SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of five (5) regular season matches.

II. Playoff Format
   A. Following league play, the top two individuals per division will advance to the championship flight.
      i. This will be determined by overall score accumulated throughout the regular season, not each player’s win-loss record.
   B. The player with the lowest score in the Championship Flight on Wednesday, October 7th (weather dependent) will be declared the Intramural League Champion.

III. Location
   A. The event will take place at the Disc Golf Course on Slayter Hill and at Pickett Park.
   B. Players should meet the Intramural Supervisor at Hole 1 of Slayter Hill.

IV. Season Structure
   A. Regular Season
      i. Each match of the regular season will consist of one round of nine (9) holes.
      ii. Match location will alternate weekly.
         a. Weeks 1, 3, and 5 will be played at Slayter Hill.
         b. Weeks 2 and 4 will be played at Pickett Park.
   B. Championship Flight
      i. Each match of the Championship Flight will consist of one full round of eighteen (18) holes.
         a. The nine (9) holes of Slayter Hill and the nine (9) holes of Pickett Park will both be played to make up the match.

V. Supervision
   A. The Intramural Staff will operate the event.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the location ready to begin at the scheduled time.
         c. If player A’s opponent does not show up for the match (and thus forfeits), then player A can still play the match and turn in his/her scorecard to be counted toward the overall regular season score.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.

VI. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

Last Updated: 8/7/2015
SECTION 2. THE GAME

I. Brief Overview
   A. The game consists of throwing a flying disc from the teeing area to the target on successive throws.
   B. Scoring for each individual hole is calculated by counting the number of throws completed to get the disc into the target, plus any penalties that may have been incurred.
   C. The round score is calculated by adding the scores of each completed hole.
   D. After every participant has completed the course, the player with the lowest score is the winner.
      i. In the case of a tie at the end of competition, the tied players will complete holes again in a sudden death format. As soon as one player scores higher than the other on a playoff hole the match is over and the lower scoring player is deemed the winner.

II. The Course
   A. The event will be held at the Disc Golf Course on Slayter Hill and Pickett Park (map on the last page).
      i. The Slayter Hill course and Pickett Park course each have nine holes.
      ii. Between the two courses, the total 18 hole course has a distance of 6,105 feet and a par of 60.
   B. The teeing area for each hole is marked by a brick or mulch rectangle.
   C. The target for each hole is a basket with the hole number on top.

III. Beginning Play
   A. The Intramural Supervisor will assist players with tee assignments.
   B. Captains’ Meeting
      i. Prior to the start of play, each participant will be required to meet with the Intramural Supervisor.
      ii. Follow the Intramural Supervisor’s instructions and ask any desired rule clarifications at this meeting.
   C. Order of Play
      i. A disc flip will determine the initial throwing order on the first hole.
      ii. One player will flip a disc, much like a coin, while the other calls heads or tails, heads being the face of the disc and tails being the bottom.
      iii. If the player correctly calls the flip, he or she may elect to throw first, or he or she may defer the first throw to the opposing player.
      iv. If the player incorrectly calls the flip, the same options will be given to the opposing player.
      v. On all subsequent throws, the player furthest from the target throws before the player closer to the target.
      vi. On all subsequent tee boxes, the player with the lowest score on the previous hole will throw first.
         a. If players have the same score on the previous hole, the player who threw first on that hole will throw first again.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Discs will not be provided for the event. However, Innova Discs can be rented at the CoRec Equipment Center or TREC Member Services.

SECTION 4. GAME PLAY
I. Teeing Off
   A. Each hole begins with a player throwing the disc from the teeing area.
   B. As the disc is released, the player must be in contact with the teeing area.
   C. A player may not be outside of the teeing area as the disc is released, but may complete his or her follow-through outside of the teeing area.

II. Marking the Lie
   A. After each throw, the disc must be left where it came to rest. Once its lie is marked it can be picked up.
      i. This can be done by placing a mini marker disc on the playing surface between the hole and the disc in line with the thrown disc.

III. Subsequent Throws
   A. After a player has teed off, he or she must complete all subsequent throws to the target from where the disc landed on the previous throw.
   B. Subsequent throws must be made from behind the marker from the previous throw.
      i. Similar to teeing off, the player must be in contact with the playing surface as the disc is released
      ii. The player must be behind the marker as the disc is released, but may complete the follow through past the marker.

IV. Putting
   A. Putting is defined as any throw within ten (10) meters of the target.
   B. When putting, a player may not complete the follow through past the marker.

V. Holing Out
   A. A player completes a hole when he or she throws the disc and it comes to rest within the chains or the tray of the target, also known as holing out.
      i. A disc resting on top of the target or below, not within the chains or the basket, has not been holed out.
   B. Upon holing out, a player counts how many throws it took to do so plus any penalties incurred and determines his or her hole score.

SECTION 5. PENALTIES

I. Obstacles and Relief
   A. Players may not move any obstacle that obstructs their throw. They must use a stance that results in the minimum amount of movement of the obstacle.
      i. A player’s throwing motion may result in incidental movement of an obstacle.
   B. Players are allowed to take optional relief. The lie must be relocated to a new lie that is further from the hole than the original lie and on the line of play.
      i. Optional relief results in a one-throw penalty.

II. Out of Bounds
   A. A disc that comes to rest completely in the out of bounds area will be deemed out of bounds.
      i. An out of bounds throw results in a one-throw penalty.
   B. Players must reposition their out of bounds disc in one of the following ways:
      i. A player may choose to re-throw the disc from the previous lie.
      ii. A player may mark the disc up to one (1) meter away on a line perpendicular to the out of bounds line where it last crossed out of bounds.
   C. If a disc comes to rest within one (1) meter of the out of bounds line, a player may reposition it up to one meter from the out of bounds line on a line perpendicular to the disc’s current lie.
   D. Players may not be in contact with the out of bounds areas as they complete their throw.
i. A player who completes his or her throw from an out of bounds area incurs a one-throw penalty.

III. Optional Re-throw

A. If a player is displeased with their throw, they may elect to re-throw the disc from the same lie as the original throw.
   i. The player’s original throw and a penalty throw will be added to his or her score, so that the new throw will be the third throw or higher.

IV. Interference

A. A throw that hits another player or spectator shall be played where it comes to rest.
B. If a throw is intentionally deflected or caught by another player, the throwing player may elect to re-throw without penalty.
   i. The player who intentionally deflected the thrown disc or altered its lie is subject to a two-throw penalty.

V. Disc Above (or Below) the Playing Surface

A. After a throw, the disc may come to rest above or below the playing surface, such as being caught in a tree.
B. The disc shall be marked on the playing surface directly below where it came to rest.
   i. If directly below the disc is out of bounds, the disc is declared out of bounds and the proper penalties are used (as shown in Section 6.II).
   ii. If directly below the disc is another obstacle, the disc will be marked on the line of play directly behind the obstacle.
   iii. A disc that comes to rest more than two (2) meters above the playing surface will be marked directly below where it came to rest.

VI. Throwing from Another Players Lie

A. A player who throws from a different player’s lie, either intentionally or accidentally, is subject to a two-stroke penalty.
B. The player whose lie was thrown from will complete their throw from the proper lie.

VII. Lost Discs

A. A disc is declared lost if it cannot be located within three (3) minutes of arriving at the spot where the disc was last seen.
   i. If a disc is lost the player will incur a one-throw penalty and must throw from his or her previous lie.

VIII. Excessive Time

A. A player must complete a throw within 30 seconds of arriving at their disc or, if the player is throwing second, the previous player throwing.
   i. It is the job of an opposing player to enforce this rule. The opposing player must bring the excessive time violation to the attention of the player. The first infraction announced results in a warning. All subsequent infractions will result in one-throw penalty.

SECTION 10. SPORTSMANSHIP

I. Minimum Rating

A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible to win the league.

B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Intramural Supervisor
A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the game’s teams.

SECTION 6. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the event may be played under protest.
   B. Please contact the intramural staff to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Players must announce this protest to the Intramural Supervisor and will be required to fill out information on the protest form.
**Purdue University Disc Golf Course (18)**

<table>
<thead>
<tr>
<th>Hole</th>
<th>Distance</th>
<th>Par</th>
<th>Out of bounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>215'</td>
<td>3</td>
<td>Parking Lot on Right.</td>
</tr>
<tr>
<td>2</td>
<td>425'</td>
<td>4</td>
<td>Sidewalk and Beyond on Right.</td>
</tr>
<tr>
<td>3</td>
<td>235'</td>
<td>3</td>
<td>Sidewalk and Beyond on Right.</td>
</tr>
<tr>
<td>4</td>
<td>200'</td>
<td>3</td>
<td>Walking Path on Left and Beyond.</td>
</tr>
<tr>
<td>5</td>
<td>200'</td>
<td>3</td>
<td>Walking Path on Left and Beyond.</td>
</tr>
<tr>
<td>6</td>
<td>410'</td>
<td>3</td>
<td>MANDO: Disc must pass to left of marked tree. Re-tee if missed. OB: Walking Path on Left and Beyond. Road Beyond Basket.</td>
</tr>
<tr>
<td>7</td>
<td>235'</td>
<td>3</td>
<td>Road Beyond Basket.</td>
</tr>
<tr>
<td>8</td>
<td>260'</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>400'</td>
<td>4</td>
<td>Sidewalk and Beyond at Bottom of Hill.</td>
</tr>
<tr>
<td>10</td>
<td>330'</td>
<td>3</td>
<td>Walking Path on Left and Beyond.</td>
</tr>
<tr>
<td>11</td>
<td>285'</td>
<td>3</td>
<td>Creek (water) and Beyond on Right.</td>
</tr>
<tr>
<td>12</td>
<td>225'</td>
<td>3</td>
<td>Walking Path on Right and Beyond.</td>
</tr>
<tr>
<td>13</td>
<td>525'</td>
<td>4</td>
<td>Concrete Gutter and Beyond Creek Beyond Basket.</td>
</tr>
<tr>
<td>14</td>
<td>285'</td>
<td>3</td>
<td>Concrete Gutter and Beyond on Right.</td>
</tr>
<tr>
<td>15</td>
<td>280'</td>
<td>3</td>
<td>Road and Beyond.</td>
</tr>
<tr>
<td>16</td>
<td>545'</td>
<td>4</td>
<td>MANDO: Disc must pass to left of marked tree. Re-tee is missed. OB: Walking Path on Left and Right. Road Beyond.</td>
</tr>
<tr>
<td>17</td>
<td>475'</td>
<td>4</td>
<td>Creek and Beyond on Right. Note: Disc must land to left of creek from tee.</td>
</tr>
<tr>
<td>18</td>
<td>600'</td>
<td>4</td>
<td>Inside Soccer Field on Left.</td>
</tr>
</tbody>
</table>

**TOTAL** 6,105 60