

FOOTGOLF

COUNTRY HILLS GOLF COURSE

Course Rules:

- No metal spikes or soccer cleats.
- No more than four golfers per group preferred.
- Only two players allowed on a golf cart.
- No private coolers allowed; food and beverage should be purchased in the clubhouse.
- No tank tops; shirts must be worn at all times.
- Children under age 8 must have permission to be on the Course.
- Licensed drivers only may drive carts.
- Carts must stay 30 feet from golf greens (behind white lines).
- Please rake after playing out of a sand trap.
- Allow faster groups to play through.

Special FootGolf Rules:

- All players kick off from **blue** tee markers and kick to **blue** flags.
- Hole #9: Use your best judgement when teeing off – if your average kick will not make it over the water hazard, please kick off from the **yellow** tee markers. If your ball is lost in the water, an extendable retriever is available; however, recovering your ball is extremely difficult. Please do not throw rocks or other objects at your ball in an attempt to retrieve it.
- No kicking from or running on golf greens.
- Please remember that you may be sharing the course with regular golfers, therefore standard golf etiquette applies to footgolf as well. Be mindful of players on others holes, watch for errant golf shots, keep noise levels reasonable, etc.

How to Play FootGolf:

- Kick off your ball from a position up to 6 feet behind the tee markers. After Hole #1, the player with the best score will be the first to kick off, followed by the second, etc.
- The ball must be played in a single movement. Your foot should be set separate from the ball, clearly behind, before the kick. You are not allowed to push the ball with the top or bottom of your foot.
- Wait to play until the ball has completely come to rest. It is not legal to stop the ball from rolling with the wind.
- The player farthest from the hole is the first to kick the ball.
- Play the ball from where it lies. It's not allowed to move the ball or remove jammed objects. Exception: You may mark the spot and lift the ball when it may obstruct the other players kick or ball in any way.
- If the ball lands out of bounds or in a hazard (marked with white, red and yellow stakes), retrieve or replace it within two steps from the closest land point from where the ball entered, receiving a one stroke penalty, or you can place the ball at the position of the previous kick and receive a one stroke penalty.
- Only on the footgolf greens may the balls be picked up to be cleaned or replaced.
- Regardless of the distance from the hole, the hole must be completed. "Giving" to the opponent is not allowed.