

RULES OF FINGAGOLF



FINGAGOLF

“Play the ball as it lies,
Play the course as you find it,
And if you cannot do either,
Do what is fair”
Rules of Golf... and Fingagolf

Aim: Fingagolf is played over 9 holes (or fewer) by striking a ball with a club on your finger.

Each hole starts with a stroke from the teeing area and ends when the ball is holed on the putting green. The aim is to complete each hole in as few strokes as possible.

Clubs: There are 3 clubs included in the set and each is used for different types of shot.

7-iron. This club is used for longer shots.

Pitching wedge. Used for high spinning shots and short chips.

Putter. Used on the green to finish a hole.

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1 Practice Hole

The practice hole is used as a way to 'warm-up' before a round. It is also used as a mini-game to determine the order of play and who will design the first hole.

1.1 Set Up

Create a teeing area between two markers, generally two coins or coloured marks on the tee box playmat. Place a hole & flag with a distance 1m-2m from the teeing area.

1.2 Nearest The Pin Mini Game

Players each hit 3 shots from the teeing area and try to get closest to the flag. The player who is 'nearest the pin' (closest to the flag) wins. The winner is *The Designer* of hole number 1 and will tee-off first.

2 Hole Design

General Principle of hole design: A Hole should be 'fair' with a possible route for all players to play the ball from the teeing area to the green.

Variables to consider when creating a hole:

- Length – How far it is from teeing area to fairway to green.
- Angles – What angle is the green placed at, does the hole have a dogleg (route from tee to green is crooked)?
- Elevation Change – Whether the green and/or fairway is on a surface lower or higher than the teeing area.
- Slopes – Are there any objects placed underneath playing areas to create slopes?
- Hazards – Are there any areas designated as Red/Water Hazard or Out of Bounds? see section 4: Water Hazards and Out of Bounds
- Obstacles – Are there any trees, rocks or other obstacles as part of the hole?

The Designer should decide how many shots it should take to play the hole – this is the 'Par' for the hole. As a rule of thumb, a Par 3 should be 1m-2m in length, a Par 4 no more than 4m and a Par 5 no more than 6m.

After the first hole *The Designer* is the player who took the most shots on the previous hole. If there is a tie the player who putted out last becomes *The Designer*.

For suggested 9 hole layouts with and without playmats visit www.fingagolf.com/courses

Playing the Round

3 Teeing Off

To tee-off place a ball between and not in front of the tee-markers. You may tee off up to one club-length behind the front line of the tee-markers.



4 Playing the Ball

Play the ball as it lies. Do not improve your lie, the area of your intended swing or your line of play by moving or breaking anything that is a deliberate part of the hole.

In making a stroke:

- The player must fairly strike at the ball with the head of the club such that there is only momentary contact between the club and the ball and must not push, scrape or scoop the ball.
- If the player's club accidentally hits the ball more than once, there has been only one stroke and there is no penalty.
- If a player deliberately scoops the ball there is a 1 stroke penalty.

Note: if a ball moves when placing the club behind it there is no penalty, simply replace the ball in its original position and play on from there.

If an object that is not a deliberate part of the hole design is interfering with a player's swing e.g. an unused club or drinks bottle, this can be moved without penalty.

5 Order of Play

After the tee shot the player who is furthest from the hole should play first. You should play first from the teeing area if you had the best score on the hole just played. In the case of equal scores keep the same order as at the previous teeing area. The order of play at the beginning of the round is decided by the nearest the pin challenge on the practice hole.

You may mark (e.g. with a coin) and lift your ball at any point. Always replace it on the exact spot.

6 Water Hazards and Out of Bounds

The Designer should establish whether a hole has any areas of water or 'out of bounds'. As a general rule all areas to the sides of tables are considered water hazards

6.1 Water Hazards

If a ball ends in a water hazard you have 3 options all under penalty of one stroke:

- drop any distance behind the water hazard keeping a straight line between the hole, the point where the ball crossed the margin of the water hazard and spot on which the ball is dropped
- play again from where you hit the ball into the hazard
- drop within one club length of where the ball crossed the margin of the hazard.

6.2 Out of Bounds

If your ball ends out of bounds you must play the ball again from the spot where the last shot was played under penalty of one stroke i.e. stroke and distance.

7 Ball Unplayable

If you believe your ball is unplayable or you would move an obstacle in taking a stroke from that position, you may under penalty of one stroke:

- drop any distance behind the point where the ball lay keeping a straight line between the hole, the point where the ball lay and the spot on which the ball is dropped
- replay the previous shot
- drop within one club-length of where the ball lies not nearer the hole.

If a hole has a water hazard that would require the player to play again from the teeing area then it can be good course design to mark a designated 'drop zone'. This reduces the chance of players repeatedly hitting into the same hazard.

Example:



Players can drop their ball within one club length of this mark, no nearer the hole.

8 Scoring

After each hole add up the number of strokes each player took and write it down. At the end of the round add up each player's total score. The winner is the player who took the least strokes

Scorecards available at www.fingagolf.com/scorecards

Mulligans – optional rule

A mulligan is a chance to replay a shot that went badly. Before the round decide if players are allowed any mulligans and if so how many. To use a mulligan, after a bad shot players declare that they are using a mulligan.

Game Variants

1 Birds Only

If you're prone to a terrible 'blow-out' hole this one's for you. Play 9 holes as normal but points are only awarded for birdies or better. 1 point for a birdie, 2 points for an eagle, 3 points for an albatross.

A birdie is 1 under Par, an eagle is 2 under Par and an albatross is 3 under Par.

2 H.O.L.E.S

No it's not like HORSE!

Play starts with the player that has played the least traditional golf. That player will suggest a challenge and then players take it in turns to execute that challenge until one player is successful. That player wins a letter from the word 'HOLES'.

The first player to collect 5 letters wins!

Examples of challenges:

- Hole a long putt on the green
- Birdie a hole
- Chip in over the tree
- A fade or sliced shot that goes in from 150cm
- Non-dominant hand backhand chip in
- A shot that rebounds off the game box and in

3 Bye Bye Bogeys

Players who shoot bogey or worse are eliminated until there is one player left. If no-one makes par on a hole, everyone is back in.

4 Last Player Standing

A game for 4 or more players. The highest score on each hole is eliminated. If two or more players have the same score the one who was closest to the flag in regulation (after 1 shot on a Par 3, 2 shots on a Par 4, 3 shots on a Par 5) progresses to the next round - the other is eliminated.

5 Match Play

A head to head game in which players score only on the number of holes won. Each hole can be won, lost or halved and the winner is the player who wins the most holes.

6 Scramble

For 4, 6 or 8 players split into two teams.

What makes a golf scramble different is that it allows players of all abilities to contribute to the team's success. It takes all the individual pressure off and makes group fun the goal.

Each team player hits from the teeing area, then the team members choose the best of these shots for the next shot. All team members then play the second shot from that location and again choose the best shot. Play continues in this manner until the hole is completed.

For more game variants visit www.fingagolf.com/games

GAME VARIANTS



For swing tips to help you hit great shots visit www.fingagolf.com/tips

SWING TIPS



