COURSE RULES:
7. Order of play: After teeing off, the player whose disc is farthest from the hole always throws first.
8. The player with fewest throws on the previous hole is first to tee off next.

GENERAL RULES:
1. Have fun; play it safe. Do not disturb other SMU campus visitors.
2. Leave natural features alone. Do not disturb wildlife.
3. Stay on designated fairways. Disc golf course hours are dawn to dark.
4. Do not litter.
5. No alcoholic beverages are permitted.
6. Use caution near roads, parking lots, and activity areas.
7. Order of play: After teeing off, the player whose disc is farthest from the hole always throws first.
8. The player with fewest throws on the previous hole is first to tee off next.
9. The disc must land in the basket to complete the hole. Each throw is a stroke against Par.
10. Never throw until players ahead of you are out of range and the fairway is clear of spectators and campus visitors.