



Disc Golf Rules

OBJECT OF THE GAME. Description of the Game - Play on each hole begins at the tee and ends at the target. After the player has thrown from the tee, each successive throw is made from where the previous throw came to rest. On completing a hole, the player proceeds to the teeing area of the next hole, until all holes have been played.

Players must play the course as they find it and play the disc where it lies unless otherwise allowed by these rules.

RULES

- Players are assigned to play holes together in a *group* for the purpose of verifying scores and ensuring play in accordance with the rules. Any determination made by the group as a whole is to be made by a majority of the group.

PLAY

- Throwing order on the tee of the first hole is the order in which the players are listed on the scorecard(s).
- Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the player with the lowest score throws first, and so on. Ties do not change the throwing order.
- After all players have a lie other than the teeing area, the player whose lie is farthest from the target (the *away player*) is next in the throwing order.
- Play begins on each hole with the player throwing from within the hole's teeing area.
- The lie for the first throw on a hole is the teeing area.
- A thrown disc establishes a *position* where it first comes to rest.
- All players in the group should assist in searching for the disc.
- In order to complete a hole with a basket target, the thrower must release the disc and it must come to rest supported by the tray or the chains below the chain support.
- After each hole has been completed, the scorekeeper records the score for each player in the group in a manner that makes each score clear to every player in the group.
- The score for a player on a hole is the total number of throws. The total score for the round is the sum of all hole scores.