

Scorecard

Est. 2017

Football Golf



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WELCOME TO WHEEL DREAM FOOTBALL GOLF

COURSE LAYOUT

Aim of the Game

Play 18 holes using the least amount of kicks possible. The winner is the player with the lowest score. (In the event of a draw after 18 holes, players must do keepy-UPpy's - the player who achieves the most wins). Each hole has a sign detailing how it must be played. Winner from previous hole must kick off first, followed by the next lowest score and so on.

RULES

1. If playing in a larger group and you see a smaller group behind, please let them play through.
2. The hole flags should not be removed from the holes at any time.
3. Players must play from the teeing area only. Between the 2 white tee markers or up to a metre behind.
4. If your ball lands on any other fairway or tee on the course then there is a one-kick/shot penalty. (If a ball lands on a walkway in between holes there is NO penalty).
5. If when teeing of the ball ends up rolling back behind the tee, players may pick the ball up and re-tee the ball for their next kick with no penalty shot.
6. The ball is only to be played from where it has come to a stop, you are only allowed to kick a stationary ball.
7. Kicking the ball must be in one movement - NO DREBBLING.
8. While kicking the ball one foot must touch the ground, no jumping or clamping of ball.
9. If a ball is hit by another ball, place the ball that was hit back in its original position.
10. If a ball is kicked past a white post marking out of bounds then there is a one-kick/shot penalty.
11. Course obstacles cannot be moved.
12. The maximum score for each hole is 3 x par (eg a par 3 = 9, par 4 = 12)

GENERAL RULES

No football studs or boots are allowed, only AstroTurf trainers, or other trainers or shoes are acceptable. Any lost balls must be paid for.



SHIRTS MUST BE WORN AT ALL TIMES

No alcohol to be consumed on the course.

NO STUDS OR BLADES / TRAINERS ONLY

Date:.....

Never play to the greens until those ahead have walked away

Date: