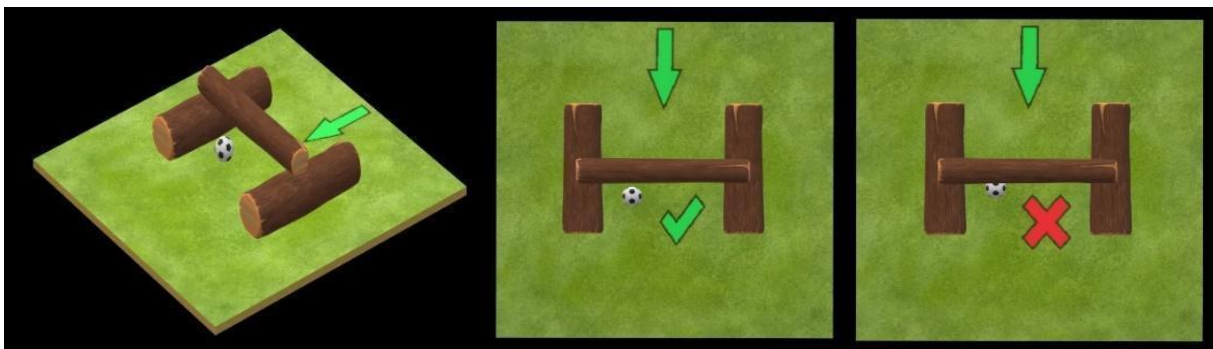
Note:

Before a player intends to play the ball high over mandatory borders, the player should inform the flight before the kick, so they can check the line of the ball's flight. In case of doubt, the majority in the respective flight is deciding whether a ball was good or not. If the flight cannot find a decision with majority, the kick is cancelled, and the player must reposition the ball without penalty and try again. In match-play a referee must be called if two sides cannot agree on a decision.

23.4 Closed area obstacles

A closed area obstacle has borders on all sides and creates a gap or area that you must play through in the direction of play. If the player misses the obstacle, the player can play the ball back on any side of the obstacle or backwards through the obstacle. If a player plays a ball backwards through the obstacle, the ball must still pass one time fully through the obstacle in a subsequent kick.

An obstacle is considered to have been played through correctly when the whole ball is through the obstacle. This also applies if the ball is played backwards through the obstacle. The ball is defined to have passed an obstacle, when the ball is at rest and there is no contact between the ball and the obstacle, looking at it from the top at a 90° angle.



Note:

If you kick a ball backwards through an obstacle, which you have passed in an earlier kick, you do not have to pass the obstacle again.

23.5 **Mandatory hit**

A mandatory hit is an obstacle the player must hit with the ball. The obstacle can be hit from any side and must be hit in the direction of play.

23.6 **Final destination obstacles**

Final destination obstacles are an alternative for a grounded hole (bucket, non-grounded net, window area or the like), and the ball must be played through the correct opening according to the lane description and remain inside of the obstacle to be holed out. If the ball bounces back out of the final destination obstacle, then the ball is not holed out and must be kicked again until it remains inside.

24 **The hole and the flagstick**

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See definitions: Lane

24.1 **General**

The hole is normally the final destination of a lane and is represented with a flag. A ball is holed out when the ball is at rest inside the hole. A ball inside the hole should be removed before the next player takes a kick.

24.2 **Ball overhanging hole**

When any part of the ball overhangs the lip of the hole or the grass edge close to the hole, the player is allowed enough time to reach the hole without unreasonable delay to determine whether the ball is at rest. If by then the ball has not fallen into the hole, it is deemed to be at rest. If the ball is still moving due to wind or gravity the player must inform the flight and may wait up to 10 seconds. The 10 seconds must be said out loud for the other players in the flight to hear and the players must keep a distance of at least one meter to the ball. After 10 seconds the player must take the next kick. If the ball rolls into the hole after the 10 seconds, it must be repositioned.

➤ **Penalty for breach of rule: One kick penalty.**

24.3 **The flagstick**

a) Removing and holding the flagstick

A player may remove the flagstick if it is possible without destroying it but cannot do it when a ball is in play. In situations where the flag is damaged or the wind is heavy, another person authorized by the player may hold the flag in place while the player is shooting.

➤ **Penalty for breach: One kick penalty.**

b) Ball resting against the flagstick

When a player's ball rests against the flagstick at the hole and the ball is not holed, the player or another person authorized by the player may gently move or remove the flagstick, and if the ball falls into the hole, the player is deemed to have holed out with the last kick. Otherwise, if the ball moved but did not come to rest inside the hole, the ball must be placed on the lip of the hole, without penalty, and the player must take the next kick.