

HOYT DISC GOLF SHERMAN 9 HOLE COURSE

Rules and Regulations

The rules for this game are similar to club golf rules. The basic objective of the sport is to traverse the whole length of a disc golf course in the fewest amount of throws. The one who takes the fewest throws to reach the end wins!

Basic Play

Just like in golf, in this game too, every new throw is made from the position where a disc came to a halt after previous throw. Scoring is based on counting of the number of throws required in completing one pole hole plus the number of penalty throws.

Teeing Off

Teeing off must be done from within the teeing area. One can run up to the teeing area from outside for the throw, but at the time of the throw, you should be within the teeing area.

Successive Throws

The player whose disc is farthest from the hole throws first on each successive round for that hole.

Obstacles

If a disc gets tangled in a tree or bush, it needs to be removed from there and next throw must occur from a position exactly under or next to the entangled position. If the disc gets thrown into out of bound regions, then a throw will be made three feet inside from the boundary position from which it went out of bounds. The player throwing the disc out of bounds throws also incurs a one throw penalty.

Other than all these rules, one needs to maintain golf etiquette and ensure that the person throwing is not disturbed in any way by other players or spectators. **Once finished, please return all discs to the number one tee.**

