

THE RULES OF STREET GOLF

OR HOW TO BECOME AN AUTHENTIC
STREET GENTLE(WO)MAN



BEHAVIOUR IN THE URBAN SPACE

N°1 Respect urban space and people.

N°2 Don't disturb road traffic.

N°3 Always check around you before starting your swing.

N°4 Don't destroy or damage the target.

N°5 If you lose a ball or step out of the game, you have to carry the group's golf bag.

EQUIPMENT



N°6 Semi-rigid balls are mandatory to avoid injuries and glass breakage.

N°7 Carpets are forbidden, for a fair advantage for all golfers.

N°8 Clubs must be in a cover during travel between holes.

N°9 Use of tee is forbidden after the first shot.



GAME

N°10 A team is maximum 3 players, for a good pace of play.

N°11 For normal play: each player plays his ball.

N°12 Scramble: team play. After the first shot, team players decide on the best ball and all start from that position, same for all following shots.

N°13 Foursome: team play. A single ball for the whole team is played alternately, following the order of players on the score card.

N°14 When a hole is played as a team, respect the order of play chosen at the start of the hole.

**N°15 The location of the first hole is decided jointly by the members of the group.
The player who hits the target in the least number of shots wins.**

N°16 The winner of the first hole sets the objective for the second hole.

**N°17 Once the player has their ball, they must mark its location and secure the space
(warn passers-by, monitor traffic, etc.).**

N°18 The player furthest from the target hits first.

N°19 When a player is hitting the ball, the other players should not disturb him by hitting other balls.

N°20 When a player hits his ball, all players should watch where it falls.

**N°21 If a hole is played on grass, put any 'divots' (piece of grass carved out of the ground)
to avoid damage to the location.**

N°22 Before starting competition, each players must mark their ball, for proper identification.



N°23 If a team is faced with the police, the referee is the only one authorized to interact.

**N°24 Secure the starting area: no one should be less than 2 meters from the player.
Check that no pedestrians or vehicles are between the player and the target.**

**N°25 Secure the finishing area: as needed, players of
the opposing team should secure the entire hole.**



SCORING

N°26 Define the maximum number of strokes for each hole. Beyond this number of shots, make a cross on the scorecard.

N°27 A cross means a two-point penalty to be added to the maximum number of strokes on the hole.

**N°28 If there are several possibilities to hit a target (e.g. a dustbin), give a stroke bonus for difficulty:
Hit = end of the bin · Inside = -1 to the score of this hole.**



DROP

N°29 If the ball is too close to a sidewalk, a wall or other obstruction, and swing movement is hindered, the player is authorized to move it one club-length from the obstacle without taking a penalty.

N°30 If a shot is too close to a dangerous situation (shop window, car, café terrace, etc.), the player can move the ball away a reasonable distance (several meters) and drop it without a penalty. It's up to the referee to manage this situation and define the appropriate distance.

N°31 If the ball is between stones, the player can place the ball on top of one of the stones located nearby.

N°32 If the ball is lost (on a roof, in the sewer, in water or offside) drop another ball back into play at the place where it left the field, marking a penalty stroke in the scorecard.

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