



RULEBOOK
MATCH PLAY & TEAMS COMPETITION
FEDERATION FOR INTERNATIONAL FOOTGOLF

Unless stated or covered within this document defining the Rules for Match Play Competitions, then the [FIFG Rulebook](#) will apply in deciding all other general rulings and for penalties that should be applied to the hole that the incident occurred.

MATCH PLAY FORMAT:

A form of play where a player or pairs (Foursome, Fourball) plays against an opponent in a head to head match up.

- A player or pair wins a hole by finishing the hole in less strokes than its opponent.
- A match is won when a player or pair leads its opponent by more holes than the ones that remain to play.
- A hole can be conceded by a player or pair to its opponent at any time of the match.

If during a match there is uncertainty on how to proceed in a specific situation, both parties may agree on a course of action even if the decision might not be in agreement with the official rules. However, there is no situation in which both parties can mutually agree to ignore a rule or a penalty. If there is no agreement on how to proceed, play two balls or look for a referee or tournament official.

During a match, both teams or competitors are not allowed to provide wrong information about the strokes made or the holes won. Providing wrong information is subject to losing the hole in which the wrong information has been given.

In case of disqualification of a player or a pair (including substitutes), the team loses all holes at stake.

When playing different formats in the same group (i.e. Individual and Foursome), After the tee shots the order of play will always be based on the “furthest ball from the hole”, regardless of what match they are playing. In the case of a Fourball, the team furthest from the hole can decide which player from the pair goes first.

Advanced Tees: In a Foursome competition, both players (and substitute) must be from the same category.



1. Foursome:

- A. Pairs (two players) competing together alternating strokes with a single ball on each hole.
- B. *Partners* must alternate shots, each team has the right to choose the starting player in each hole.
- C. If a stroke is made in the wrong order the side **automatically loses the hole**.
- D. If a pair is penalized during a stroke, it is the other players turn to play. For example, if Player A goes out of bounds, then it is player B's turn to play. Any penalty that the course of action is to replay the shot, it is the other players turn to play.
- E. It is allowed to have a substitute (3rd player) and one caddy per pair. A team may make an unlimited number of substitutions during a match.
- F. Either player, substitute or caddy can give advice to each other and act as one. Any of the players are allowed to mark, drop and lift the ball no matter which player's turn it is.
- G. Any action taken or penalty by pair, substitute or caddy applies to all.
- H. Substitutions: can only be made in between holes and should be announced before the very first kick of the next hole. If a substitution is made and not informed to the opponent the side **automatically loses the hole**. This penalty needs to be applied on the current hole. If the following hole has begun the infraction cannot be applied retrospectively.

2. Four-Ball / Best Ball:

- A. Pairs competing together, each player with a separate ball. The score that counts is the lowest achieved by any player in the pair on that hole.
- B. It is not necessary for both players to finish the hole. One score is enough to count for the pair.
- C. It is allowed to have a substitute (3rd player) and a caddy per pair. A team may make an unlimited number of substitutions during a match.
- D. Either player, substitute or caddy can give advice to each other and act as one. Any of the players are allowed to mark, drop and lift the ball no matter which player's turn it is.
- E. Any action taken or penalty by pair, substitute or caddy applies to all.
- F. Substitutions: can only be made in between holes and should be announced before the very first kick of the next hole. The side must inform prior to the start of a hole the entrance of the substitute player. If a substitution is made and not informed to the opponent the side **automatically loses the hole**. This penalty needs to be applied on the current hole. If the following hole has begun the infraction cannot be applied retrospectively.



- G. A pair can play in the order they decide is best. If it is your turn, farthest to the hole, you may decide for your partner to play first. ***This can be done when the pair has the same or up to 2 stroke difference in the hole. It is strictly prohibited, and will lead to automatic loss of the hole, if a player of a pair starts and finishes a hole before the other has even started (exception made for Par 3 Holes).***
- H. **When starting a hole, the two members of the pair have to play consecutively, not alternating with members of the other pair**

TEAM COMPETITIONS

A competition that consists of **games** between teams. Each game consists of various **matches** (ie.: Individual, Foursome, and/or Four-ball - or other pair formats can be incorporated). The organization of each competition will define how many matches are in a game.

Before a match the team's Coach/Capitan must deliver to the organization the list of the formation of its team: Matches, Players, substitutes and caddies. If there is a mistake in the formation, the team will lose the holes played with the wrong formation. Example: If a pair is announced as foursome and then plays in the fourball match or vice versa. Or if you have two foursome matches and pairs are inverted. The list may be changed if the game is resumed in another day after a game suspension.

A team competition can have a group stage or played directly in playoffs stages (such as, quarterfinals, semifinals, finals).

Image below shows an example of a group stage. In a group stage the organization will define prior to the competition how many teams qualify to the playoffs. Furthermore, the composition of the playoff bracket.

A team that wins a game will receive 3 points, a tie gives 1 point to each, and a loss 0 points.

POS	TEAM	GAMES			MATCHES				HOLES			POINTS
		WIN	LOSS	TIE	WIN	LOSS	TIE	DIFF	WIN	LOSS	DIFF	
1	ARGENTINA	3	1	0	15	7	6	8	87	62	25	9
2	CHILE	2	1	0	11	9	3	2	60	65	-5	6
3	BRASIL	2	1	0	9	7	5	2	54	48	6	6
4	URUGUAY	1	2	0	8	14	1	-6	49	63	-14	3
5	MEXICO	0	3	0	7	13	1	-6	42	54	-12	0



In case of a points tie in group stage the following steps are considered for the tiebreaker:

1. Match difference
2. Matches won
3. Game vs other team
4. Hole difference
5. Holes won
6. Coin toss

Tiebreaker during playoff match:

In a playoff game the team with the most matches won, wins the game. If they are tied in matches, the team with the most holes won, wins the game. If the tie persists there should be a tie breaker on the field:

(Options):

1. 3 Holes Foursome match play.
 - a. The Coach/Captain can decide the pairs.
2. Penalty Putts
 - a. 3 players per team – two putts each.