



## Iowa Games FootGolf Tournament Rules

### 1.0 Player Code of Conduct

A strict policy of appropriate behavior throughout the event, as well as appropriate comments to the media and through social media. Any conduct deemed to be unprofessional is subject to disciplinary action as highlighted below.

Players are expected to behave in a sportsmanlike manner while competing in the event. Actions that are in violation of this conduct include but are not limited to:

- Abusive or threatening behavior or language
- Throwing or kicking the ball away in anger
- Overt rudeness to anyone present
- Willful and overt destruction, abuse or vandalism of property, including animal and plant life
- Cheating; refer to FIG Rulebook
- Continual ignorance of etiquette on the course (See etiquette below)

Activities which are in violation of any laws, course regulations or FootGolf course rules may result in disciplinary action. Tournament Director and/or Committee are granted the discretion to disqualify a player based on the severity of the offending conduct. Additionally the following conduct is not acceptable:

- Possession of illegal substances\*
- Possession and consumption of alcohol from the start of play until scorecard is submitted
- Excessive use of alcohol on tournament site
- Threatening and abusive social media behavior
- Failure or refusal to enforce FIG rules, course or local rules
- Failure to cooperate with tournament officials, host staff or competitors

Disciplinary procedure following official complaint:

Any investigation may result in disciplinary action which may result in tournament disqualification or a possible ban from competing. Disciplinary action may result in loss of entry fee, tournament winnings or prize fund. Actions could include one or more of the following:

- Verbal warning by tournament director and or committee
- Official written warning by committee
- Termination of playing rights by committee

\*Please note Iowa Games operates a zero tolerance policy on illegal drug or substance misuse. Any player/team found contravening this policy during the event will be immediately disqualified.

## **2.0 Starting and completion of the round**

### **2.1 Starting**

Starting: It is the responsibility of the player to collect their scorecard and be ready on their designated starting tee 10 minutes prior. Players arriving after the first kick will be given a 2 kick penalty up to the point where the first hole is completed. If the first hole is completed they will be issued a score of 10 for any holes missed.

### **2.2. Presentation of scorecards**

At the end of the round, the players must, without delay, submit their signed scorecard to the registration desk. There will be only one official scorecard per group. At the end of the round the players need to officially verify the scorecard and sign. The entire group must come to the scoring table together to turn the scorecard and attest in front of the score committee.

If a player fails to accompany his/her group to the official score area and attest his/her score that player's score will be ineligible for competition and will be disqualified from the remainder of the tournament.

## **3.0 Tournament Committee**

### **3.1. Issues**

Any complaint from a player or a team should be addressed as soon as possible to the tournament director, who will make a decision. No claims will be accepted after the announcement of the results.

In all cases the FIG Rulebook will be used as a guideline and decisions will be made outside of this according to fair play. In the event an appeal is made the authority will convene immediately after play. In the event there is no majority the decision of the TD is final.

## **4.0 Playoff Situations**

In the event of a tie for medal placement, a sudden death play off will take place on a predetermined hole. In the event of a tie another play off hole will be played. If there is still a tie, the most holes below par will be used, if after that a tie remains, a coin toss will determine the winner.

## **5.0 Bad Weather**

Iowa Games reserves the right to cancel the event in case of inclement weather to keep the course in good condition. If play is interrupted with poor weather, the tournament director reserves the right to stop play and resume when they see fit, if possible.

## **6.0 Pace of Play**

Keeping the pace of play is critical in this tournament and will be controlled by the Tournament Committee.

6.1 The entire round of 9 holes must be played in less than 2 hours. Par 3's should be played in 9 minutes, Par 4's in 12 minutes and Par 5's in 15 minutes max.

6.2 In the event of slow play: A) Initial warning to group B) Final Warning to group or player C) Penalty to player/s +1 kick. Slow play will be decided by TD and/or any tournament staff and is not subject to any appeal. A pace of play guideline is on the scorecard.

If darkness will fall prior to the projected finish time, the TD may postpone the incomplete portion of the round for next day, upon course availability. All suspended rounds shall be completed, unless conditions exist that make it impossible. If such conditions exist, the results shall be final as of the last completed round.

## **7.0 Etiquette**

Please note the following: where no penalties are carried, continuance of disregard to etiquette may result in penalties.

7.1 Players should always show respect to other players in the field and should not interfere with their play by moving, speaking or making unnecessary noise. Players should ensure that no electronic equipment carried on the course disturbs other players.

7.2 On the starting area, a player should not place his ball on the tee before his turn to play. Players should not stand near the ball or directly behind the ball, or directly behind the hole, when a player is about to execute a shot.

7.2-1 it is not permitted to leave the teeing area until all players have played unless the player has been asked to mark their ball

7.3 On the green: players should not stand on the hit line of another player or, when the player makes a shot, cast a shadow on his hit line. Players should stay on or near the green as long as all other players in the same group have not completed the hole. In addition, it is strictly forbidden to run, jump, or perform any actions that may damage the green.

7.4 Scoring: The marker should make sure to count every shot of the player they are responsible for. In stroke play, a player acting as a marker should, if necessary, proceeding from the next hole, check the score with the player concerned and record it.

7.5 Playing at a good pace and maintaining it: Players should play a good pace. It is the responsibility of a group of players to keep the interval with the previous group. If a group has an entire hole lagged from the previous group and delays the next group, it should invite the group to pass regardless of the number of players in that group. When a group does not have a whole hole of delay but it is obvious that the next group could play faster, it should invite the group that is faster to pass.

7.6 Be ready to play: Players should be ready to play as soon as it is their turn to play by positioning themselves behind their ball. Players should immediately leave the green when they have finished playing the hole. If a player believes that his ball may be lost outside a water hazard or is out of bounds, in order to save time, he should play with a provisional ball. Players looking for a ball should signal to players in the next group to overtake them as soon as it becomes clear that the ball will not be easy to find. They should not look for five minutes before doing so. Having allowed the group that follows them to overtake them, they should not resume play before this group is past and out of reach.

7.7 Bunkers: Before leaving a bunker, players should carefully level all holes or footprints they have made and those created by others nearby using a rake. Running or stepping is prohibited in a bunker. The support foot must not move when the shot is played (Penalty +1 kick and replay shot)

7.8 Avoid unnecessary damage: Players should avoid damaging the terrain by creating divots by hitting the ground with the shoe. Players should be careful not to damage the green when placing the flag. Players should not stand too close to the hole in order not to damage it, and should act with caution when handling the flag or removing a ball from the hole. The flag should be correctly repositioned in the hole before the players leave the green.

7.9 DO NOT retrieve the ball from a hole with your foot! Players will be warned first and then penalized with +1 in case of repeated incidence.

## **8.0 Footwear & Equipment**

8.1 The correct footwear to play FootGolf should be exclusively designed for synthetic turf or indoor sport. Golf shoes or shoes designed for traction within sport need to be approved by the committee. Cleats of any kind are not permitted. A player must start and finish the hole with the same footwear unless it is damaged.

### 8.2 The Ball

8 & Under Size 3

9-12 Size 4 ball

Ages 13 & up Size 5 soccer ball

Note: Players should be prepared and obligated to accept any eventuality including damage or loss of ball.

### 8.3 Marking the ball

If a player's ball is obstructing the play of the next player, the group can either allow that player to show or the ball must be marked by using a coin or cylindrical flat object by placing the marker behind the ball in line with the hole. The ball must be collected and replaced in exactly the same situation after the marker is placed.

If a player's marker is an obstruction then it can be moved without penalty either left or right using their foot as a guideline for distance. The player's foot that is used for marking must be the one who replaces the marker again repeating the procedure to return to the original point.

8.4 Once the hole has started, the ball cannot be raised or grabbed by the player, unless:

- When other players ask to mark the ball's position because it is interfering with their game
- When the ball is inside the Green 'green zone' (In case the Green is not marked, within a 10 feet distance from the hole, if, in that distance the ball is not in a hazard), the player must mark and raise the ball.
- When an obstruction must be removed (according to the rules) and there is a chance that removing it may move the ball

- If a player has reasons to believe that his or her ball has become damaged for the game during the hole that is being played at the moment, he or she can lift the ball without penalties to determine whether the ball is damaged or not. They must seek prior approval.
- If the ball is lying on a zone that the player has reason to believe it must be investigated and the presence of the ball itself makes it impossible (for example the ball covers a sprinkler or a manhole that cannot be seen without removing the ball).
- In case of major wind or disruptive conditions: "Stop Rule" In the event of wind or disruptive conditions the player is entitled to call 'Stop' The player will be allowed to put his ball back to its initial position if it has moved because of the wind; If and only if the ball had completely stopped. The player must raise his hand and say "STOP".
- The other players in the group must also raise their hands to validate the position. In case of dispute, the majority prevails. Balls will be allowed to be marked ONLY on the fairway and green when the wind rule is in play. Balls cannot be marked in the rough.  
Penalty for breach +1 kick

#### 8.5. Damaged ball

A ball is damaged for the game if it is visibly torn, cut or misshapen. A ball is not useless for the game if it is only stained with mud or any other material, or if it is scratched in its outside surface or if the paint is damaged.

If a player has reasons to believe that his ball has become damaged while playing a hole, he can raise the ball without any penalties to determine whether it is or not damaged, according to rule 8.3. If the player does not follow these instructions without any good reason to believe that the ball is damaged, there will be a penalty of +1 kick

If it is determined that the ball has become damaged for the game while playing a hole, the player can replace it with another ball, placing it where the original ball was lying.

#### 8.6. Procedure/Time allowance

In case of puncturing the ball while playing a hole, the procedure should go the following way:

The position of the ball is marked. Once it is verified with the rest of the players that the ball is indeed unplayable, it can be replaced with another ball, with one they own or a borrowed one from the tournament, as long as it has the characteristics of a proper FootGolf ball.

The group behind must be called to continue play. Play must be continued without delay.

A player cannot use the ball of a fellow player in their group that is in play.

Play must continue when the following group has been called through and completed the hole. If the player is not ready to play then they will be scored maximum 10 for that hole.

#### 8.7. Cleaning the ball

A player can clean the ball when marked according to rule 8.3. The player can raise the ball and clean, always following the stipulated procedure in this rule, in the following cases:

- When other players ask to mark the ball's position because it is interfering with their game
- When the ball is inside the Green 'green zone' (In case the Green is not marked, within a 3 meter distance from the hole, if, in that distance the ball is not in a hazard), the player must mark and raise the ball. Penalty + 1 kick to the kicker approaching the green
- When an obstruction must be removed (according to the rules) and there is a chance that removing it may move the ball

If a player has reasons to believe that his or her ball has become damaged for the game during the hole that is being played at the moment, he or she can lift the ball without penalties to determine whether the ball is damaged or not. They must seek prior approval.

If the ball is lying on a zone that the player has reason to believe it must be investigated and the presence of the ball itself makes it impossible (for example the ball covers a sprinkler or a manhole that cannot be seen without removing the ball).

In case of major wind or disruptive conditions: "Stop Rule" In the event of wind or disruptive conditions the player is entitled to call 'Stop' The player will be allowed to put his ball back to its initial position if it has moved because of the wind; If and only if the ball had completely stopped. The player must raise his hand and say "STOP".

The other players in the group must also raise their hands to validate the position. In case of dispute, the majority prevails. Balls will be allowed to be marked ONLY on the fairway and green when the wind rule is in play. Balls cannot be marked in the rough.

8.8. It is only possible for a player to change a ball fit for purpose, or to change its pressure using a pump or a compressor before the start of a hole. As soon as the ball is played from the tee, the player must wait until the end of the hole before making a change.

## **9.0. Relief Situations**

Relief may be obtained in the following situations using below as the guideline:

- Sprinkler or drain on the line of play ONLY when the player is in the fairway or on the green
- If your ball rest on a sprinkler head or drain or the position of the sprinkler head or drain makes for an unsafe kick. This intention should be cleared with the other players in your group
- Casual water. Position of the ball or the line of play ONLY when the player is on the fairway or green
- Area marked "Ground Under Repair" by the Golf course in any area on the course. Position of the ball or line of play irrelevant of position on course.
  - Mark the existing position of the ball
  - Move to the nearest point of full relief no nearer the hole
  - Place the ball within 1 metre of this new point but no nearer the hole
  - Raise marker

9.2. Play is permitted from the Golf greens. Please take proper care.

## **10.0 Dress Code**

All participants in the Competition must ensure that they are equipped with the regular attire associated with FootGolf. The dress also extends to the clubhouse, hotel and functions within the itinerary.

Please notice that dress code will be strictly enforced. We kindly ask you to avoid uncomfortable situations, forcing the organizers to change parts of your uniform or wear it properly. Please respect the tournament dress code as follows:

NO Cleats of any kind (see rule 8.1)

RECOMMENDED:

- Knee-High socks (Argyle preferred. Solid/Other designs are okay)
- Golf style shorts preferred.
- Turf / Indoor soccer shoes. Tennis / Walking shoes are approved.

## **11.0 Scoring**

The rules within FIG Rulebook will be used as a guideline.

11.1 The Tournament is stroke-play for individual categories.

11.2 There will be only one official scorecard per foursome. At the end of the round the players need to officially verify the scorecard and sign. The entire foursome must come to the scoring table together to turn the scorecard and attest in front of the score committee.

If a player fails to accompany his/her group to the official score area and attest his/her score that player's score will be ineligible for competition and will be disqualified from the remainder of the tournament.

## **12. Spectators / Gallery**

Spectators are to stay out of the path of play at all times during tournament play unless an area has been designated otherwise. Players are not allowed to have caddies or members of the gallery giving them playing advice beyond encouraging great play. If a player breaches this rule it will be a one stroke penalty for every infraction.

## **13. Hazard Situations**

Out of Bounds: Marked by white posts or stakes or perimeter fencing as designated by tournament authority. Player MUST add penalty of one kick and go back to previous playing position

Water Hazards: Ball unplayable. Penalty of one kick and go back to previous position OR 2m from unplayable position but no nearer the hole

## **14. Practice**

Practice on the course is NOT permitted during tournament play. Penalty for breach will be disqualification.

## **15. Special Tournament Rules**

### 15.1 Cart Paths

If the player's ball comes to rest on the cart path or the cart path is impeding the stance of the player at any point during play, the player has the option to play the ball where it lies or take full relief with no penalty. When taking relief the player must choose the nearest point of relief + 2 m but at no point may they be nearer the hole

### 15.2 Bunkers

A bunker is a body of sand fully enclosed with turf. Players must play their shot from the bunker at a standstill. The player cannot scoop, step into, or run to strike a ball in a bunker or they will be penalized one stroke and must replay their shot from the original spot in the bunker.

### 15.3 Golf Carts

All players need to be aware of the other players in the group at all times. All carts are to remain behind the field of play to not cause interference. If your ball hits a golf cart, the kick shall be canceled and replayed from its original location without penalty.