

# **Rules of Play for Thompson Park Disc Golf Course**

(adapted from Disc Golf Association)

## **FOR SAFETY OF PLAYERS AND PARK USERS**

- Do not throw discs when other players or park users are within range
- Park users (non-players) have the right of way
- Do not throw across roadways
- Use caution when crossing roadways
- Be courteous to other players and park users
- Do not damage vegetation or alter the course
- Observe park rules and regulations
- Obey instructions from Park Staff or Park Rangers

**Objective of the Game** - Disc Golf is played like traditional “ball” golf, but with flying discs instead of balls and clubs. One point (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

**Tee Throws** - Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

**Lie** - The lie is the spot where the player’s previous throw has landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player’s subsequent throw is made from directly behind the marked lie.

**Throwing Order** - The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole always throws first.

**Fairway Throws** - Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player not move past the lie until the disc is at rest.

**Dogleg (or Mandatory)** - A dogleg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dogleg must be on the lie when the disc is released.

**Completion Of Hole** - A disc that comes to rest in the basket or chains constitutes successful completion of that hole.

**Unplayable Lie** - Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

**Out Of Bounds** - If any area of O.B. is visible between the disc and O.B. line, then the disc is considered O.B. 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.

## **COURSE COURTESY**

- Remain quiet and avoid unnecessary movements while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from basket after completing the hole.
- Help new players learn the rules.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.