

FERGGOLF

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Introduction

FERGGOLF is a derivative of Golf which develops precision and strategy. A game which enables us to get started in Golf, improve our putting and have fun at the same time.

It can be played by players of any age or sex.

To play on the green we need a golf club (putter), 4 golf balls of different colours, numbered from 1 to 4, and a "Ring hole" or "Cage hole" to hit the ball into.

The match is played to the best of 3 Sets. A Set is won by the player who achieves the best score out of 11 holes and the winner of the hole is the first player to get either of the two balls into the hole.

Ferggolf Rules

From February 2020

Foreword

These Rules have been written based on the experience of the game at the first FERGGOLF championship, of which the final was played on 20th December 2019 at the Madrid Federation Golf School.

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It aims to provide Players with all the necessary information about the game and what to do in situations which commonly arise throughout the game.

These Rules may be subject to change by the Committee who will take into account circumstances arising during a competition, which may not be included in the present Game Rules, and are in benefit of fair play.

RULE 1 – The game, players behaviour and the rules

1.1 The Game

How to Play

The game is played as Match Play.

Two players take turns to hit the ball using a putter until it enters the Ring-hole or Cage-hole (from here on the Hole).

The Order of Play

The balls are played in the following order:

1-Blue, 2-Red, 3-Green, 4-Orange, throughout the entire game.

The Object of the Game

The game consists of winning the most holes, by getting any of a player's 2 designated balls into the hole. The first player to get either of his balls into the hole (without coming out again) wins the hole.

The Match

*The match is played to the best of three sets and each set is played to the best of 11 holes. The game ends when one of the players wins more than half of the sets in the game. Another alternative is to play a **SHORT MATCH**.*

1.2 Behaviour Rules for Players.

All players are expected to play fairly and keep to the rules of the game.

To ensure others safety, showing consideration for others, playing at a reasonable speed and not distracting other players during the game.

To act with integrity, abiding by the rules, applying all penalties and being honest at all times during play.

1.3 Playing by the Rules

A player is obliged to admit breaking any rules when he does so and be honest in applying the subsequent penalties.

A penalty is applied when a Rule is broken by a player.

Penalties are applied in order to offset a possible advantage and can be of three types:

- **Missing a turn**
- **Losing a hole**
- **Being disqualified**

RULE 2 – The Ferggolf Course

The Course consists of a Golf Green and its surrounding area.

The game is played on the Green and its surrounding area where players move choosing different starting points.

RULE 3 – The Competition

Players take turns to hit their designated balls with a Putter until one of the balls enters the hole and remains inside it.

Matches can be played by players individually or in pairs (players here on). One player plays with balls 1-Blue and 3-Green and the other player with balls 2-Red and 4-Orange. In pairs, each player will be assigned one of the two balls for the whole match.

The game is played to the best of 3 sets and each set is played to the best of 11 holes.

*Other alternatives (**QUICK MATCH**) are:*

1. *Playing ONE match with a limited number of holes.*
2. *Playing ONE match with a pre-established time limit.*

RULE 4 – PLAYERS EQUIPMENT

4.1 The golf club

The club used for the game is a “putter” approved by Golf Regulations.

Players are not allowed to change club during a match unless it becomes broken or seriously damaged.

4.2 The Balls

Official golf balls numbered from 1 to 4 in the following colours; 1-Blue, 2- Red, 3-Green 4-Orange.

4.3 The Ring Hole

This consists of a ring the size of a Golf Hole with a smaller entrance (gate).

RULE 5 – Playing each set and the game

5.1 The SET

A SET is each one of the parts into which a match is divided and the match goes to the winner over three SETS. In each SET a maximum of 11 holes are played and the winner of the SET is the player, single or pair, who is the first to win 6 HOLES out of the 11. So, in each SET, a minimum of 6 holes will be played (a 6-0 result) and a Maximum of 11 holes (a 6-5 result), each SET beginning at Hole 1.

5.2 When the SET ends

The SET ends when the single player or one of a pair wins their 6th hole. At this point the next SET begins and so on until the match is complete and all the established SETS have been played.

5.3 Starting the match

Lots are drawn to decide which player or pair will start and which balls they are to use.

In the case of pairs it will be decided which ball is to be played by each player throughout the whole match.

The player to start chooses:

- *Where the hole is to be placed*
- *In which direction to play (game line)*
- *The distance to the hole from the starting point*

Once the starting point is decided the ring hole will be placed on the ground with the entrance facing in the direction of the position of the numbers of the clock (in order from 1 o'clock to 11 o'clock) depending on the hole to be played.

A Score Card will be used

5.4 Practising during a game or when a game is interrupted

Practising is not allowed at any point once a Match has started and until it finishes.

5.5 Interrupting the game

During a SET the game must not be interrupted except in the following situations:

- *Adverse weather conditions (dangerous lightning, hailstone or heavy rain...)*
- *The players agree to interrupt the game for a justified reason.*

The game will recommence at the same point at which it was interrupted.

RULE 6 – Playing a hole

6.1 Beginning play at a hole

A hole starts when the first hit is taken from the Starting zone.

6.2 Playing a ball from the Starting zone

The Starting zone is a circle one metre in diameter around the chosen starting point.

The Starting point will be chosen by the player who is to start the hole and will be situated 15 to 40 metres from the Hole.

The ball must be resting on the ground.

6.3 The order of play

At the first hole the player who won the draw to begin first takes the first turn. At the second and following holes the player to start is the one who lost at the previous hole.

RULE 7 – A displaced ball

7.1 An accidentally displaced ball

No penalty is applied if a ball is displaced accidentally by any of the other players or anybody else. If this happens the ball should be returned to where it was before.

7.2 Displacing other balls when playing one's own

The strategy of hitting other balls with one's own in order to move them can be used intentionally and in this case the displaced balls are to remain where they are after being displaced.

RULE 8 - The ball is played from wherever it has stopped. Which actions are allowed and which are not.

8.1 Actions which are not allowed

- *Altering the ground surface*
- *Moving the ball*
- *Picking the ball up from the ground*

8.2 Actions which are allowed

- *Turning the ball without moving it*
- *Removing loose objects (branches, stones, obstacles, etc.)*
- *If a ball is covered in a lot of sand it may be picked up and cleaned after marking the spot in order to return it to the same place afterwards. This action is only allowed when the distance from this point to the nearest ball is the same as or greater than the size of a putter head.*

Penalty for lifting or displacing a ball

If the ball becomes displaced, or is lifted from its original position, without permission from the opponent, the penalty applied is to miss a turn.

RULE 9 – Performing a putt correctly

A correct putt is when the ball is struck with any part of the head of the putter without dragging it.

Touching other balls with the putter is not allowed.

RULE 10 – Delays in play, help and advice

10.1 Time allowed before striking the ball

So as not to delay the match, the time allowed for a player to analyze and study a strategy is 3 minutes. Once this time is up the opponent or judge will give a first warning but no penalty will be applied. Should the same thing happen again the penalty applied will be to miss a turn.

10.2 Help and advice

Neither giving nor asking another player for advice on the field is allowed except with a partner in a pair.

When playing in pairs, partners are allowed to give any kind of advice to each other. A partner may indicate a point to aim at or where to position a ball by pointing with his hand, foot or head of the putter. Once the point is indicated in this way he must stand back while his partner takes the shot.

RULE 11 – When a moving ball hits a person, animal or object.

Deliberate actions affecting a moving ball

11.1 A moving ball accidentally hits a person or object.

No penalty is applied and the ball is left where it stops.

11.2 A ball bounces off the hole and hits another player

If on being hit a ball bounces off the hole and accidentally hits a player, no penalty is applied and the ball is left where it stops.

11.3 The ball hits another player

If a ball played hits another player in the match who is within the line of play or a player deliberately interferes in the stroke, the offending player will be penalized by missing the next turn and the balls are left where they are. In a game played in pairs this penalty will be applied to the next turn in the game of the offending player's partner.

RULE 12 – When a ball lands in a penalty area

Water streams, bushes difficult to access, or other obstacles making it difficult to play a ball are considered to be penalty areas. Should a ball land in such an area it may be played from where it is or "Retrieved with a Penalty".

The action of Retrieving with a Penalty is when a player is allowed to remove the ball from the penalty area and place it at a distance called a "relief distance" which is a distance measuring the length of a putter in any direction, except in the direction of play towards the hole. This action is penalized by the player missing the next turn.

RULE 13 – The hole in one

This is when a ball hit directly from the start area goes straight into the hole and remains inside it.

The player who achieves this consequently wins the hole unless his opponent also gets a hole in one, in which case the first player will not win the hole and the hole must be played again.

RULE 14 - Which ball wins if two balls enter the hole at the same time

Should it so occur that when a player hits a ball, more than one ball, belonging to himself or different players, enters the hole at the same time, the ball to win the Hole will be the first one to enter it. If it were not possible to determine which ball entered the hole first the winner will be the one whose ball is closest to the hole entrance.

RULE 15 – Faults: double hits, touching the hole, hitting other balls, dragging the ball or playing the wrong ball

The following actions performed during a put are prohibited

1.DOUBLE HITS – *The head of the putter hits the ball twice*

2.HITTING THE HOLE – *The putter hits, touches or comes into contact with the hole.*

3.HITTING OTHER BALLS – *Hitting other balls with the putter when playing one's own*

4.DRAGGING THE BALL – *When the putter remains in contact with the ball after the impact and the ball is swept by the putter head.*

5.PLAYING THE WRONG BALL – *This occurs when*

- *A player plays a ball when it is not his turn*
- *A player plays his partner's ball when playing in pairs or his own wrong ball in singles*

In these situations the shot is cancelled, the balls are returned to the place they were in before being played and the offending player misses that turn (his hit is not repeated).

If the wrong ball is played twice, that's to say, by a player from one team and then one from the other, both shots are cancelled and the hole is played again from the start with no penalties applied.

NOTES about Double hits:

- *If a situation arises in which both competitors agree that two balls are touching each other side by side, a player may hit his ball forward, without touching the other ball with his club, and this is not considered to be a DOUBLE HIT. The stroke is allowed and the game continues with no penalty applied.*
- *If it is not noticeable that the club head hits the same ball more than once and the ball moves another one which is less than the length of one club away, it is considered to be a DOUBLE HIT if the ball it hits moves a distance longer than the length of a club.*

- *When a DOUBLE HIT is likely to happen (between two balls or a ball and the hole) either of the two players may film the stroke in slow motion with any device and request that the positions of the balls to be played be marked. If the recording shows that the fault has been committed the balls are returned to their original place with the penalty applied as described in the previous case.*

RULE 16 – Applying the Rules. Procedure for players and the Competition Committee.

The objective of these Rules is to provide the player with knowledge about the game and how to deal with the situations which arise most frequently during the game.

Decisions made by the Competition Committee are binding for all players

Play should not be delayed unreasonably while help is being sought about rules during a competition.

If a member of the Competition Committee is not available to help with a question about the rules within a reasonable time the players may decide how to proceed on mutual agreement and continue the game. Such agreement is final and the action taken must not be deliberately contrary to what is established in the Rules.