

Rules

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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. *All cursive (italic) items can be found in the definitions.*

Rule 1. The Game

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 *holed* in the *hole* or in an optional final obstacle.

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.

> **PENALTY FOR BREACH OF RULE 1-1, 1-2: Two kicks.**

> **In the case of a serious breach of Rule 1-2, the WFGA-representative may impose a penalty of disqualification.**

1-3. Agreement to Waive Rules

Players must not agree to exclude the operation of any Rule or to waive any *penalty* incurred.

> **PENALTY FOR BREACH OF RULE 1-3: Disqualification of competitors (sides) concerned.**

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 *WFGA-representative/Referee*.

Rule 2. Match-Play

2-1. General

A match consists of one side playing against another over a *stipulated round* unless otherwise decreed by the *WFGA-representative*. 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 the fewer kicks. The state of the match is expressed by the terms: so many "holes up" or "all square," and so many "to play."

2-2. Halved Hole

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

2-3. Winner of Match

A match is won when one side leads by a number of *holes* greater than the number remaining to be played. If there is a tie, the *WFGA-representative* may extend the *stipulated round* by as many holes as are required for a match to be won.

2-4. Concession of Match, Hole or Next Stroke

A player may concede a match at any time prior to the start or conclusion of that match. A player may concede a *hole* at any time prior to the start or conclusion of that *hole*. A player may concede his opponent's next *kick* at any time, provided the opponent's *ball* is at rest. The opponent is considered to have *holed* out with his next *kick*, and the *ball* may be removed by either side. A concession may not be declined or withdrawn.

2-5. General Penalty

The *penalty* for a breach of a Rule in match play is the same like in *kick* play.

Rule 3. Kick Play

3-1. General: Winner

A *kick* play competition consists of competitors completing each *hole* of a *stipulated round* or rounds and, for each round, returning a *score card* on which there is a score for each *hole*. Each competitor is playing against every other competitor in the competition.

The competitor who plays the *stipulated round* or rounds in the fewest kicks is the winner. If there is a tie for any of the first three places the competition must be decided by a Sudden-Death Playoff. The Playoff *hole(s)* must be settled and announced by the *WFGA-representative* before the tournament starts.

3-2. Failure to Hole Out

If a competitor mistakenly fails to *hole* out at any *hole* and does not correct his mistake before he makes a *kick* on the next *teeing ground* or, in the case of the last *hole* of the round, before he leaves the green, he is penalized with a maximum amount of kicks. (See rule 3-5)

3-3. Doubt as to Procedure

In stroke play only, if a competitor is doubtful of his rights or the correct procedure during the play of a *hole*, he may, without *penalty*, complete the *hole* with his *ball* in two different rules options. To proceed under this Rule, he must decide to play two options after the doubtful situation has arisen and before taking further action (e.g. making a stroke at the original *ball*).

The competitor should announce to his *marker* or a fellow-competitor:

- that he intends to play two options; and
- which option he wishes to count if the Rules permit the procedure used for that option.

Before returning his *score card*, the competitor must report the facts of the situation to the *WFGA-representative*. **If he fails to do so, he is disqualified.** If the competitor has taken further action before deciding to play two options, he has not proceeded under Rule 3-3 and the score with the original option counts. The competitor incurs no *penalty* for playing the second option

3-4. Refusal to Comply with a Rule

If a competitor refuses to comply with a Rule affecting the rights of another competitor, **he is disqualified.**

3-5. Each hole has a maximum amount of kicks.

Each *hole* has a given par. The maximum amount of kicks is 3 times the given par. If you are not able to get the *ball* in *hole* in that amount of *kicks*, you will be given a *penalty* of one shot.

3-6. Double

In double the basic rules are the same as in individual kick play except that the players during a hole must switch turns. The players can decide by themselves who is starting the holes.

3.7. General Penalty

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

Rule 4. Equipment**4-1. General**

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

4-2. Footwear

The player needs to use footwear. The player can choose any pair of footwear except shoes that may cause damage to the *course*. That means for example indoor shoes, running shoes, astro-turf boots with multiple rubber studs is permitted. Ordinary football boots with cleats (blades or cones) are not allowed unless otherwise mentioned.

Rule 5. The Ball**5-1. General – The Ball**

The *ball* must be a football of size 5 with a round shape. It is not allowed to change the *ball* pressure during a round except between hole 9 and 10. (The *WFGA-representative* will see to it that there is a pump available between hole 9 and 10.)

- > **PENALTY FOR BREACH OF RULE 5-1: Two kicks.**
- > **For subsequent offense – Disqualification.**

5-2. Ball unfit for play

A *ball* is unfit for play if it is cracked or punctured. A *ball* is NOT unfit for play if its surface has a minor scratch or is scraped or its paint is damaged or discolored. *Ball* that is unfit for play must be exchanged.

- > **PENALTY FOR BREACH OF RULE 5-2: Two kicks.**

Rule 6. The Player**6-1. Rules**

The player is responsible for knowing the Rules.

6-2. Time of Starting and Flights

a. Time of Starting

The player must start at the time established by the *WFGA-representative*. We recommend the player to report to the registration point at least 15 minutes before his starting time to pick up his *score card*.

> **PENALTY FOR BREACH OF RULE 6-2a:**

If the player arrives at his starting point, ready to play, within five minutes after his starting time, the penalty for failure to start on time is two kicks at the first hole in kick play.

Showing up later than five minutes after established starting time, the penalty for breach of this Rule is disqualification.

Exception: Where the *WFGA-representative* determines that exceptional circumstances have prevented a player from starting on time, there is no *penalty*.

b. Flights

The competitor must remain throughout the round in the *flight* arranged by the *WFGA-representative*, unless the *WFGA-representative* confirms a change.

> **PENALTY FOR BREACH OF RULE 6-2b: Disqualification.**

6-3. Ball

The responsibility for playing the proper *ball* rests with the player. Each player should put an identification mark on his *ball*.

6-4. Scoring in Kick Play

a. Recording Scores

Before starting the round, each competitor switches his *score card* with another competitor in the group arranged by the *WFGA-representative* and becomes a *marker* of another competitor of the group.

After each *hole* the *marker* should check the score with the competitor and record it. On completion of the round the *marker* must sign the *score card* and hand it to the competitor.

b. Signing and Returning Score Card

After completion of the round, the competitor should check his score for each *hole* and settle any doubtful points with the *WFGA-representative*. He must ensure that the *marker* has signed the *score card*, sign the *score card* himself and return it to the *WFGA-representative* as soon as possible.

> **PENALTY FOR BREACH OF RULE 6-4b: Disqualification.**

c. Alteration of Score Card

No alteration may be made on a *score card* after the competitor has returned it to the *WFGA-representative*.

d. Wrong Score for Hole

The competitor is responsible for the correctness of the score recorded for each *hole* on his *score card*. If he returns a score for any *hole* lower than actually taken, **he is disqualified.**

If he returns a score for any *hole* higher than actually taken, the score as returned stands.

Exception: If a competitor returns a score for any *hole* lower than actually taken due to failure to include one or more *penalty* strokes that, before returning his *score card*, he did not know he had incurred, he is not disqualified.

In such circumstances, the competitor incurs the *penalty* prescribed by the applicable Rule and an additional *penalty* of two strokes for each *hole* at which the competitor has committed a breach of Rule 6-4d. This Exception does not apply when the applicable *penalty* is disqualification from the competition.

Note: The *WFGA-representative* is responsible for the addition of scores recorded on the *score card*.

6-5. Undue Delay; Slow Play

While playing a *hole* and between completion of a *hole* 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 or delays the *flight* behind, the *referee* can be contacted. The *referee* can decide to *put them on the clock*. In this situation, they have 40 seconds to make the kicks from the time they reach the *ball*.

> **PENALTY FOR BREACH OF RULE 6-5: Two kicks.**

> **For subsequent offense – Disqualification.**

6-6. Interruption of Play – Continuation of Play

a. When Permitted

The player should continue to play unless:

- (I) The *WFGA-representative* has suspended play;
- (II) He believes there is danger from lightning;

(III) There is some other good reason such as sudden illness; or the like.

Bad weather is not of itself a good reason for discontinuing play. If the player discontinues play without specific permission from the *WFGA-representative*, he must report to the *WFGA-representative* as soon as practicable. If he does so and the *WFGA-representative* considers his reason satisfactory, there is no *penalty*. If the reason is unsatisfactory, the player is **disqualified**.

b. Procedure When Play is Suspended by WFGA-representative

When play is suspended by the *WFGA-representative*, the players must stop playing immediately and mark the position of their *ball* before lifting the *ball*. The players must resume play when the *WFGA-representative* has ordered a resumption of play from the marked position where it was discontinued. No flights are allowed to start the hole all over again when the play continues.

- > **PENALTY for not marking the ball – 2 kicks penalty**
- > **PENALTY for other breach of rule 6-6b: First breach - Warning**
- > **For subsequent offense – Two kicks penalty**

Rule 7. Practice

7-1. Before or Between Rounds

On any day of a competition, a player may practice on the competition *course* before a round starts or after a round is finished only if the *WFGA-representative* allows it. The player must not practice between tournament groups.

7-2. During Round

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

- > **PENALTY FOR BREACH OF RULE 7.1 or 7.2: Two kicks.**
- > **For subsequent offense – Disqualification.**

Rule 8. Advice

Advice is allowed if it doesn't delay the play (ref. rule 6-5), and an advising person must always stay behind the players in the flight while they are playing the hole.

Exception: Your partner in double is allowed to show where he wants the ball.

- > **PENALTY FOR BREACH OF RULE: First breach - Warning**
- > **For subsequent offense – Two kicks penalty**

Rule 9. Information as to Kicks Taken

General

The number of kicks a player has taken includes any *penalty* kicks incurred. A competitor who has incurred a *penalty* must inform his *marker* as soon as possible.

Rule 10. Order of Play

The competitor (side) with the lowest score at a *hole* takes the *honour* at the next *teeing ground*. The competitor (side) with the second lowest score plays next and so on. If two or more competitors (sides) have the same score at a *hole*, they play from the next *teeing ground* in the same order as at the previous *teeing ground*. After the competitors, have started play of the *hole*, generally the *ball* farthest from the *hole* is played first.

If balls have to be marked the group may decide that a *ball* closer to the *hole* or to the next obstacle may be played first. Balls close to obstacles should be played first. Otherwise marking, lifting and placing close to obstacles must be made together with the *marker* or fellow-competitor. If the *ball* is near the *hole*, the player may, in consultation with the other players, choose to *hole* out. Inside one meter the player should *hole* out his *ball*.

Rule 11. Teeing Ground

11-1. 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 part of it lies inside the *teeing ground*. A player may stand outside the *teeing ground* to play a *ball* within it.

11-2. Tee-Markers

Tee-markers are deemed to be fixed. The player must not move any *tee*-markers.

- > **PENALTY FOR BREACH OF RULE 11.2: Two kicks.**

11-3. Playing from Outside Teeing Ground

If a player, when starting a *hole*, plays a *ball* from outside the *teeing ground*, **he incurs a penalty of two kicks** 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 *hole* prior to his correction of the mistake do not count in his score.

Rule 12. Searching for and Identifying Ball**12-1. Searching for Ball**

In searching for his *ball* anywhere on the *course*, the player may touch or bend long grass, rushes, bushes, heather or the like, but only to the extent necessary to find or identify the *ball*, provided that this does not improve the lie of the *ball*, the area of his intended *stance* or his *line of play*.

It is not allowed to break anything on the *course*. If a player accidentally causes his *ball* to *move*, there is no *penalty* and the *ball* must be replaced and the lie re-created.

> **PENALTY FOR BREACH OF RULE 12.1: Two kicks.**

12-2. Lifting Ball for Identification

The responsibility for playing the proper *ball* rests with the player. Each player should have some kind of identification mark on his *ball*. If a player believes that a *ball* at rest might be his, but he cannot identify it, the player may lift the *ball* for identification, without *penalty*.

Before lifting the *ball*, the player must announce his intention to his *marker* or fellow-competitor and mark the position of the *ball*. He may then lift the *ball* and identify it, provided that he gives his *marker* or fellow-competitor an opportunity to observe the lifting and replacement. If the *ball* is the player's *ball* and he fails to comply with all or any part of this procedure, or he lifts his *ball* in order to identify it without having good reason to do so, **he incurs a penalty of one kick**.

Rule 13. Ball played as it lies**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 18

13-2. Improving Lie

A player must not improve the position or lie of his *ball*, his *line of play* or a reasonable extension of that line beyond the *hole*, or the area in which he is to place a *ball*. That means it is not allowed to move or bend anything growing or fixed thereby gaining the advantage of a better lie or *line of play*.

13-3. Building Stance

A player is entitled to place his feet firmly in taking his *stance* for the *kick* without breaking branches or the like.

> **PENALTY FOR BREACH OF RULE: Two kicks penalty.**

Rule 14. Kicking the ball**14-1. Kicking the ball**

A *kick* is 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 "air kick" does not count as a *kick*. According to rule 18-2 there is no penalty if you accidentally touch the ball without changing the balls position.

14-2. Kicking moving ball

A player must not make a *kick* while the *ball* is moving. If the *ball* begins to *move* after the player has begun his *kick* or the backward movement of his foot for the *kick*, there is no *penalty* under this rule.

14-3. Assistance

In making a *kick*, a player must not accept *physical assistance*.

> **PENALTY FOR BREACH OF RULE 14-1, 14-2 or 14-3: Two kicks penalty.**

Exceptions:**a. Lifting**

When lifting the *ball* with your foot, you are allowed to have a longer contact with the *ball* as long as the *ball*, while still in contact with the kicking foot, continuously accelerate along an imaginary straight line in space throughout the entire movement. You are not allowed to balance the *ball* on the foot. You are not allowed to hold the foot against the *ball* before you lift.

b. Kicking/putting with the sole

When kicking/putting with the sole it is allowed to have a longer contact with the *ball*. You are not allowed to hold the foot against the *ball* before you *kick*/putt with the sole. If you see a player who is guiding the *ball* when he *kicks*/putts with his sole or lifts the *ball* you may ask a *referee* or official to follow the player. The easiest way to see if you are doing this correct is that you shall be able to keep your balance and place your shooting foot next to your standing foot after the put. It is easy for the referee to judge you if your shooting foot ends up way in front of the standing foot and your balance point is moved. This is illegal.

- > **PENALTY FOR BREACH OF EXCEPTIONS: Warning.**
- > **For subsequent offense – 2 kicks penalty.**

Rule 15. Substituted Ball; Wrong Ball**15-1. General**

A player must finish the round with the *ball* played from the first *teeing ground*, unless the *ball* is lost (rule 27b) or damaged and unfit for play (see Rule 5). It can then be substituted.

15-2. Wrong ball

If a competitor makes a *kick* at a wrong *ball*, **he incurs a penalty of two kicks**. Kicks made by a competitor with a wrong *ball* do not count in his score. If the wrong *ball* belongs to another competitor, its owner must place the *ball* on the spot from which the wrong *ball* was first played.

Rule 16. The Green**16-1. Lifting the ball**

A *ball* on the *putting green* may be marked at all time. The position of the *ball* must be marked before it is lifted and the *ball* must be replaced (see Rule 20-1).

16-2. Ball Overhanging Hole

When any part of the *ball* overhangs the lip of 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* at rest subsequently falls into the *hole*, the player is deemed to have *holed* out with his last *kick* and must add one *kick* to his score. On other places at the *course* you need to mark the ball if you are afraid it will move because of a wind or an edge.

Rule 17. The Flagstick**Ball Resting Against Flagstick**

When a player's *ball* rests against the *flagstick* in the *hole* and the *ball* is not *holed*, the player or another person authorized by him may gently move or remove the *flagstick*, and if the *ball* falls into the *hole*, the player is deemed to have *holed* out with his last *kick*; otherwise, the *ball*, if *moved*, must be placed on the lip of the *hole*, without *penalty*. You can remove the flagstick if it is possible without destroying it, but you cannot do it when a *ball* is in play. In situations where the flag is damaged or the wind is heavy you can ask a player in your flight to hold the flag while you are shooting, but he is not allowed to move it during the shot.

Rule 18. Ball at Rest Moved**18-1. By Outside Agency (Something not part of the match)**

If a *ball* at rest is *moved* by an *Outside Agency*, there is no *penalty* and the *ball* must be replaced. Note: It is a question of fact whether a *ball* has been *moved* by an *Outside Agency*. In order to apply this Rule, it must be known or virtually certain that an *Outside Agency* has *moved* the *ball*. In the absence of such knowledge or certainty, the player must play the *ball* as it lies. (Player's *ball* at rest *moved* by another *ball* – see Rule 18-5).

18-2. By Player or Equipment

The player incurs a penalty of one kick. If the *ball* is *moved* (original place has been changed), it must be replaced. Under the Rules there is no *penalty* if a player accidentally causes his *ball* to *move* in the following circumstances:

- In searching for a *ball* or building the *stance* – Rule 13-3
- In lifting a *ball* under a Rule – Rule 20-1
- In removing a *loose impediment* on the green – Rule 23-1
- In removing movable *obstructions* – Rule 24-1
- In approaching the *ball* cautiously without bending or moving anything on purpose.

18-3. By Fellow-Competitor or Equipment

If a fellow-competitor or his *equipment* moves the player's *ball*, touches it or causes it to *move*, there is no *penalty*. If the *ball* is *moved*, it must be replaced. (Playing a wrong *ball* – see Rule 15-2)

18-4. By Another Ball

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

Rule 19. Ball in Motion Deflected or Stopped**19-1. By Outside Agency**

If a player's *ball* in motion is accidentally deflected or stopped by any *Outside Agency*, opponent or *equipment* there is no *penalty* and the *ball* must be played as it lies, except if the *referee* or the *WFGA-representative* determines that a player's *ball* has been purposely deflected or stopped by an *Outside Agency*. If a player's *ball* in motion has been purposely deflected or stopped by an *Outside Agency*: after a *kick* from anywhere on the *course*, the *kick* is cancelled. The *ball* must be replaced and replayed. If the ball accidentally is deflected to a place outside the *course* the *kick* is cancelled and must be replaced and replayed.

19-2. By Player or his Equipment

If a player's *ball* is accidentally deflected or stopped by himself or his *equipment* (*ball* or ball-markers are not counted as *equipment*), the player incurs a *penalty* of one *kick*. The *ball* must be played as it lies.

> **PENALTY FOR BREACH OF RULE 19-2: One kick penalty.**

19-3. By Another Ball

Ball at Rest:

If a player's *ball* in motion after a *kick* is deflected or stopped by a *ball in play* and at rest, the player must play his *ball* as it lies. There is no *penalty*.

Ball in Motion:

If a player's *ball* in motion after a *kick* is deflected or stopped by another *ball* in motion after a *kick*, the players must replace their balls. There is no *penalty*.

Rule 20. Marking, Lifting and Placing**20-1. Marking and Lifting**

A *ball* to be lifted under the Rules may be lifted 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 the *ball* must be marked before it is lifted. If it is not marked, **the player incurs a penalty of one kick** and the *ball* must be replaced.

Note 1: The position of a *ball* to be lifted must be marked by placing a ball-marker or a coin very precisely in the middle behind the *ball* in the direction of play.

Note 2: Marking, lifting and placing balls close to obstacles must be made together with the *marker* or fellow competitor.

20-2. Placing

A *ball* to be placed under the Rules must be placed by the player. It must be placed on the spot from which it was lifted, very precisely and accurately in front of the ball-marker. If a *ball* when placed fails to come to rest on the spot where it was placed, there is no *penalty* and the *ball* must be replaced.

> **PENALTY FOR BREACH OF RULE 20-1 & 20-2: Two kicks penalty.**

20.3 Playing from wrong place

If a player makes a *kick* from the wrong place, he incurs a penalty of two kicks. He must play out the hole with the ball kicked from the wrong place, without correcting his error, provided he has not gained a significant advantage by playing from the wrong place (up to the *WFGA Representative* to decide).

If a player has gained a significant advantage by playing from the wrong place he incurs a penalty of two kicks and should correct the mistake and play the ball from the correct place.

If the competitor has gained a significant advantage and has not corrected it before making a *kick* on the next teeing ground, he gets the maximum kicks on the hole.

Rule 21. Cleaning Ball

A *ball* on the *putting green* may be cleaned when lifted under Rule 16-1. Elsewhere, a *ball* may not be cleaned when lifted, except when it has been lifted:

- To determine if it is unfit for play (Rule 5-2)
- For identification (Rule 12-2), in which case it may be cleaned only to the extent necessary for identification
- Because it is assisting or interfering with play (Rule 22)

If a player cleans his *ball* during play of a *hole* except as provided in this Rule, **he incurs a penalty of one kick** and the *ball*, if lifted, must be replaced.

Exception: If a player incurs a *penalty* for failing to act in accordance with Rule 5-2, 12-2 or 22, there is no additional *penalty* under Rule 21.

Rule 22. Ball Assisting or Interfering with Play

22-1. Ball Assisting Play

Except when a *ball* is in motion, if a player considers that a *ball* might assist any other player, he may lift the *ball* if it is his *ball*. A *ball* lifted under this Rule must be marked and replaced (see Rule 20-2).

In *kick* play, a player required to lift his *ball* may play first rather than lift the *ball*. In *kick* play, if the *WFGA-representative* determines that competitors have agreed not to lift a *ball* that might assist any competitor, **they are disqualified**.

22-2. Ball Interfering with Play

Except when a *ball* is in motion, if a player considers that another *ball* might interfere with his play, he may have it lifted and marked. A *ball* lifted under this Rule must be replaced (see Rule 20-2). In *kick*-play, a player required to lift his *ball* may play first rather than lift the *ball*.

Note 1: Except on the *putting green*, a player may not lift his *ball* solely because he considers that it might interfere with the play of another player. If a player lifts his *ball* without being asked to do so, **he incurs a penalty of one kick for a breach of Rule 18-2**, but there is no additional *penalty* under Rule 22

Note 2: When another *ball* is in motion, a *ball* that might influence the movement of the *ball* in motion must not be lifted.

> **PENALTY FOR BREACH OF RULE 22.1 & 22.2: Two kicks penalty.**

> **PENALTY FOR CONTINUOUS BREACH OF RULE 22.1: Disqualification.**

Rule 23. Loose Impediments

Relief

Any *loose impediment* (such as loose branches and the like) may be removed without *penalty*. If the removal of a *loose impediment* by the player causes the *ball* to move, Rule 18-2 applies (**One kick Penalty**).

When a *ball* is in motion, a *loose impediment* that might influence the movement of the *ball* must not be removed.

Rule 24. Obstructions

24-1. Movable Obstructions

A player may take relief, without *penalty*, from a movable *obstruction* or the *obstruction* may be moved temporary and then be replaced.

24-2. Immovable Obstruction

a. Interference

Interference by an immovable *obstruction* occurs when a *ball* lies in or on the *obstruction*, or when the *obstruction* interferes with the player's *stance* or the area of his intended *kick*. That means there is a risk of touching it with the feet when making a *kick*. Otherwise, intervention on the *line of play* is not, of itself, interference under this Rule.

b. Relief

A player may take relief from interference by an immovable *obstruction* without *penalty*. Place the *ball* at the *nearest point of relief*, not nearer to the *hole*.

Rule 25. Abnormal Ground or Weather Conditions – Ground under repair

The *WFGA-representative* can decide to make a local rule stating the abnormal ground condition. Place the *ball* at the *nearest point of relief* and not nearer to the *hole* (example: temporary water on the *course* in bunkers or somewhere else).

If the *ball* moves due to wind, the player must play his *ball* from the new position without *penalty*. In case of any thunderstorm at the *course*, the tournament round has to be paused by the *WFGA-representative* with a loud acoustic signal (siren or horn) for the players to hear. After the signal the players mark their balls immediately (Rule 20-1 applies). After the restart the players continue their play from the marked position.

Ground under repair is any part of the *course* so marked by order of the *WFGA-representative* or so declared by its authorized representative. All ground and any grass, bush, tree or other growing thing within the ground under repair zone are part of the ground under repair. The area must be clearly visible.

A *ball* is in ground under repair when it lies in or any part of it touches the ground under repair. The player may take relief without any *penalty* and replace his *ball* at the *nearest point of relief* and not nearer to the *hole*.

Rule 26. Out of bounds

A *ball* is *out of bounds* when all of it lies *out of bounds*. Any area on the *course*, such as for example a sea, lake, pond, river, or stream may be marked as *out of bounds*. An area that is *out of bounds* should be marked by stakes, lines or be clearly explained in local rules.

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 from which the original *ball* was last played.

A *ball* is *out of bounds* when it ends up on another *course*. Examples on that is.

- When the whole *ball* leaves the rough or the pathway that belong to the hole.
- When the whole *ball* is on a pathway between two other holes.
- When the whole *ball* is in front of the frontline at a *teeing ground* on another hole.
- When the whole *ball* is behind your own *teeing ground*. (If the ball is in rough or a pathway that is connected to your own course it is allowed to play from there.)

Note 1: The WFGA-representative can before the tournament announce that the tournament is without this rule.

Rule 27. Ball lost, kick and distance

Kick and Distance; Ball Not Found Within Five Minutes

a. Proceeding Under Kick and Distance

At any time, a player may, **under penalty of one kick**, play a *ball* as nearly as possible at the spot from which the original *ball* was last played i.e., proceed under *penalty of kick* and distance

To proceed under *penalty of kick* and distance, the player is recommended to mark the place of the previous *kick* first before going to the *ball*.

b. Ball Not Found Within Five Minutes

If a *ball* is lost as a result of not being found or identified as his by the player within five minutes' after the player's side have begun to search for it, the player must play a *ball*, **under penalty of one kick**, as nearly as possible at the spot from which the original *ball* was last played.

> PENALTY FOR BREACH OF RULE 27: One kick penalty.

Rule 28. Obstacles

An Obstacle is any kind of object (bucket, wood, stick, pole, stone, net, window area or the like) which is mentioned in the official *hole* description to play between or through or upon or below or around or inside successively in the direction of play. There are four different kinds of obstacles:

28-1. One-legged Obstacles

One-legged obstacles are marked by exactly one object as boarder (stick, stone or the like) and must be played around either on the left or the right side according to the *hole* description in the correct direction of play.

If the player *kicks* the *ball* on the wrong side of the obstacle, he must play the *ball* back on the same (wrong) side, which he has missed with his previous *kick*. Failing to do so the player must circle back the *ball* around the obstacle until the *ball* made it on the correct side according to the direction of play.

28-2. Two-legged Obstacles

Two-legged obstacles are marked by exactly two objects as boarders (sticks, stones or the like) and must be played as two one-legged obstacles in the correct direction of play. Therefore, the *ball* must pass the left one-legged obstacle (boarder) on the right side and the right one-legged obstacle (boarder) on the left side.

If the player *kicks* the *ball* on the wrong side of either obstacle, then the player must play the *ball* back on the same (wrong) side, which he has missed with his previous *kick*. Otherwise the player must circle back the *ball* around the obstacle until the *ball* made it on the correct side according to the direction of play. In other words, the player is not allowed to play the *ball* back between the two one-legged obstacles after a miss to get back in front.

Note: One- and two-legged obstacles have an open imaginary vertical area from the top end of the obstacle to the sky. So, if the *ball* is played over the end of any boarder in a vertical way and the *ball* is not fully outside the obstacles boarder during its flight, then it is counted as being played correctly. In other words, to count the *kick* as a missed

obstacle, then the *ball* has to be fully outside the borders and its vertical line upwards. Before a player intends to play the *ball* high over obstacles, he should inform his fellow-competitor(s) (or opponents) before his *kick*, so they can check the line of flight. If your ball hits the top of a one or two-legged obstacle your ball is declared good. (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 person must replace without penalty and try again.)

28-3. Multiple-legged Obstacles (Closed Area Obstacles)

Multiple-legged obstacles create a closed area to play through the obstacle in the correct direction of play. If the player *kicks* the *ball* not through the obstacle (misses the obstacle), then the player may choose to play the *ball* back around or through the obstacle. Afterwards the *ball* must still pass one time fully through the obstacle in the correct direction of play.

28-4. Final destination obstacles (bucket, non-grounded net, window area or the like)

Final destination obstacles may be an alternative for a grounded *hole* and the *ball* must be played through the correct opening according to the *hole* description and remain inside of the obstacle to be *holed*. If the *ball* bounces back again through the same opening of the final destination obstacle (in and out) then the *ball* is not *holed* and must be *kicked* inside again until it remains (same logic as for a grounded *hole*).

Note 1:

If your *ball* has been played all the way through an obstacle and comes back through the obstacle you must play the obstacle one more time. That means that the ball should be played through the obstacle and come to rest on the other side of it. However, if you on a later shot go back through the obstacle the wrong way, you are still considered to have passed it."

Rule 29. Special Hole

The *WFGA-representative* has the right to classify a *hole* as a special hole according to Rule 29 Contrary to Rule 3-5, the maximum amount of kicks is then different. If you are not able to get the *ball* in *hole* in that amount of *kicks*, you will be given a *penalty* of one kick. Moreover, the player may proceed under kick and distance rule 27a without any penalty. To get the free replacement of the *ball* you must mark your *ball* on the side before you shoot so you find exactly the same spot again.