

RULES FOR RECREATIONAL PLAY

GENERAL

Disc Golf is played like ball golf using a flying disc. One point is counted each time the disc is thrown or when a penalty is incurred. The object is to play the course and finish with the minimum amount of points.

TEE THROWS

Tee throws must be completed within the designated tee area (red tee pads or white tee pads). Do not throw until the player(s) in front of you or other park users are out of range.

LIE

The lie is the spot where the previous throw has landed. All lies should be marked properly, preferably with a mini-disc. The next throw must be made from immediately behind the lie marker.

THROWING ORDER

After teeing off, the player whose disc is farthest from the hole throws first, unless the away player consents a throw to a closer player. 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 just behind the lie (within 30 cm). The other foot may be no closer to the hole than the lie. A run-up and normal follow-through, after release, is allowed (except when within ten meters of the basket).

MANDATORY

A mandatory (mando) is a designated pole in the fairway that must be passed as indicated by arrows. For discs that pass on the wrong side of the mando, a one-stroke penalty will be assessed. The next throw is to be from a drop area next to the mando. A double mando for the red and white tees is located on Hole 9. The disc must pass between the two marked poles. If

the disc passes on the wrong side of the poles, then the next throw, with a penalty stroke, is to be from the designated 'drop zone' of the red tee pad.

OUT OF BOUNDS

A disc is considered OB if the entire disc is in the OB area. A throw that lands OB, must be played, after a one-stroke penalty, from a point up to one meter in bounds from where the disc went out of bounds. Discs not going OB are also allowed up to a one-meter relief. Discs thrown into any playgrounds, inside of fenced areas, or onto paved roads are OB.

OBSTACLES AND RELIEF

Players must choose a stance that results in the least movement of any obstacles. A player may not hold back or bend branches to make a throw. Casual obstacles (non-OB water, broken off branches, vehicles, etc.) can allow a player to relocate the lie to a location, which is no closer to the hole; is on the line of play; & not more than five meters from the original lie.

PUTTING

Any throw from within 10 meters or less is considered a putt. The player must demonstrate full control of balance before advancing toward the hole.

COMPLETION OF HOLE

A disc that comes to rest in the basket or chains constitutes successful completion of that hole. A throw that results in the disc resting on top of the basket is not considered completion of the hole.

PENALTIES

Penalties are awarded for OB throws, mando violations, intentional dropping of trash, etc. Other course penalties can be awarded based on guidelines found in the Professional Disc Golf Association Rules of Play.

COURSE COURTESY

The player is always given the benefit of the doubt in interpreting the rules. It is widely known that players who pick up trash and help new players understand and play by the rules WILL begin to make many long putts! Finally, all disc golfers must remember the most important rule of all:

The one who has the most fun wins!