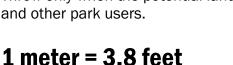
Disc Golf Rules

City of Morganton Disc Golf Courses

The object of disc golf is to have fun and complete the course in the fewest throws. Safety and courtesy are very important. Be careful of plants and wildlife in the park. Take care where you walk and what you touch. Throw only when the potential landing area is clear of players and other park users.



- **1.** Disc Golf is similar to regular golf, but players use flying discs. One (1) stroke is counted each time the disc is thrown, or when a penalty is incurred. The winner is the golfer with the lowest score.
- **2.** Tee throws must be completed within the designated tee areas. The player must throw from behind the imaginary line that connects the two tee markers. Subsequent shots are played from behind the spot where the previous shot came to rest (referred to as the "lie").
- **3.** After teeing off, the player whose disc is farthest from the hole always throws first. The player with the fewest strokes on the previous hole is the first to tee off.
- **4.** A run-up and normal follow-through, after the release, are allowed more than 10 meters from the hole. Inside 10 meters, a player may not step past his/her lie. 'Falling or Jumping" putts are not allowed inside 10 meters.
- **5.** A disc that comes to rest inside the basketor chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole does not constitute a successful putt.
- **6.** A disc that comes to rest more than 2 meters above the ground (in a tree for example) is considered unplayable. The disc must be thrown from the ground directly below the disc. A one (1) stroke penalty is incurred.
- **7.** A throw that lands out-of-bounds must be played from the point where the disc went out-of-bounds and a one (1) stroke penalty is incurred. Woods, creeks and walking paths are out-of-bounds.
- **8.** Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park guests.