

TEEROLL

Official
illustrated rulebook

Choose your shot. Aim. Let the dice decide.
Complete the course in as few strokes as possible.

RECOMMENDED FOR 1–4 PLAYERS

Gameplay examples · Arona Golf

01 · BEFORE YOU PLAY

Prepare your round

No golf experience needed: just a course board, measuring tools and dice.

What you need

Starter Kit: 4 golf-ball playing pieces, Driver, Iron and Approach measuring tools, a distance die, a direction die and a Score Card.

Course Book (Course Pack): 9 A3 boards, one per hole, depicting a real or imaginary course. The Starter Kit can be used with all compatible courses.

HOW MANY PLAYERS

Recommended for 1 to 4 players. There is no maximum player limit: for larger groups, provide distinct playing pieces and enough space to record everyone's scores.

Four choices before you start

Holes. Decide how many holes to play: you do not have to play them all.

Format. Choose Stroke Play, Match Play or solo play (page 9).

Tee. Choose your starting tee colour and keep it for the whole round. Using the same tee for everyone is recommended, but you may agree on different tees.

Optional limit. Decide whether to use Par +5: once you reach five strokes over the Par shown on the board, pick up your ball and record that score. On a Par 4, the limit is 9.

Place your balls on the chosen tee. Par is the reference number of strokes for the hole.

02 · THE SHOT

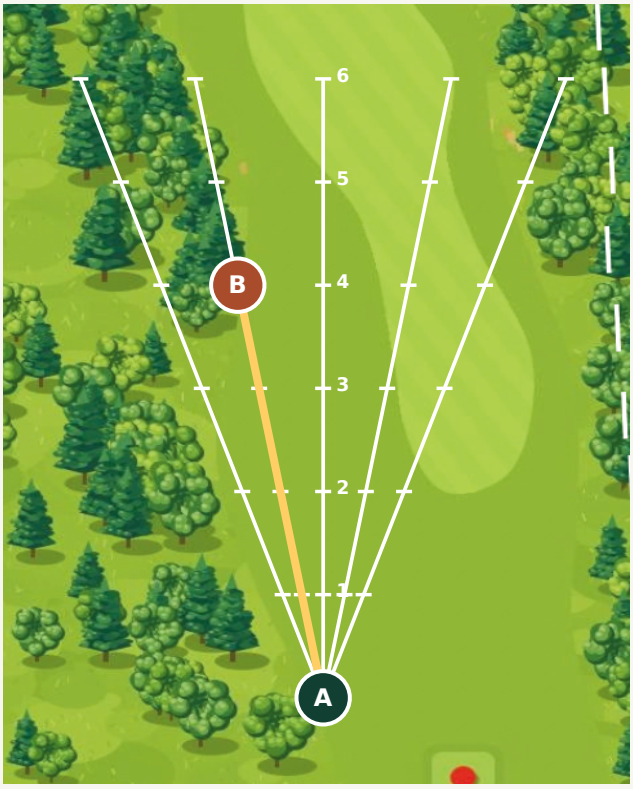
Choose · aim · roll

Follow this sequence for every shot played from outside the Green.

Choose. Use Driver for long shots, Iron for medium shots and Approach for short shots. The terrain limits your choice: see page 4.

Aim. Place the measuring tool's starting point on your ball and rotate it freely through 360°. Once the first die is rolled, you may no longer move it; if moved accidentally, restore its previous position.

Roll and move. The distance die shows a number from 1 to 6. The direction die has six faces: Far Left, Left, Centre, Centre, Right, Far Right. Combine the results and move your ball to that point.



EXAMPLE

Iron

Distance 4
Direction Left

Start at A. Follow the Left direction to mark 4: your new position is B. You have played 1 stroke.

Hole 2 · Schematic fan showing how to read the dice; illustrative proportions, not a measuring tool for play.

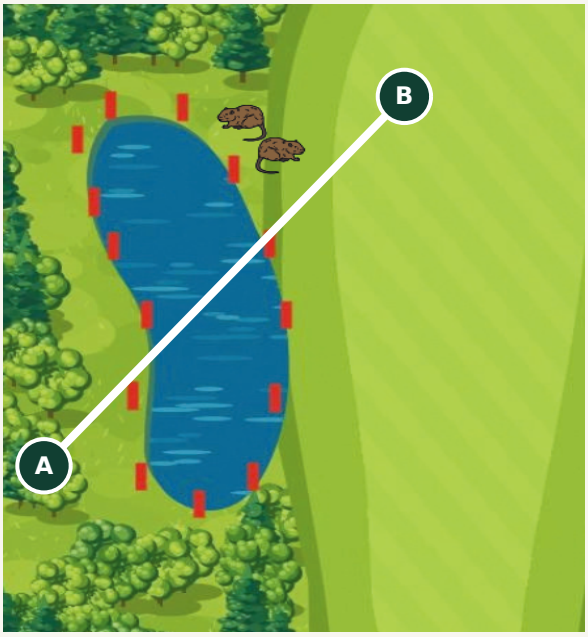
03 · READING THE COURSE

Where you land matters

The surface at your landing point determines how you can play your next shot.

LANDING POINT	NEXT SHOT
Fairway	Driver · Iron · Approach
Rough	Iron · Approach
Bunker	Approach only
Tree or woodland	Approach only
Green	Distance die only → page 7

Rough, Bunkers, trees and woodland add no penalty strokes. A tree counts when the landing point falls on its illustration. For red and yellow penalty areas and out of bounds, see pages 5–6.



You may fly over hazards

Shot A–B crosses the water but lands on the Fairway: no penalty. Only the landing point counts, even when the shot passes over trees, woodland or bunkers.

On a boundary: if the point falls exactly between two surfaces, use the more favourable one. Fairway/Rough counts as Fairway; Rough/penalty area counts as Rough.

Hole 8 · The arrow shows an example of a shot passing over the red penalty area.

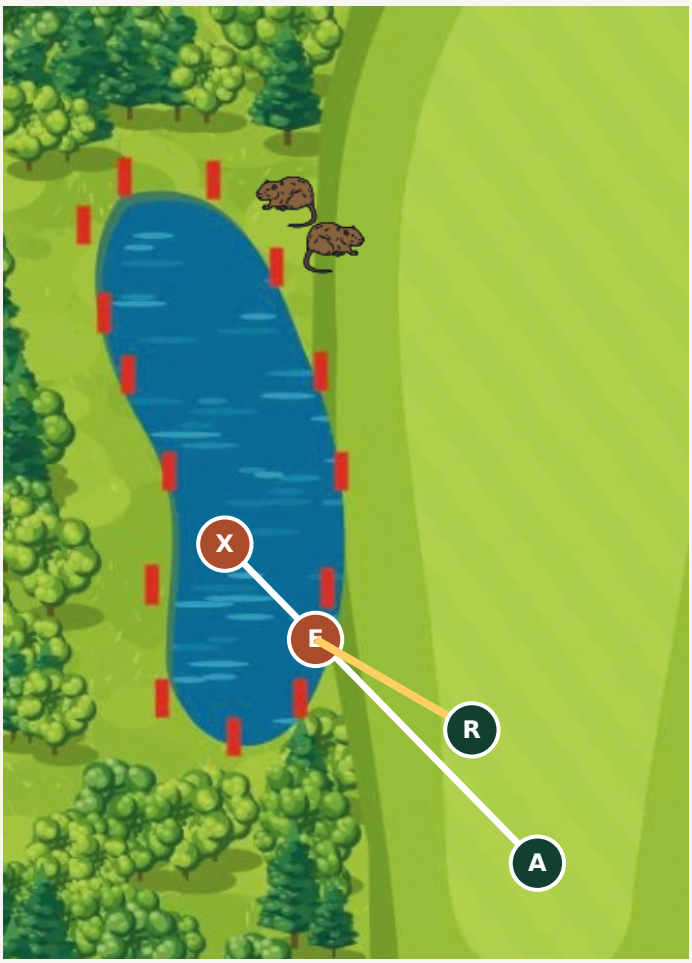
04 · PENALTIES

Red penalty area

Count the shot, add 1 penalty stroke and choose one of the two options.

A Lateral relief

Find the entry point where the shot crossed the edge of the area. Reposition the ball sideways from there, no nearer the hole. The maximum distance is mark **2** on any measuring tool you choose: Driver, Iron or Approach.



EXAMPLE ON HOLE 8

A is the previous position.

X is the landing point in the water.

E is the entry point.

R is a possible lateral relief position, farther from the hole.

Always measure E–R on the board using mark 2. The arrow illustrates the option, not the maximum distance.

B Replay the shot

Alternatively, return to the exact position at A and play again from there. The penalty is still 1 stroke.

05 · PENALTIES

Yellow area and out of bounds

The colour determines the procedure when your ball lands in the area.

Yellow penalty area

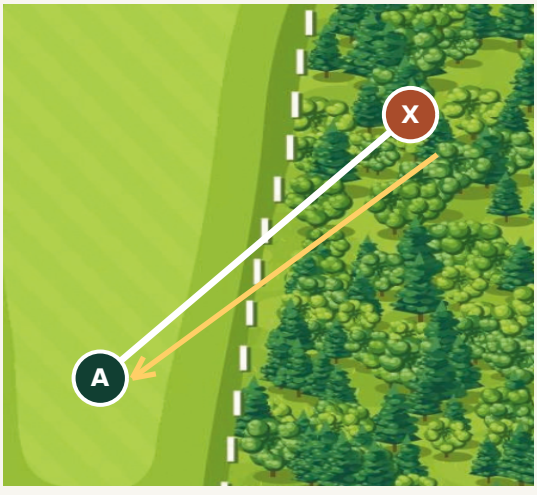
Count the shot and add **1 penalty stroke**. Return to the previous shot's position, or go back as far as you like along the line **hole → entry point → extension backwards**.



Yellow area diagram · R is a possible position on the line extended beyond E.

Out of bounds

Out of bounds is marked by white stakes or lines. Count the shot, add **1 penalty stroke** and return the ball to its exact previous position. You must play again from there.



COUNTING STROKES

First shot out of bounds:
1 shot played
2 penalty stroke
3 next shot from point A

Hole 8 · X is beyond the white stakes. The gold arrow shows the return to A.

06 · ON THE GREEN

Putting

Put the measuring tools aside: on the Green, use only the distance die.



V Near zone (light)

L Far zone (dark)

Each putt played counts as 1 stroke. A “given” putt is added to your score without rolling again.

From the near zone

2, 4, 6: holed, finish with 1 putt.
1, 3, 5: the putt misses, but the next putt is given. Finish with 2 putts in total.

From the far zone

6	Holed: 1 putt.
4 or 5	Next putt given: 2 putts in total.
2 or 3	Count 1 putt and move to the near zone.
1	Count 1 putt and stay in the far zone.

On 1, 2 or 3 you have not finished: on your next turn, apply the rule for your current zone.

Example: roll 2 from the far zone, then 3 from the near zone. Total on the Green: 1 + 2 = 3 putts.

07 · TURNS AND SCORING

From hole to scorecard

Record every shot, given putt and penalty stroke.

Holing a shot from off the Green

If a shot from outside the Green lands exactly on the black dot marking the hole, roll the distance die again. You must roll **the same number** as for the shot you just played. This confirmation roll does not count as a stroke.

Same number: your shot is holed. If it was your first stroke, it is a **hole in one**!
Different number: the next putt is given; add 1 stroke and finish the hole.

EXAMPLE · 5 + CENTRE ON THE BLACK DOT

Roll again: on 5, the shot is holed; on any other number, count the shot played plus 1 given putt.

Who plays next

First hole: everyone rolls the distance die. The highest number starts; tied players roll again.
Later holes: the player with the lowest score on the previous hole starts. If tied for the best score, roll the die: the highest number starts.

After all tee shots: the player farthest from the hole always plays next. Check after each shot: the same player may play again. If you cannot distinguish the distances, the highest die roll decides.

End of the hole: record your total on the Score Card. When everyone has finished, move to the next board. If you chose Par +5, apply the agreed limit (page 2).

08 · THE RESULT

Choose your challenge

The shot rules stay the same; what changes is how you decide the winner.

Stroke Play

Add up the strokes for all holes in the round. The lowest total wins.

ANNA	41	MARCO	44	LUCA	39

Example · Luca wins the round with 39 strokes.

Match Play

Each hole is a separate contest: the player who finishes it in the fewest strokes wins the hole. Equal scores tie the hole. The match ends early if the lead is greater than the number of holes left to play.

Example: you are 3 holes ahead with 2 left to play. Your opponent cannot catch you: you win **3 & 2**.

Solo play and playoffs

Solo: record your scores, try to beat your personal best and compare your total with the course Par.
Playoff: if a winner is needed and players are tied, those players replay the final hole of the round. The lowest score wins; if the tie remains, repeat the same hole.

Special kits. The base kit gives all players the same starting conditions. Add-on kits may introduce golfers, abilities or special shots: their rules supplement these rules and override them only where stated.