

Disc Golf



Objectives

To cover the course in as few throws as possible

To understand the basic rules of the game

Equipment: Disc, Targets, Scorecard, tee

Vocabulary

Lie – Where the disc lands and stops

Away – Player farthest away from the hole/target

Fore – Protect your head

Putt – Any short toss to the target

Tee – Starting point for each hole/target

Hole in one – Target made in one throw

Etiquette

- Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone.
- Players should watch the other members of their group throw in order to aid in locating errant throws and to ensure compliance with the rules
- Teeing off in correct order
- Players should not advance on the fairway beyond the away player
- Players should take care not to produce any distracting noises or potential visual distractions for other players who are throwing
 - Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a violation of courtesy

How to Play

- Teeing order on the first teeing area is determined by the order in which the scorecards were filled out.
- Teeing order on all subsequent tees is determined by the scores on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, the scores are to be counted back until the order is resolved.
- After all the players in the group have teed off, the player farthest from the hole (the away player) throws first. To facilitate flow of play, a player who is not farthest away may play next if the away player consents.
- A player may not step past the lie of the previous throw when attempting his/her next throw
- No group may play through the group ahead
- Record number of throws after each target.

Source: Professional Disc Golf Association