

Disc Golf

Basic Rules of Play

1. Be Park Friendly: Do Not Litter. Pack out what you bring in.
2. Disc golf is like ball golf, except you use flying discs. Each throw counts as one stroke, a penalty also counts as one stroke. The winner is the golfer with the lowest score. Please be courteous to other players on the course, stand quietly while they drive, approach, and putt and try to stay behind or at least off the line of sight while they throw.
3. Tee throws must be completed within the designated tee areas.
4. After teeing off, the player whose disc is farthest from the hole always throws first. The player with the fewest strokes on the previous hole is the first to tee off.
5. Stance- Fairway throws must be made with the foot closest to the hole on the spot where the last throw came to rest. The other foot may be no closer to the hole than the foot on this lie.
6. A run-up and normal follow-through, after release, are allowed more than 10 meters (3'10") from the hole. Inside 10 meters, a player may not step past his/her lie. "Falling" or "jumping" putts are not allowed.
7. To complete a hole the disc must come to rest inside the Disc Pole Hole or chains. A disc that comes to rest on top of the pole hole is NOT a successful putt.
8. A disc that comes to rest more than 2 meters (6'6") above the ground is considered out of bounds. The disc must be thrown from the ground directly below the suspended disc, with a one stroke penalty. Breaking branches from trees and plants before your throw is strictly prohibited and will result in a two stroke penalty.
9. A throw that lands out-of-bounds is to be carried in and played from the point where the disc went out-of-bounds, with a one stroke penalty. Out-of-bounds areas include roadways, water, paths, parking lots and other recreational areas.
10. Never throw until the players ahead of you are out of range, and until the fairway is completely clear. A flying disc can be harmful to players and other park users. Be polite and patient in waiting for others to clear your path or skip that hole and play it later.

Most importantly—have fun!