

# HERITAGE PARK DISC GOLF COURSE

COURSE LENGTH: 5,082 FT.

COURSE PAR: 81



## COURSE RULES

- Be earth conscious - do not litter!
- The object of Disc Golf is to land your disc in the metal polehole basket, using the fewest throws as possible (much like ball golf).
- Each time a disc is thrown it counts as a stroke. The winner is the player with the lowest score.
- Tee throws must be made within the designated tee pads.
- After teeing off, the player whose disc is farthest from the polehole throws first. The player with the least number of strokes on the previous hole is first to tee off on the next hole.
- All throws (except tee throws) must be made from the spot where the disc landed.
- A run-up and follow-through is allowed for most throws as long as the player releases the disc behind the spot where the previous throw landed. Inside 30 feet, a player may not step past the point of his/her lie until after the thrown disc has landed.
- A throw that lands out-of-bounds (one stroke penalty) must be played from the point where the disc last crossed into out-of-bounds. All landscaped and wooded areas are out of bounds, unless noted at the hole.
- Any disc that comes to rest more than 6ft-6in. above the ground is out-of-bounds (one stroke penalty). The disc must be thrown from the ground directly below or behind the spot where the disc came to rest.
- Only a disc that comes to rest inside the basket or chains constitutes a successful completion of that hole - a disc that comes to rest on top of the pole hole is NOT in.
- Never throw until the players ahead of you are out of range, and the fairway is completely clear of spectators and other people recreating in the area.