



Sjøfartsdirektoratet  
Norwegian Maritime Authority



# Deck golf

Rules



*The preferred maritime administration*

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## What is deck golf?

Deck golf is similar to regular golf, but adapted to the conditions on board a ship. Instead of golf holes, numbered rings are marked on the deck.

## Equipment

Each player need a wooden (croquet) mallet and a disc/puck, of the same type for all the players. As “golf ball” you use a round, flat disc made of hard wood, 1 inch (2,54 cm) thick and 6 inches (15,24 cm) in diameter, or you can use a street hockey puck or ice hockey puck.

## The golf course

The game can be played on almost all kinds and sizes of ships. It does not matter if the deck space is narrow and “twisted”. You can take advantage of the obstacles on the deck to create a fun and diverse course. The course can be drawn with chalk, or preferably painted on the deck.

On the deck a number of rings are marked over a stencil, and numbered 1 to 30 (or less). The circumference should be of a size that is twice the diameter of the discs, e.g. rings with diameter of 12 inches (30,48 cm) to 6 inches wide discs. If you use hockey pucks, the rings should be smaller.

## The participants

Competitions can be conducted with any number of players. You can play all against all, and all against one in a larger tournament, or in teams 2 against 2, 3 against 3, deck against engine and so on. However, each player must have his own disc/puck, and preferably his own mallet/club.

If you have a fixed painted course, you can also play alone. The aim is to play through the course in as few strokes as possible. This provides both good training and

opportunities to set personal records and best score on board.

## Tournaments

Tournaments can be conducted either according to a cup system (the knockout method) or as a series. If you choose to play according to the series system, all teams must meet each other. Two points are awarded for a match won, one point for a draw, and zero points for a lost match.

## Score

The one with the fewest points wins the game. If two or more participants play against each other in a individual competition, it is played according to the place number system. First player who reaches the goal gets 1 point, number two gets 2 points and so on.

Thus, players who reaches the goal in the same round gets the same number of points. If two players finish as number one, both will receive one point each. The next player who finish gets three points etc.

## Teams

If you are playing in teams, the players' points within each team are summarized. You are calculating the points as follows: If for example the players of the first team reach the goal in the order 1, 3 and 4, they will end up in 8 points. Then the other team must necessarily get 2, 5 and 6 points, which ends up in 13 points.

As mentioned before, the winning team is the one with the lowest scores. If the players from the first team reach the goal in the order 1, 4 and 5 and the other team 2 and 3 while the last player reaches goal in the same round as number 5 and likewise gets 5 points, then both teams obtain 10 points and a re-match might be necessary.

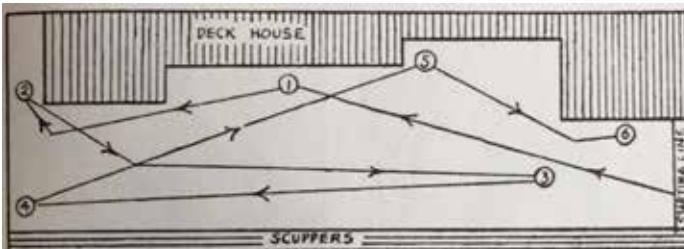
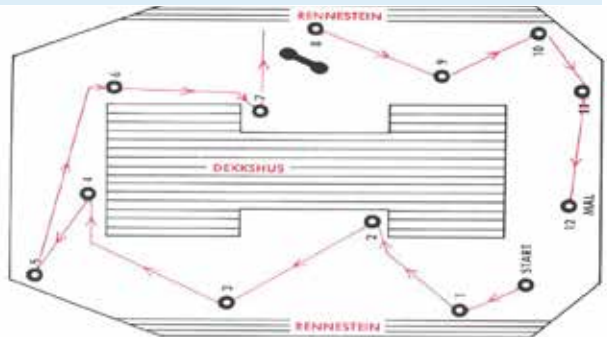
## Rules

1. The game starts from a fixed starting line. You play from ring to ring according to the numbers, and every time you get your disc into a ring, you get an extra hit (drive). It goes in turn as determined by the draw from the start. To be considered inside a ring, a disc must be completely inside the drawn/painted stroke, before one can move to the next ring.
2. You are not allowed to push with the mallet, only clean hits are allowed. If a player pushes the disc with the mallet, the disc must be moved back to where it was and the player loses his turn.
3. If a player hits his disc in the water-way (scuppers), a hit is lost, however you are allowed to pick up your disc and place it right inside.
4. It is allowed by the means of your own disc to push your opponent's disc into the water-way, whereby your opponent loses one hit.
5. If a disc is hit out in the water-way by another player (co-player or opponent), the same rules apply as mentioned above.
6. If a player gets his disc knocked out of position, he has the right to get his hit in his next turn, before his disc can be knocked out of position again.
7. If a player strikes an opponent's disc into the ring, this must count as the opponent had done it himself.
8. If a disc rises to the edge during the game, it can be put down again. This is considered as a stroke, and the turn moves on to the next player.

Here are examples on how to mark a golf course on the deck.

Example 1:

Notice how you can use obstacles on the deck to create an interesting course.



Example 2:

Here is a completely different variant where players can hit (drive) the disc/puck back and forth across the deck in long strokes.