

## *Disc Golf Rules*

1. Disc golf is played like ball golf, but you're 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.
2. Tee throws must be completed within or behind the designated tee area. The player with the least amount of throws on the previous hole is the first to tee-off on the next hole. If the players tie, follow the same order as the previous hole.
3. After the tee-off the thrown disc must be left where it came to rest until a marker disc is placed on the playing surface between the hole and the disc, directly in line with the hole, touching the thrown disc.
4. After the tee-off the player whose disc is farthest from the hole always throws first.
5. A run-up and normal follow-through, after release, are permitted.
6. Within 10 yards of the basket, a player may not step past the point of his or her lie while putting. Falling or jumping is not permitted.
7. A disc that comes to rest in, not on top of, the basket constitutes successful completion of that hole.
8. A player may not move, alter, bend or hold back any part of a tree or bush between the lie and the hole. However the player may obtain relief from casual water, loose leaves or debris, broken branches no longer connected to a tree, or motor vehicles.
9. A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest.
10. 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).
11. A disc shall be declared lost if the player cannot locate it within three minutes after arriving at the spot where it was last seen.
12. A throw that lands out of bounds must be played from where the disc went out of bounds. Over a fence, in the road and across the road is out of bounds (1 throw penalty).
13. Do not throw until the players ahead of you are out of range. Call out "fore" if you think your disc might hit another player.