

Disc Golf

All players must sign the activity consent form and present their valid ZipCard prior to each game. No one will be permitted to play without their ZipCard. No Exceptions!

Professional Disc Golf Association disc golf rules, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated areas. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

- 1.1. Individual entries only. All players must be checked in with the Intramural staff before they are allowed to participate.
- 1.2. No substitutions allowed in tournament play.

2. LENGTH OF TOURNAMENT

- 2.1. Course will include 18 holes. Shotgun start will begin play at the time designated by the Intramural Sports staff. All participants must be signed in and ready to play at the start of the tournament.
- 2.2. If a player is not present to throw when it is his turn, the opposing team/participants shall allow 30 seconds. If the player has still not arrived after 30 seconds, his throws are eliminated for that hole.
- 2.3. Slow play is discouraged and may result in disqualification.

3. EQUIPMENT

- 3.1. Participants are responsible for providing their own discs.
- 3.2. All players must wear shoes and a shirt. No sandals will be allowed!

4. SCORING

- 4.1. Players are responsible for recording their own score on the scorecards provided. Opposing teams/players will hold each other accountable for correct scoring.
- 4.2. Scores are tabulated by counting the amount of throws taken from the tee-off until the disc is in the hole. Sum up all the holes for the total score. Individual with the lowest total score wins.
- 4.3. Penalties will be assessed as follows:

Penalties:	First Violation	Second Violation	Third Violation
Incorrect Score	disqualification/forfeit		
Excessive Time	warning	+1	disqualification/forfeit
Stance Infraction	warning	+1	disqualification/forfeit
Out of Bounds	+1	+1	if deliberate, disqualification/forfeit
Non-Courteous	warning	+1	disqualification/forfeit
Vandalism	disqualification/forfeit	*possible judicial intervention	

4. TOURNAMENT PLAY

- 4.1. Players will flip a coin to decide who tees off first on Hole 1. First to tee off on every subsequent hole will be determined by the lowest score on the previous hole.
- 4.2. Stance when throwing should not be more than 12" from the spot the disc landed. One foot must remain on the ground until the disc is released.
- 4.3. Do not throw until other players are out of range. If people are on the fairway, call "fore" to alert them that play is continuing.
- 4.4. A thrown disc that hits another player, spectator, or animal shall be played from where it comes to rest.
- 4.5. If a disc cannot be located within 3 minutes after arriving at the spot it was last seen, it will be declared lost. If a disc is lost or cannot be located, the player must add +1 to his score and use another disc, resuming play from the spot the disc was last seen.
- 4.6. If a disc lands out of bounds, it must be thrown from the spot where it went out, adding +1 to the score. Boundary lines will be determined at the discretion of players/Intramural Sports staff, and will include all areas beyond reasonable play of the course or more than 6 feet above the ground, anywhere on the course.
- 4.7. If an obstacle is in the way of a throw, the player may move 12" from the obstruction as approved by the opponents and/or the Intramural Sports staff.