

GUERRILLA DISC GOLF – THE RULES

1. OBJECTIVE

- A. Like golf-golf, the objective is to get the lowest score possible (while following the rules, of course).
- B. The game can be played a few ways like golf-golf:
 - i. Single - Stroke play
 - ii. Single – Match play
 - iii. Team – “Best disc” (best ball) with a just a single score being kept for all the players on a team
 - iv. Team – “League play” whereby all the scores of a team are compared to all the scores on another team and there is a winner and loser that is tracked in win/loss columns.

2. SCORING

A. Strokes

- i. Each throw from teeing off (or your initial pull) counts plus any penalty strokes
- ii. Penalty strokes are added each time you do any of the following:
 - 1. *The entire disc comes to rest in an area deemed as “water” or out of bounds*
 - 2. *The disc comes to rest in a place where you must get relief by moving the disc to an area adjacent (such as actual “water” like a lake or stream).*
- iii. A penalty stroke is added to bring the disc back to a place inline with where it left the real playing area and it can be thrown again without moving it closer to the target/hole. If the throw was over a large “wet” area, this may require going back a long, long way.

B. Par

- i. A hole should have a “par” or a basis score that everybody is expected get near
- ii. A hole’s par score should be noted on the scorecard and can added up to return a course’s par score

C. Hole difficulty

- i. A hole's difficulty is automatically calculated by aggregate scores for players being submitted to GDG. Holes with the highest difficulty are noted with the lower numbers. For instance "1", "2", and "3" are the three most difficult holes on the course
 - ii. Difficulty is used for handicapping situations where strokes are deducted from higher handicap players. For instance if a "3" handicap player is playing head to head against a "7" handicap, the 4 most difficult holes are used.
- D. Score tracking and submittal
- i. Scores can be kept by individual scorecards or by a designee in the party.
 - ii. It is the responsibility of each player to accurately count and report on their score at the end of a hole
 - iii. At the conclusion of a round or match, the final scores will be calculated automatically and submitted via the GDG site.
 - iv. When the final score for a player is entered by a third party, the player for which the score is entered will need to log into the GDG site (or app) to approve or edit score that was submitted.

3. EQUIPMENT

- A. You are permitted to use one 175G (or lighter for the wee ones) Ultimate disc (however you can carry backups because inevitably you're going to hit some trees and possibly a real body of water).
- B. You are encouraged to wear a costume, protective goggles, and/or cover your extremities in performance tape. This will serve distract your opponents who are encouraged to likewise insult and degrade you.

4. PLAYING EACH HOLE

- A. Starting / Pulling off
 - i. As not everybody may know each course and each hole, before teeing off, each hole should be discussed in great lengths including who first created it, how many times such-and-such cheated on this hole, any odd injuries, and of course, where to start and where to end the particular hole.
 - ii. The person with the lowest score from the previous hole should go first. However, if this person is incapacitated, uninterested, or deemed mentally addled by 50% +1 member of the party, he/she/they/them can watch while somebody else tees off ... (Note: the rules committee is investigating the use of an alternate terminology for "tees off" as tees are not used. Frontrunners include "pulls off" and "hucks off". However, neither is gaining popularity.)

- iii. The space from where you tee off should be defined with left, right, and forward demarcations or objects.

B. During each hole

- i. After all players have teed off, the player furthest away from the hole finish/target should be the person to go next, except for these circumstances:
 - 1. *A member of the party asks their parent or other, and is granted the permission to "go next"*
 - 2. *A member of the party walks/runs ahead, deciding not to wait for those behind them.*

Note: If this occurs regularly, the party may introduce a "Spank Rule" whereby if somebody hits this person with their disc in the back while they're walking ahead, the targeted walker automatically gets a penalty stroke
 - 3. *A member's disc is caught in a high shrub/tree or was lost/displaced by some course malevolence and must spend an inordinate amount of time trying to retrieve it at which point the party can choose to leave them behind.*
 - 4. *The spot where the disc comes to rest should be marked with a water bottle or natural token. The player will throw release the disc from a spot behind that token.*
 - 5. *If there is a barrier or object directly in front of your mark preventing you from throwing straight at your intended target, you may pivot on a foot that's in front of your location mark and throw around the barrier providing that your second foot is no nearer the hole*
 - 6. *If you need to throw off balance, you must release the disc before taking any step forward.*
- ii. Players continue to throw the disc until they reach the target

C. Finishing a hole

- i. The objective of a hole may be any of the following options (plus whatever you can think of):
 - 1. *Hitting a target like a specific tree or park sign*
 - 2. *Passing through the space between two objects like two trees*
 - 3. *Landing and stopping on a specific object like a park bench, grate, table or sleeping park visitor*

Note: If a "landing" is the objective, options can include have the disc be completely within the landing area, being at least 50% within the area, or even just touching the area
- ii. Once the party member has reached the objective, he/she/they/them should remove the disc from play to not interfere with subsequent throws... unless the

remaining others are a bunch of preening asshats, in which case it is recommended that you leave the disc in the most obtrusive space possible.

D. Changing a hole's starting or end points

- i. As most Guerrilla Disc Golf is played in open parks where you are bound to run into obstacles such as fallen trees, picnicking families, and roaming minstrels, the party can agree to change the boundaries of a hole.
- ii. If changing the boundaries of a hole, it is encouraged to try and keep the par, difficulty and length as close to the original hole's intention.
- iii. If the change needs to be made permanently, the hole's description and/or media in the course guide should be edited.

5. COMMON PENALTIES AND OBSTACLES AND EXCEPTIONS

A. Man-made ground level materials such as concrete, asphalt, cement, metal gratings are considered as out of bounds or "wet"

- i. When a target is on a man-made structure, such as a passing through the rungs of a bike rack which is installed on a concrete pad, the "wet" rule can be altered for that hole.

B. Areas within permanent or temporary fences such as playgrounds or grounds under repair are similarly considered to be bodies of water or "wet". If

C. Bodies of water

- i. If you can throw from within the water, there is no penalty. Also for standing water / puddles, you can get relief to throw no closer to the target

D. Roofs or tops of structures

- i. If you can throw from the roof without injury or breaking any laws, go for it.