Disc Golf Rules

Any rule and situation not specifically covered are subject to the current version of the Professional Disc Golf Association (PDGA) rules and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TN Tech IM Disc Golf Rules and PDGA Official Rules, the TN Tech IM Disc Golf Rules shall take precedence.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

Rule 2: Format & Team Composition

Tournament Format

- ✓ The tournament shall be a single day event.
- ✓ Each team shall attempt eighteen (18) holes. The team with the least number of throws at the end of eighteen (18) holes shall be the winner.

Team Composition

- ✓ Each team shall have a maximum of two (2) players.
  - Both players must sign up on the Fusion Play App
- ✓ Open Doubles
  - No Gender Restrictions

Rule 3: Playing Area & Equipment

Playing Area

- ✓ The Tennessee Tech University Disc Golf Course shall be the tournament venue.

Discs

- ✓ Teams may provide their own discs for competition.
- ✓ The Intramural Sports Office has disc sets and individual discs for rental.

Rule 4: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ There are no defaults allowed. Any round that is not played will be considered a forfeit.

Forfeits

- ✓ A forfeit is failing to field a team for an intramural contest without contacting the Intramural Sports Office.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ If a team forfeits a round, the team will be removed from the league.

Protests

- ✓ Eligibility protests will be considered by Intramural Sports Graduate Assistants and Professional Staff.
- ✓ During the contest, teams must resolve game-related issues as games are self-officiated. Intramural staff shall settle disagreements over the rules.
- ✓ Teams may protest player eligibility before the start of the tournament.

Rule 5: Timing & Scoring

Scoring

- ✓ Both players from each team shall attempt every hole.
- ✓ The team's score for a hole shall be the score of the teammate with the fewest strokes on that hole.
- ✓ The team's final aggregate score shall be its total number of strokes during the match.
- ✓ If two (2) teams are tied at the end of eighteen (18) holes, they shall play additional holes until one (1) team's score is lower. This could be held at a later time and date.

Rule 6: Playing Rules

Players should review the official rules and honor the legitimate calls of their opponents. If necessary, the Intramural Sports Office will settle disagreements between teams. The Intramural Sports Office has the final say on these matters.

Please click the following link to view the Official PDGA Rules.

Tee Throws

- ✓ Tee throws must be completed within or behind the designated tee area.
- ✓ After the throw is released, the player may step out of the designated area on his or her follow-through.
- ✓ Do not throw until the players ahead of you are out of range.

Throwing Order

- ✓ After the tee-off, the player whose disc is farthest from the hole always throws first (1st).
- ✓ The player with the least number of throws on the previous hole is the first (1st) to tee-off on the next hole.

Lie

- ✓ After the tee-off, the thrown disc must be left where it came to rest until a marker disc is placed on the playing surface. The marker should be between the hole and the disc, in line with the hole, and touching the thrown disc.
- ✓ Fairway throws must be made with the foot closest to the hole on the lie (marker). The other foot may be no closer to the hole than the lie.
- ✓ A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest.
- ✓ A player may not move, alter, bend, or hold back any part of a tree or bush between the lie and the hole. However, the player may obtain relief from casual water, loose leaves or debris, broken branches no longer connected to tree, or motor vehicles.
- ✓ A run-up and normal follow-through, after release, is allowed.
- ✓ Within ten (10) yards of the pole, a player may not step past the point of his or her lie in making their putt. Falling or jumping during the throw is not allowed.

Hole Completion

- ✓ A disc that comes to rest in, not on top of, the pole basket completes the hole.

Player Unable to Continue

- ✓ Due to Injury
  - If a player cannot continue due to injury, the game shall continue with remaining health players.
- ✓ Due to ejection or other circumstances
  - If a team cannot continue due to ejection or other circumstances, intramural staff must be notified. The round will be considered paused until further instruction is provided. A representative will determine when the match will be continued or played.

Penalties

- ✓ Unplayable Lie **(One Stroke Penalty)**
  - Any disc that comes to rest more than six (6) feet above the ground is considered unplayable.
  - After declaring an unplayable lie, the disc must be thrown from the new lie on the ground, directly underneath the unplayable lie.
- ✓ Out of Bounds **(One Stroke Penalty)**
  - A throw that lands out of bounds must be played from where the disc went out of bounds.
  - Permanent water hazards, over a fence or road, parking lots, and public roads are out-of-bounds.
  - A disc shall be declared lost if the player cannot locate it within three minutes (3:00) after arriving at the spot where it was last seen.

Tournament Format

- Each team will be paired up with another team that is registered for the tournament. Both teams will agree on a time to play, both teams will play eighteen (18) holes together and will report the scores of themselves the team they are paired with. This is to keep the tournament fair and honest.

Ejections

- ✓ When two (2) members of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport/game/competition until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.