

## **MCS DICS GOLF RULES**

- ∞ **Disc golf is played like ball golf, using flying discs. One stroke is counted each time the disc is thrown, and when a penalty is incurred. The winner is the golfer with the lowest score.**
- ∞ **Tee throws must be completed within the designated tee areas.**
- ∞ **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 first to tee off.**
- ∞ **After each throw, the thrown disc must be left where it came to rest until the lie is established by the placing of a marker. This can be done by placing a mini marker disc on the playing surface between the hole and the disc, directly in line with the hole, and on the line of play. A player may instead choose, without touching or repositioning the thrown disc, to use the thrown disc as the marker.**
- ∞ **Fairway throws must be made with the foot closest to the hole on the spot where the last throw came to rest. The other foot may be no closer to the hole than the foot on this lie.**
- ∞ **A run-up and normal follow-through, after the release, is allowed more than 30 feet from the hole and stepping past the marker disc is permitted AFTER the disc is released. Inside 30 feet, a player may not step past their lie. "Falling" or "jumping" putts are not allowed inside 30 feet.**
- ∞ **A disc that comes to rest inside the basket or chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole does NOT constitute a successful putt.**
- ∞ **A disc that comes to rest more than 6 feet above the ground is considered unplayable. The disc must be thrown from the ground directly below the disc. (1 stroke penalty)**
- ∞ **A throw that lands out-of-bounds must be played from the point where the disc went out-of-bounds. 1 stroke penalty is incurred. Water, roads, pavilions, tennis courts, and walkways are normal disc golf out-of-bounds hazards. A disc thrown in water shall be deemed to be at rest once it is floating or is moving only by the action of the water or the wind on the water.**
- ∞ **A disc shall be declared lost if the player cannot locate it within three minutes after arriving at the spot where it was last seen. If the throw was made from the tee, the player will re-tee for the next shot. If not made from the tee, the group will determine the approximate lie from which the throw was made, and the player will throw again from that lie. In all cases the original throw plus one penalty throw shall be counted in the player's score.**
- ∞ **Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators.**