



FOOTGOLF HANDBOOK

We are so excited about the opportunity to host your event and are committed to making it a fun and successful day for you and your guests. In the following pages you will find extensive information about the game of Footgolf! If you have any additional questions, please do not hesitate to contact your Sales Representative at (734) 927-1903 or catieh@foxhills.com.

GOLF RATES

	9 HOLES	18 HOLES
JUNIORS (>17)	\$10	\$15
ADULTS	\$15	\$20
SENIORS (60+)	\$10	\$15

ADDITIONS

	PER PERSON	TOTAL
CART FEE	\$5	\$10
BALL RENTAL	\$5	

FOX HILLS GOLF & BANQUET CENTER
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PLYMOUTH, MI 48170
WWW.FOXHILLS.COM



CARTS | Carts are optional, we do not recommend that every twosome gets a cart. Because the pace of play is quicker with Footgolf, two carts per group can slow you down. One cart per foursome is a perfect way to store any items you do not want to carry throughout the course. It is not uncommon for Footgolfers to leave the cart behind, due to the nature of the game involving a high amount of walking. Please note that we require all golf carts to remain on the paved cart paths.

BALL RENTAL | Every person will use their own soccer ball. Whether the player is bringing their own or chooses to rent a ball from Fox Hills is on an individual basis. It is asked that the contact for your event gives Fox Hills at least 1 week notice of how many balls are expected to be rented from Fox Hills.

CONTRACTS | A contract will be generated as soon as your Sales Representative has received all of the necessary information. The contract will be sent to your email from an online program called Right Signature and can be signed electronically.

DEPOSIT | A \$100 deposit is due with a signed contract. This amount can be paid by credit card or check, please ask your Sales Representative for more information about these accepted methods of payment. If a credit card is used, it can be kept on file for payment of the final invoice. If your group is less than the required shotgun amount, the deposit will be applied to your final invoice. If your group is more than this amount, you will receive the deposit back via a check from Fox Hills up to two weeks after the event date.

MINIMUMS | The number of golfers on your contract is your financial commitment. Two weeks before your event, an updated count will be given to your Sales Representative. This amount can increase slightly, but cannot decrease. A golfer count of 12 is required to book through the Sales Department. A minimum of one chaperone per ten juniors (under the age of 18).

INVOICES | All golfers will be billed to one invoice. Ball rentals, cart fees, food and beverages will be included. Your Sales Representative will create this invoice and a Fox Hills Accountant will send it to your email address no later than a week after the event. The payment may be made by check or credit card (remember, when can keep the card on file, if you choose).



CLUBHOUSE | The Strategic Fox Clubhouse includes a Grill area, restrooms and is a public space. Parties booking through the Sales department may arrange to have tables reserved. Maximum seating in this space is 50; groups larger than this may be accommodated in a different clubhouse, depending on availability. Balloons, table coverings, specialty plates/napkins/cups and centerpieces are examples of acceptable decorations. Set up and clean up are required within the hour of your event start and end time. We ask that your party leaves the space in the same condition that it was when you arrived.

FOOD OPTIONS | You have two options, please read below:

Footgolf Event Menu | This is the Footgolf Events and Parties menu that can be found at www.foxhills.com or can be sent to you from your Sales Representative. These options include everything from a Hot Dog, Pop and Chip combination to BBQ Buffet.

The Strategic Fox Menu | Groups of 15 players or less may choose to order directly from the Strategic Fox Grill Menu and either run a tab or pay on a cash basis.

BEVERAGE OPTIONS | There are a few options for on-course and clubhouse beverage service:

Tickets | You can provide your golfers with a preselected number of tickets good for the specific beverages you choose. Once they have exchanged all of their tickets, they can pay cash for the remaining items they want.

Cash | Your golfers will pay cash for their own beverages.

Hosted | Our Pro Shop and Beverage Carts can keep track of the beverages you have chosen to pay for. Consumption of each beverage will be tracked and billed on the final invoice.

Unlimited | This allows you to pay a per person price with your choice of a three-tiered bar option: Silver, Gold or Platinum.

Please inquire with your Sales Representative for further information on Food & Beverage options.



TEE TIMES | If you have a group of 27 people or less, you will go off in tee times. This means one group will go off after another and so fourth. Teams will go off every 10 minutes.

SHOTGUN START | With 28 people or more players, you will have a shotgun start. This means that every group starts on a different hole, makes their way around the course and ends at the same time.

PACE OF PLAY | Pace of play when playing Footgolf is very fast. 9 Holes takes about 1.5 hours and 18 holes takes about 3 hours. Experienced soccer players and Footgolfers are encouraged to play 18 holes and can expect to finish in as little as 2.5 hours. Unlike golf, we allow anywhere from 2 to 6 players on each hole.

TEES | On the course, you will see white, red, and blue tees. Each tee is at different lengths to the hole. Which tee you tee off from is completely up to you.

THE PIN | You will be kicking your ball into a hole that is about 12 inches in diameter. It will be located close to the golf pin. The flag on the pin will be orange.

HOLES 2 & 17 | These two holes have special Footgolf tees, you will not be kicking off from the golf tees here. The Footgolf tees will be marked on the course.

BUNKERS | If you have kicked your ball out of a bunker (sand pit), please be sure to rake it up after.

CONTESTS | If you would like to add a little more competition to your Footgolf event, you can add contests to some of the holes. Here are recommended contests:

Longest Kick: Fox Hills will provide you with a marker, your golfers will move the marker if their first kick went past the marker. They will write their names on the marker and the kicker with the longest kick wins (furthest from the tee box). Recommended holes: 6, 14, 18

Closest to the Pin: Fox Hills provides you with a marker and your players will mark who has kicked their ball closest to the hole (pin) on their first drive. The person who has kicked it closest to the pin wins. Recommended holes: ANY



RULES OF THE GAME

1. Your ball must be easy to identify.
2. Review the scorecard and wait your turn. Make sure the entire hole is clear before kicking off.
3. Kick your ball off the tee from a position up to two yards behind tee markers.
4. The ball must be played in a single movement. You are not allowed to push the ball with the top or bottom of your foot. Your foot should be separate from the ball, before each kick.
5. Wait to play until the ball has completely come to rest. It is not legal to stop the ball from rolling with the wind.
6. Play the ball from where it lies. You are not allowed to move the ball or remove jammed objects. Exception: You may mark the spot and lift the ball when it may obstruct another player's kick or ball in any way.
7. The player farthest from the hole is the first to kick the ball.
8. You must have a valid drivers license to drive a cart.
9. Size 5 Soccer Balls work best for Footgolf.
10. 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 hazard—this results in a one stroke penalty. Another option is to place the ball at the position of the previous kick and receive a one stroke penalty.
11. Out of bounds markers are annotated with white stakes. Place the ball within 2 steps from where the ball crossed the white stakes receiving a one stroke penalty.
12. The Pace of Play Standard for Golfers and Footgolfers is 1 hour and 15 minutes per nine holes. Groups falling behind this pace of play standard will be moved forward to recapture their position on the course.
13. State Law mandates that no alcoholic beverages may be brought onto a licensed account; therefore, no coolers are permitted.