



RULES

General

Disc Golf is played like ball golf 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.

Tee Throws

Tee throws MUST be completed BEHIND the designated tee area.

Lie

The spot on or directly underneath the spot where the previous throw landed.

Throwing Order

After teeing-off, the player whose disc is the furthest from the hole always throws first. 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 on the lie. The other foot may be no closer to the hole than the lie. A run-up and normal follow-through, after release, is allowed.

Putt Throws

Within 3 meters of the pole, a player may not step past the point of his lie in making his putt throw. Falling or jumping putts are not allowed.

Completion of Hole

A disc that comes to rest in the basket or chains constitutes successful completion of that hole.

Unplayable Lie

Any disc that comes to rest more than 2 meters above the ground is considered an unplayable lie. The disc must be thrown from the new lie on the ground, directly underneath the unplayable lie. (1 throw penalty)

Out of Bounds

A throw that lands out of bounds must be played from the point where the disc went out of bounds. A disc crossing a walking path or surrounded by water is out of bound (1 throw penalty)

Course Courtesy

Do not throw unless all park users are clear of the potential disc path. If unable to play due to the presence of others, skip the hole or play a temporary alternate tee.

Actions That Compromise The Future Of Our Course

- Playing disc golf anywhere in the park other than the course.
- Disrespect of other park users.
- Littering.
- Playing holes occupied by grounds keepers.
- Playing during course closures.