

WHEELING ISLAND MARINA DISC GOLF COURSE



CITY OF
Wheeling
WEST VIRGINIA



DISC GOLF RULES FOR RECREATIONAL PLAY

The following are the disc golf rules for recreational play. The rules are simple, easy to learn, and meant to give the basic framework for playing the game.

- OBJECTIVE OF THE GAME -**
Disc Golf is played like traditional golf, but with flying discs instead of balls and clubs. One point (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.
- SAFETY FIRST -**
Never throw when players or park users are within range. Always give park users the right-of-way. Be aware of your surroundings and environment.
- TEE THROWS -**
Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.
- LIE -**
The lie is the spot where the player's previous throw has landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player's subsequent throw is made from directly behind the marked lie.
- THROWING ORDER -**
The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole always throws first.
- FAIRWAY THROWS -**
Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release is allowed unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player not move past the lie until the disc is at rest.
- MANDATORY -**
A mandatory is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the mandatory is passed, the closest foot to the mandatory must be on the lie when the disc is released.
- COMPLETION OF HOLE -**
A disc that comes to rest in the basket or chains constitutes successful completion of that hole.
- UNPLAYABLE LIE -**
Any disc that comes to rest off the ground is considered an unplayable lie. The disc must be thrown from directly underneath or beside the unplayable lie, relocated to avoid damage to the vegetation.
- OUT OF BOUNDS -**
The disc must be completely beyond the out of bounds line to be considered out of bounds. A disc that lands out of bounds must be played from a point 3 feet inbounds from where the disc went out of bounds. Permanent water hazards and public roads are always out of bounds.
- PENALTIES -**
Players will not be penalized for rule infractions. Other players will keep you honest.

BUY DISCS LOCALLY



COURSE COURTESY

- Help new players learn the rules.
- Remain quiet and avoid unnecessary movement while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from basket after completing the hole.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.
- Do not alter the course (trees, bushes, etc.) in any way.

COURSE RULES

- Hole #2 Mandatory throw to the right
- Hole #3 Basket is to the right, not straight ahead; mandatory throw to the right
- Hole #8 Mandatory throw to the left
- Hole #9 Mandatory throw to the left
- Hole #12 Double mandatory throw to the left & right. Pavement and beyond are out of bounds
- Hole #13 Pavement and beyond are out of bounds
- Hole #14 Mandatory throw right; pavement and grass to the right are out of bounds
- Hole #16 Pavement and grass to the left are out of bounds

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