



HOLE	1	2	3	4	5	6	7	8	9	OUT
PAR	4	3	4	5	4	4	3	5	4	36
YARDAGE	120	90	140	205	135	120	90	170	130	1200
Scorer:	Attest:				Date:					

HOLE	10	11	12	13	14	15	16	17	18	IN	TOT
PAR	4	3	4	5	5	4	4	3	4	36	72
YARDAGE	115	90	140	185	170	120	130	80	120	1150	2350
Scorer:	Attest:				Date:						

HOW TO PLAY

The main goal of FootGolf is similar to the main goal of golf: to get the ball (in this case a standard #5 size soccer ball) from the teeing ground into the hole (21 inches in diameter) in the least number of kicks possible.

BASIC RULES:

- To tee off, you may kick your ball from a position up to two yards behind the tee markers at the designated teeing area. Make sure your kick will not interfere with other players or golfers.
- The ball must be played in a single movement. You are not allowed to push the ball with the top or bottom of your foot.
- Wait to play your next shot until the ball has completely come to rest. It is **not** legal to stop the ball from rolling from the wind.
- Play the ball where it lies. You are **not allowed** to move the ball or remove jammed objects.
Exception: You may mark the spot and lift the ball when it may obstruct another player's kick or ball in any way.
- Do not kick a ball from the golf greens.** If your ball comes to rest on a golf green, move it to the nearest spot off the green to kick. No penalty.
- Water hazard:** If the ball lands in a water hazard, retrieve or replace it within 2 steps from the closest landing point from where the ball entered the hazard (as defined by red stakes). Receive a one-stroke penalty. Or you may place the ball at the position of the previous kick and receive a one-stroke penalty.
- Out of Bounds:** OB is defined by white stakes. If your ball goes OB, place the ball within 2 steps from where the ball crossed between the white stakes, and receive a one-stroke penalty.