# **About local rules**

↓ Click here for an English explanation of each hole.

https://discgolf-navi.com/wp-content/uploads/2023/04/hole\_sign0410.pdf

## [OB]

### (1)OB area

- Area without tees and baskets (1H, 2H, and 17H are explained separately).
- Roads and other paved areas.
- Area beyond the following "(2)OB line".

## (2)OB line

- Boundaries between paved areas and nature, such as roads and lawns.
- Border between soccer field and gutter (10H、11H、12H).
- White ropes laid on the ground (Judged on the inbounds side).
- The parkway on the left side of the 2H and 3H baskets has an orange net pole as the OB line (Judged by the line connecting the inbounds side of the poles).
- Orange poles at other locations are not OB lines.

### (3)Note

- The 2H tee area is OB.
- The area surrounded by white rope near the 14H basket is OB.
- The 9H and 13H roads are not OB.
- Objects that are independently located on the course, such as manholes and drains, are not OB.

# (4)OB penalty

- (Pro only) You re-throw it with no penalty.
- \*\*Re-throw and provisional throw on the tee should only be made after all players in the group have finishe d throwing.
- \* For locations where OB is difficult to determine, please set up a spotter in your group.
- (Ama only) Normal OB rules apply.

### [Mandatory]

# (1)Mandatory course

There are 9 courses with Mandatory.

• 1H : Special rules island.

First, you must throw the disc to the designated island. After the disc is stationary in the island, the player c an aim for the basket from the next throw. When aiming for the basket, the perimeter of the island is the O B line.

• 3H: Double mandatory.

It must pass between two trees.

• 5H: Double mandatory.

It must pass through the left side of the tree. The height to be passed is also limited.

• 6H: Double mandatory.

It must pass between two trees.

• 7H: Triple mandatory.

It must pass between two trees. The height to be passed is also limited.

• 13H : Single mandatory.

It must pass through the left side of the tree.

• 14H : Single mandatory.

It must pass through the left side of the lighting tower.

• 15H: Double mandatory ×2.

There are two Double mandatory locations on the course.

• 18H: Double mandatory.

It must pass between the tree and the object.

# (2) Mandatory miss penalty

• (Pro only) You re-throw it with no penalty.

\*\*Re-throw and provisional throw on the tee should only be made after all players in the group have finishe d throwing.

\*\*Judge the results within your group.

• (Ama only) You add one penalty and the next throw is from the DZ.

#### [Other local rules]

(1)11H: Special obstacle (Soccer goal)

If you take a stance within the soccer goal (Area surrounded by goal posts, crossbar and net).

- Passing through the net is prohibited.
- The only correct route is the entrance to the soccer goal.
- There is no penalty if your body, disc, etc. touches the net.
- If a disc thrown from outside the soccer goal passes through the net, the throw is valid.

#### (2)17H: Island ×2

- Inbounds are only inside the islands.
- The diameter of the island is 20m (66ft) at the front and 10m (33ft) at the back.
- The tee area is OB.
- No routes are specified or regulated.
- (Pro, Ama, common) If you miss the island, you re-throw it with no penalty.
- The island disappears when the disc rests on the island where the basket is located.
- If the island disappears, you cannot move Lie 1m (3ft) to Inbounds.
- (Relief measure) You can start from the DZ by adding two penalties before your tee throw.
- There are no island rules for the Junior division.