2015 INTRAMURAL DISC GOLF RULES
(Updated 12/15)

Recent rule changes appear in hi-lighted and italicized font.

Rule 1: Facility
1. This is a single-day event that will be played at the Turkey Creek Disc Golf Course.
2. Alcohol, tobacco, and illegal substances are not permitted while participating in Intramural Sports.

Rule 2: Player Eligibility
1. All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.
2. All players must check-in with a valid, university or state-issued photo ID with the Intramural Supervisor on-duty prior to the start of the event.

Rule 3: Round Procedures
1. The two-person team with the lowest combined score for one round will be declared the champions.
2. For score integrity purposes, each team is required to keep the score of their opposing twosome. Teams will be sent onto the course with another team, and will keep scores for both their own team and the opposing team. Any team that does not participate with an opposing team will not be eligible to win the tournament.
3. For courtesy sake do not throw until the players ahead of you are out of range.
4. Tee throws must be completed within or behind the designated tee area.
5. After teeing off, the player whose disc is farthest from the basket always throws first. The player with the least amount of throws on the previous hole is the first to tee-off on the next hole.
6. A disc that comes to rest on or in the disc pole hole/basket constitutes successful completion of that hole.

Rule 4: Ground Rules
1. The release of fairway throws must be made with the foot closest to the hole on or behind the lie. A pivot foot is allowed from first picking up of the disc in-play; however a run-up and throw is NOT allowed—the pivot foot must remain stationary until after the throw is made.
2. A dog leg is one or more designated trees or poles in the fairway that must be passed on the outside when approaching the hole. Until the dog leg is passed, the foot closest to the dog leg must be on the lie when the disc is released.
3. Within 10 yards of the pole, a player may not step past the point of his/her lie in making his/her putt throw. Falling or jumping putts are not allowed.
4. Any disc that comes to rest more than six feet above the ground is considered an unplayable lie. After declaring an unplayable lie the disc must be thrown from the new lie on the ground, directly underneath the unplayable lie (1 throw penalty).
5. A throw that lands out-of-bounds must be played from the point where the disc went out-of-bounds. Water hazards and public roads are always out-of-bounds (one throw penalty).