

Basic Rules of Play for Disc Golf

Seeing as most competitors in the BPDGC field have the attention span of a gnat, the BPDGC has distilled the basic rules of disc golf to the following list. It is not all-inclusive, and any questions or “creative” interpretations of such rules shall be subject to the final discretion of the tournament directors, Chris and Kelly. Bribes are encouraged and will be accepted.

The object of disc golf is to have fun and complete the course in the fewest throws. Safety and courtesy are important. Be careful of plants, rocks, unsteady footing and other competitors. Throw only when the landing area is clear of other competitors.

1. Start from the teeing area. Each teeing area will be marked by two small flags placed in the ground. The player must throw and release the disc from behind the front of the teeing area.
2. Subsequent shots are played from behind the spot where the previous shot came to rest. This spot is known as the “lie.” If your disc comes to rest in a tree or a bush, as I’m sure a lot of your terrible throws will, the lie is the spot on the ground directly below.
3. The player may not move an obstacle in order to make room for a throwing motion.
4. After the tee-off the player whose disc is farthest from the hole always throws first. The player with the least number of throws on the previous hole is the first to tee-off on the next hole.
5. “Gimme” puts are not permitted in tournament play.
6. A run-up and follow through are allowed, but the player must release the disc before stepping past the lie or the front of the tee pad.
7. A putt is a throw from within 10 meters (32.8 ft) of the target. When putting, you may not step past your lie until the disc comes to rest.
8. The hole is completed when the disc comes to rest in the basket or chains. The hole is not completed if the disc is resting on the top of the target.
9. If a shot goes out-of-bounds: play from either the last in-bounds location with a 1-stroke penalty or retee with a 1-stroke penalty.
10. The only out of bounds on the BPDGC course will be when your disc is fully submerged in the lake. All other landing spots are considered in bounds and playable. For streams and or/other small bodies of water, the player's lie may be relocated to the nearest lie which is farther from the target and is on the line of play, at the nearest point that provides relief.