

## DISC GOLF RULES

1. DISC GOLF IS PLAYED LIKE BALL GOLF, EXCEPT YOU USE FLYING DISCS. EACH THROW IS COUNTED TO DETERMINE A SCORE. THE WINNER IS THE PLAYER WITH THE LOWEST SCORE.
2. TEE THROWS MUST BE COMPLETED WITHIN OR BEHIND THE DESIGNATED TEE AREA.
3. AFTER ALL PLAYERS TEE OFF, THE NEXT SHOT IS PLAYED BY THE PLAYER WHOSE DISC IS FARthest FROM THE TARGET. THIS PROCESS CONTINUES UNTIL EVERYONE COMPLETES THE HOLE.
4. AFTER THE TEE SHOT, THROWS MUST BE MADE WITH THE LEADING FOOT ON THE SPOT WHERE THE PREVIOUS THROW LANDED (THE LIE).
5. EXCEPT ON PUTTS, A RUN UP AND FOLLOW THROUGH ARE ALLOWED. ON PUTTS (LESS THAN 10 YARDS FROM THE TARGET) YOU MUST NOT STEP PAST YOUR LIE UNTIL THE DISC COMES TO REST IN THE BASKET.
6. IF A THROW LANDS OUT OF BOUNDS TAKE A ONE THROW PENALTY AND PLAY YOUR NEXT SHOT FROM THE POINT WHERE THE DISC WAS LAST IN BOUNDS. WATER, STREETS, PATH, PARKING LOT, ETC. ARE OUT OF BOUNDS AND MARKED WITH (OB) ON TEE SIGNS.
7. IF A HOLE HAS A MANDO (MANDATORY ROUTE) THE DISC MUST PASS THE CORRECT SIDE OF THE MANDO BEFORE THE HOLE IS COMPLETED.
8. A HOLE IS COMPLETE WHEN THE DISC COMES TO REST INSIDE OF THE TARGET BASKET OR CHAINS (NOT ON TOP OF THE TARGET)

**ALL HOLES PAR 3  
TOTAL PAR =27**

