

DISC GOLF COURSE RULES

GENERAL: Disc Golf is played like ball golf using a flying disc. One point is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest score.

TEE THROWS: Tee throws must be completed within the designated tee areas.

LIE: The spot on or directly underneath the spot where the previous throw landed.

THROWING ORDER: After teeing off, the player whose disc is farthest from the hole always throws first. The player with the least amount of throws on the previous hole is the first to tee off on the next hole.

FAIRWAY THROWS: Fairway throws must be made with the foot closest to the hole on the lie. The other foot may be no closer to the hole than the lie. A run-up and normal follow-through, after release, is allowed.

PUTT THROW: Within 10 yards of the hole, a player may not stop past the point of his lie in making his putt throw. Falling or jumping putts are not allowed.

COMPLETION OF HOLE: A disc that comes to rest in the disc basket constitutes successful completion of that hole.

UNPLAYABLE LIE: Any disc that comes to rest more than 6 ft above the ground is considered unplayable. After declaring an unplayable lie, the disc must be thrown from the new lie on the ground, directly underneath the unplayable lie (1 throw penalty).

OUT OF BOUNDS: A throw that lands out of bounds must be played from the point where the disc went out of bounds. Ex: into the slough or onto a road = 1 throw penalty.

COURSE COURTESY: Don't throw until the players ahead of you are out of range. Yield to people on the fairway. If people are on the fairway, call "fore" to let them know that you are playing through.

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