Each player is responsible for presenting a current UNC ONE CARD or valid government ID at game time.

**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, (without cheating).

The rules are quite similar to the rules used in the game of "Club Golf", including the matter of courtesy. It is only fair that your opponent's turn to throw be without distraction, just as you would like it to be for yours. Do not throw your disc until you are sure its flight or landing, will not distract another player.

**TEE THROWS**

Tee: Pro Tees will be used for this tournament

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.

Tee off order on the first tee will be mutual arrangement or by flipping discs. The printed side is heads and the odd man should be first. Tee off order on all subsequent holes is determined by the score on the previous hole. The player with the lowest score tees off first.

**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.

Proper foot placement when throwing will require some practice. The foot that you put your weight on when you throw, i.e., the "plant" foot, must be as close as is reasonable to the front line of the tee or to the marker disc: in no case ahead of the line or disc, or more than 1 foot behind the line, or disc. The other foot can be any place you choose as long as it is no closer to the hole than the rear of the marker disc.

Follow through, (stepping past marker disc after throwing), is allowed on any throw except when putting, (any throw where the rear of the marker disc is within 10 meters of the hole). Falling forward to keep your balance after a putt is not allowed. This infraction is called a falling putt.
A marker disc is used to mark every throw and should be special disc, like a pocket Mini Disc model that is not used in normal play. The thrown disc is always left on the lie, (where it came to rest,) until the marker disc is placed on the ground directly in front of and touching the disc. The thrown disc is then picked up.

**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.

A mandatory dog-leg is sometimes used to keep players out of alternate-use areas or to make a particular hole more difficult. It is normally designated as such on the tee sign. The arrow indicates the side and direction the disc must pass. If your disc goes on the wrong side, it can be thrown back on either side of the dog-leg and then passes as the arrow indicates.

**COMPLETION OF HOLE**

A disc that comes to rest in the Disc Pole Hole® basket or chains constituted 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.

If the disc is stuck in a tree or a bush more than 2 meters above the ground, the marker disc is placed exactly beneath it and it is carefully removed from the tree. You have also just added one throw to your score. This is called a penalty throw. You may now proceed; however, take extreme care not to damage the tree or bush, or reshape them in any way to improve your throwing conditions. Some courses have "out of bounds" areas for the safety of the players. Observe the boundaries carefully and try to stay out. If your disc is "out-of-bounds", i.e., you can see "out-of-bounds" area between the edge of your disc and the "inbounds" line, place your marker disc "inbounds" at the place where your disc went "out-of-bounds" and give yourself a one throw penalty. Again, please be careful of natural vegetation.

Water hazards are to be avoided because your disc will sink! If, however, you have been so unfortunate as to land in the water, play it like you do the "out-of-bounds" throw, and don't forget to take a one throw penalty. If the disc is touching any shore above the water, it is "inbounds". Standing water or mud on the course that is caused by sprinklers or rain is not considered "out-of-bounds" and the disc may be relocated to a dryer area no closer to the hole with no penalty.

**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.