



## Bay Area Adult Sports League Rules

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BAASL FootGolf matches follow the USFGA Laws of the Game:

### I. Field Rules

1. The game is played with a regulation #5 soccer ball at a golf course facility on shortened holes with 21-inch diameter cups. The game is played the same way as golf, except players use a football instead of a golf ball, and the ball is kicked rather than struck with a club, working towards a 21-inch "cup" in place of the usual golf hole.

A. Players may not wear firm-ground or soft-ground cleats. Turf, indoor, and golf shoes are permissible.

2. Unlike many sports, FootGolf is played, for the most part, without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the game of both golf & FootGolf.

3. Safety. Players should not play until the players in front are out of range. If a player plays a ball in a direction where there is a danger of hitting someone, he should immediately shout a warning. The traditional word of warning in such a situation is "fore."

4. No Disturbance or Distractions: A Player should always show consideration for other players on the course and should not disturb their play by moving, talking or making any unnecessary noise. Players should ensure that any electronic device taken onto the course does not distract other players. On the teeing ground, a player should not tee his ball until it is his turn to play. Players should not stand close to or directly behind the ball, or directly behind the hole, when a player is about to play..

5. On the Putting Green: You are not allowed to roll the ball or use the sole of the foot. On the putting green, players should not stand on another player's line of putt or when he is making a stroke, cast a shadow over his line of putt. Players should remain on or close to the putting green until all other players in the group have holed out.

6. Scoring: In every form of play, the goal is to play as few strokes per round as possible. A golfer's score is usually expressed as the difference between the player's number of strokes and the par score. A hole in one (or an "ace") occurs when a golfer sinks his soccer ball into the cup with his first stroke from the tee.

- A. In stroke play, a player who is acting as a marker (score keeper) should, if necessary, on the way to the next tee, check the score with the player concerned and record it.
- B. A hole is classified by its par, meaning the number of strokes a skilled golfer should require to complete play of the hole. Par always includes a stroke for the tee shot and two putts, so the minimum par of any hole is 3.
- C. FootGolf pars are typically 5.

Numeric term	Name	Definition
-4	Condor	four strokes under par
-3	Albatross (Double Eagle)	three strokes under par
-2	Eagle	two strokes under par
-1	Birdie	one stroke under par
E	Par	equal to par
+1	Bogey	one stroke over par
+2	Double bogey	two strokes over par
+3	Triple bogey	three strokes over par

7. Tournament Play: Depending on the course scoring will take place somewhat differently. Some courses will have a single card per golfer, one card per pair, or one for the entire foursome. No matter what the case each golfer will either be paired with another in the group, or confirmation will be made by all four golfers.

- A. If single player, or paired scoring, the card will need two signatures on card, and in a foursome all four golfers will need to sign off on the scores per hole. The totals will be added up by the tournament directors and/or staff.

**Note:** *If a card is missing signatures the card will not be valid for tournament play and anyone on the card will be disqualified!*

8. Play at Good Pace and Keep Up: Players should play at a good pace. The Committee may establish pace of play guidelines that all players should follow. Players should play immediately when players in front are out of range of their shot. (Do not wait for them to be on/off green, unless you believe your shot will make it there.
  - A. It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group.
  
9. Tournament Play Pace of Play:
  - A. **Shot Gun Start:** Every hole starts with four FootGolfers, and everyone on the course begins at the same time. Keep pace so that the group ahead of you does not create a gap of another hole between yourselves and them. Wait if they are at the next tee box, and then tee off as soon as they are out of range of your driven ball.
  - B. **Double Shot Gun Start:** Every hole starts with 8 golfers. This is usually split between a foursome called "A" and one called "B". When the shot gun starts Group "A" begins while group "B" waits until group "A" is out of range of their driven ball. As soon as group "A" is out of range group "B" then drives and pushes the pace behind group "A".  
\*(Never have a group of 8 all go together as it severely slows down the pace of play and the entire event can become a log jam).
  
10. Players should be ready to play as soon as it is their turn to play. When the play of a hole has been completed, players should immediately leave the putting green.
  
11. Lost Ball: If a player believes his ball may be lost outside a water hazard or is out of bounds, to save time, he should play a provisional ball. Players searching for a ball should signal the players in the group behind them to play through as soon as it becomes apparent that the ball will not easily be found. They should not search for five minutes before doing so. Having allowed the group behind to play through, they should not continue play until that group has passed and is out of range.
  
12. Care of the Course: Before leaving a bunker, players should carefully fill up and smooth over all holes and footprints made by them and any nearby made by others. If a rake is within reasonable proximity of the bunker, the rake should be used for this purpose.
  - A. Players should carefully repair any divot holes made by them and any damage to the putting green made by the impact of a ball (whether or not made by the player himself). On completion of the hole by all players in the group, damage to the putting green caused by golf shoes should be repaired.

- B. Players should avoid causing damage to the course by removing divots whether in anger or for any other reason. Players should ensure that no damage is done to the putting green when putting down the flagstick or otherwise. In order to avoid damaging the hole, players and caddies should not stand too close to the hole and should take care during the handling of the flagstick and the removal of a ball from the hole. The flagstick should be properly replaced in the hole before players leave the putting green. Local notices regulating the movement of golf carts should be strictly observed.

## **II. Team Regulations**

- 1. Team Size:
  - A. A maximum of 4 players are allowed to participate on a single team during a game. To avoid a forfeit, all 4 players are required to play the game.
- 2. A team may have up to 6 players on a roster, but only 4 players can participate in a single game.
- 3. A team that plays with a non-sanctioned player will forfeit the match.

## **III. Player Regulations**

- 1. Minimum age is 16 years old: 16 and 17 year old players must have signed parental consent to participate in any BAASL events.
- 2. Each team should have a captain present at the game and on the team roster, designated by a "C" next to their name.
- 3. All players must be on the team roster, have their government issued ID, a consulate card, or a current high school ID.
- 4. All players must sign a league waiver and release forms in order to play.
- 5. If a player plays for a team without proper authorization, the team will forfeit the match. In addition, the team may suffer a standings penalty.
- 6. Changes to team roster during the season is subject to review by league administration. Players may leave teams and be replaced with new players; but once a player has left they may not rejoin in the same season.

## **IV. League Rules of Conduct**

- 1. Teams and spectators are expected to show good sportsmanship and act in a positive, friendly and sporting manner, showing respect for league officials, other players, and referees. This includes communication amongst team managers and league officials.

2. Team captains are expected to follow the League Code of Conduct and administer their teams in a manner that ensures the overall health of the league. Failure to do so may result in mandatory change of management or the team losing its spot in the league.

3. Smoking and alcohol are prohibited. Players under the influence of alcohol will be ejected from the park facility and face disciplinary committee review.

4. The league officials have the full power and discretion of imposing penalties on all violations of the League Code of Conduct. For violations not listed, penalty shall be decided at the discretion of the league officials.

5. The League reserves the absolute right to refuse participation to any participants on a short-term or permanent basis due to unfit health status, including recent injuries and communicable diseases, for the benefit of the individual player and other participants.

#### **V. Disciplinary Procedures**

1. Means by which a Player may receive a 1 match suspension, or be sent off the field:

- A. Serious or dangerous violations may result in a one or more game suspension following the game the player is ejected from;
- B. Reckless mistakes that causes serious injury to other participants;
- C. Serious unsportsmanlike conduct that the League deems contrary to the spirit of the League rules or contrary to the facilitation of a safe environment for other participants;
- D. Failure to abide by the League Code of Conduct may result in suspension or banishment from the league.

2. Flagrant acts, violent conduct such as spitting, striking, or fighting with other players, league officials, or the referees (including threatening words or gestures), or repeated violations of the League Rules and Code of Conduct will not be tolerated and is subject to league administrative review, possible extended suspension, and possible banishment from the league. This applies to all League functions including meetings, events, pickup games, and practices.

3. Teams are responsible for sideline fans. If fans are causing trouble and refuse to leave at the request of the referee, the team is subject to forfeit.

4. Ejected players must leave the park facility before play continues. Failure to leave will result in their team's forfeit.

5. Players attending a game but not playing (due to injury or suspension) are subject to the same disciplinary rules as if they were playing.

#### **VI. Team Status**

1. A team's right to be in the league is at the discretion of league officials. A team may be removed from the league for the following reasons; included but not limited to:

- A. Multiple violations of the League Code of Conduct;
- B. Failure to pay league fees on time;
- C. Failure to submit proper registration documents;
- D. Forfeiting multiple games in a season;
- E. Any other reason deemed by league officials to ensure the overall health of the League.

**Note:** Rules subject to change any time, but notice will be provided whenever possible.

## **VII. Liability Insurance**

1. Bay Area Adult Soccer League maintains liability insurance for its operations.