

# *Nantucket Disc Golf Course Rules*

- Park hours are ½ hour before sunrise and ½ hour after sunset
- Carry-in/Carry-out trash policy
- No alcohol
- No smoking
- **Please respect other players, the neighbors, and the environment**

Disc golf is played like golf, but you're using a flying disc. One stroke is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest possible score.

**Tee - off** - Tee throws must be completed within or behind the designated tee area. The player with the least amount of throws on the previous hole is the first to tee-off on the next hole. If the players tie, follow the same order as the previous hole.

**Lie** - After the tee-off the thrown disc must be left where it came to rest until a marker disc is placed on the playing surface between the hole and the disc, directly in line with the hole, touching the thrown disc.

**Order of play** - After the tee-off the player whose disc is farthest from the hole always throws first.

**Fairway throws** - A run-up and normal follow-through, after release, are permitted.

**Putting** - Within 10 yards of the basket, a player may not step past the point of his or her lie while putting. Falling or jumping is not permitted.

**Completion of a hole** - A disc that comes to rest in, not on top of, the basket constitutes successful completion of that hole.

**Discs above the playing surface** - If a disc comes to rest above the playing surface in a tree or other object on the course, its lie shall be marked on the playing surface directly below it and no penalty will be assessed.

**Lost disc** - 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 a disc is lost, a one stroke penalty is assessed and the next shot shall be taken from the previous lie.

**Out of bounds** - Permanent water hazards, over a fence, parking lots, and public roads are out-of-bounds. A player whose disc is out-of-bounds shall receive a one stroke penalty. The player may elect to play the next shot from: (1) The previous lie; or (2) A lie that is up to three feet away from and perpendicular to the point where the disc last crossed into out-of-bounds. This holds true even if the direction takes the lie closer to the hole.

**Course courtesy** - Do not throw until the players ahead of you are out of range. Call out "fore" if you think your disc might hit another player.

*To report any problems or issues at the course, please contact Todd at [info@nantucketdiscgolf.org](mailto:info@nantucketdiscgolf.org)*