Rules

- **Summary:** Disc Golf is played much like traditional golf. Instead of a ball and clubs, players use a flying disc, or Frisbee. The object of completing each hole in the fewest number of strokes (or, in the case of disc golf, fewest number of throws). As a player progresses down the fairway, he or she must make each consecutive shot from the spot where the previous throw has landed.
- Object of the game: The lowest score wins. One point is counted each time the disc is thrown and when a penalty is incurred
- **Tee throws:** Tee throws must be completed within or behind the designated tee area. Wait until the players in front of you are out of range
- Lie: The spot where the previous throw has landed. Mark in front of your disc with a mini disc or turn over the thrown disc in line with the hole
- **Throwing order:** After teeing off, the player farthest from the hole throws first. The lowest number of throws determines who will tee off 1st on the next hole
- Fairway throws: Your feet cannot past the lie. A run up and normal follow through, after release, is allowed.
- Completion of hole: A disc that comes to rest in the disc pole hole basket or chains constitutes successful completion of that hole
- Mandatory: Designated trees or poles in the fairway that must be passed (usually indicated by arrows)
- Out of bounds: An out of bounds disc must be played from a point 3 feet in bounds from where the disc went out of bounds
- Course courtesy: Yell "fore" if there is a chance that people are in the flight path of your disc. Yield to people on the fairway. Please pick up trash and help others

