

General Disc Golf Play

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 (*without cheating*).

Tee Throws: Tee throws must be completed within or behind the designated tee area. Do not throw until the players in front of you are out of range.

Lie: The spot where the previous throw has landed, mark with a mini disc or turn over the thrown disc, directly towards the hole or dog leg.

Throwing Order: After teeing off, the player whose disc is farthest 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.

Dog Leg: A dog leg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dog leg is passed the closest foot to the dog leg must be on the lie when the disc is released.

Completion of Hole: A disc that comes to rest in the Disc Pole Hole® basket or chains constitutes successful completion of that hole.

Un-Playable Lie: Any disc that comes to rest above the ground is considered an un-playable lie. The disc must be thrown from the lie on the ground, directly underneath the un-playable lie. Relocated to avoid damage to the vegetation.

Out Of Bounds: A throw that lands out of bounds, must be played from a point 3 feet in bounds from where the disc went out of bounds, permanent water hazards and public roads are always out of bounds.

Penalties: Recreational players will not be penalized for rule infractions. Other players will keep you honest.

Course Courtesy: Please pick up trash and help new players play by the rules. You are the one that makes it work. By your example, disc golf will change your life and theirs too.

Remember the most important rule:

The one who had the most fun wins! Tee off & fly freely.

If you have any questions about the Morgan Park Community Club contact

Debbie Isabell Nelson @ 260-8045 or check out our website at www.morgan-park.net

Special Thanks to GottaGoGottaThrow.com for the rules.