

THE BASIC DISC GOLF RULES

Disc Golf rules are easy to learn. The rules of disc golf and how you play are similar to traditional golf, but with disc golf discs instead of balls and clubs.

Objective of the Game

Disc Golf is played like traditional golf, but with disc golf discs instead of balls and clubs. One throw (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins. The hole is completed when the disc comes to rest in a disc golf basket.

SAFETY FIRST

Never throw when players or other park users are within range. Always give park users the right of way. Be aware of your surroundings and environment at all times.

Tee Throws

Each hole begins with a tee throw. Tee throws must be completed within the tee box or behind the designated tee line.

Lie

The lie is the spot where the player's previous throw has landed. Mark each lie with a mini marker disc or leave the thrown disc on the ground where it landed. The player's subsequent throw is made from directly behind the marked lie.

Throwing Order

The player with the least number of strokes on the previous hole is the first to tee off on the next hole. After all players have teed off, the player whose disc is farthest from the hole throws first.

Fairway Throws

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters (33 feet) of the target. Any shot within 10 meters of the target requires that the player maintain balance and not move past the lie until the disc comes to rest.

Mandatory

A mandatory, or mando, is one or more designated trees or poles in the fairway that must be passed to the correct side as indicated by an arrow. If the disc passes to the wrong side of mandatory, either play from the previous lie or from a marked drop zone area if provided and add a one throw penalty.

Out Of Bounds

If any area of O.B. is visible between the disc and O.B. line, then the disc is considered O.B. If ANY part of the disc is In Bounds, then it is good. A throw that lands out of bounds, must be played from a point up to 1 meter in bounds from where the disc crossed over the out of bounds line with a 1 stroke penalty added. Permanent water hazards, public roads, and most park boundaries are almost always out of bounds.

Time Violations

Once it is your turn to throw and the playing area is clear you have 30 seconds to make your throw. If a disc can't be found all players in the group must look for the disc. The group has 3 minutes to find it. Once 3 minutes has elapsed it is a lost disc. The player must then throw from the previous lie with a 1 stroke penalty.

Course Courtesy

- Remain quiet and avoid unnecessary movements while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from basket after completing the hole.
- Help new players learn the rules.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.
- Do not alter the course (trees, bushes, etc.) in any way.

Completion Of Hole

A disc that comes to rest in the disc golf basket or suspended in the chains constitutes the successful completion of that hole. Landing on top or under the basket does not count and an additional stroke is required to complete the hole.

Scoring

After the hole is completed right down the total throws each player took to complete the hole plus any penalties incurred. After all holes have been completed, add up the total number of throws to complete the course. The winner is the player with the fewest number of throws.

For the complete list of rules and tournament procedures, go to <https://www.pdga.com>