



Keep it Classy: Please respect the following rules and the golfers on the course for everyone's enjoyment!

Desert Lakes Local Course Rules for FootGolfers:

1. When using a motorized cart, all regular Desert Lakes rules must be abided. Additionally, carts are to remain on cart paths as much as possible and should always be on the path between the hole last played and next tee box.
2. If ball comes to rest on a golf green, carefully retrieve and place it 2 steps off the green where it crossed. Use care when walking on Golf Greens with soccer shoes. **(No metal or long spikes are allowed. NO CLEATS).**
3. The Pace of Play Standard for Golfers (9Holes) and FootGolfers (18 holes) is 2 hours. Please make sure to keep up with the group in front of you. Groups falling behind pace will be moved forward to recapture their position on the course.
4. No personal or outside food or beverage is allowed.

General FootGolf Rules of play:

1. FootGolfers should wear traditional golf attire. Shorts are recommended (cap & argyle socks encouraged).
 - Desert Lakes dress code: Shirts and shoes must be worn at all times. Inappropriate dress may be restricted at the discretion of the Facility Staff. (i.e.: Clothing with vulgarities and/or lack of coverage)
 - **No metal or long spikes are allowed. (NO CLEATS).**
 - **Indoor soccer & athletic shoes are recommended.**
2. Your ball must be easy to identify.
3. FootGolf tee markers (stakes) are Green for Championship, Blue for Men and Yellow for Women and juniors 13 & under.
 - a. Kick off your ball from a position up to two steps behind the stake marking the tee area.
4. FootGolf holes can be identified by orange soccer flags and are in numerical order.
5. FootGolf play is not permitted on the golf greens. If ball comes to rest on a green, carefully retrieve and place it 2 steps off the green where it crossed.
6. A kick is played in a single movement and your foot must be separate from the ball before each kick. Pushing the ball with the top/bottom of your foot is not allowed.
7. The ball must completely come to rest before the next kick is made. It is against the rules to stop or kick a moving ball even if being influenced by the wind.
8. Play the ball where it lies: You are not allowed to move the ball, any fixed objects or growing plants/shrubs. Exception: You may mark the ball (with a coin) & lift it when it may obstruct another players ball or kick.
9. Order of play is established based on the lowest score on the previous hole. The player with the best score will kick off first followed by the 2nd lowest and so on.
10. The player farthest from the hole is always first to play. At Desert Lakes we encourage "Ready FootGolf". Ready FootGolf allows the players within a group to take their kicks when they are ready to play. If you reach your ball and are ready to kick, while other members of your group are not yet prepared, then go ahead and kick – as long as it is safe and your kick will not hit or interfere with another player.
11. If the ball lands in a water hazard, retrieve or replace it within 2 steps from the closest land point from where the ball entered the water hazard (marked with red/yellow lines) and adding a one stroke penalty. You can also place the ball at the position of the previous kick, play again and add a one stroke penalty.
12. Out of bounds is Identified by perimeter fencing, white stakes, property walls and is defined by inside points at ground level. Place the ball within 2 steps from where the ball crossed the boundary and add one penalty stroke.