

# Disc Golf

## **ELIGIBILITY AND PARTICIPATION:**

1. Any at least part-time student is eligible to participate
  2. AU faculty, staff and their spouses/children are eligible to play
  3. Players may be added to rosters during the first week of the season, but not after that.
- All players must be recorded on the game sheet before they are allowed to participate

## **Application of the Rules**

These rules have been designed to promote fair play for all disc golfers. In using these rules, players shall apply the rule that most directly addresses the situation at hand. If any point in dispute is not covered by the rules, the decision shall be made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness. It is important to note that there will be no AUIM disc golf officials provided for this sport. Please observe the highest level of etiquette and fairness as you navigate through this season.

Players are expected to call a violation when one has clearly occurred. Calls must be made promptly.

A player shall not receive a warning for a rules violation unless the rule specifically provides for a warning. Warnings do not carry over from one round to the next round or to a playoff.

A rules violation that results in a warning may be called by any player in the group, or by an official. All players in the group shall be advised of the warning, and it shall be noted on the scorecard.

A rules violation that results in one or more penalty throws may be called by any player in the group. If called by a player, another player in the group must then second it.

Unless otherwise stated, any determination made by the group as a whole shall be made by a majority of the group.

A throw or an action that is subject to penalty under more than one rule shall be marked and/or penalized in accordance with the rule that results in the most penalty throws, or, among rules that call for an equal penalty, the rule that was first violated.

## **Standard Play**

Play will occur on Anderson's new disc golf course located at Edgewater park. This is off of 10<sup>th</sup> street just east of the blue bridge.

Play will consist of 2 teams of 2 people playing at a time throwing at predetermined objects that are classified as the "hole". Play style will be a scramble. This means that both teammates will throw from same tee box and in getting to the hole will decide between the 2 of them which disc to take for each throw until completing the hole. In general, you would take the best throw from each spot, go to the next best throw, toss from there, so on and so forth until disc is holed out.

A flip of the disk will first decide who will shoot first and every hole thereafter will be shot first by the winner of the previous hole.

Pivot foot must be planted to throw disc from inside of 50 feet. Basically, no jumping towards target while throwing.

The objective is to complete the course with as few throws as possible. Teams are allowed to choose to throw their disk where their shot landed or from where their teammates shot landed. Each is acceptable.

If any questionable shot or circumstance occurs each person will take a vote on what should happen and should cast their vote as fairly as possible. At the end of the course (match), the winning team's captain will report to Intramural Coordinator the score and subsequent winning team of the match. This must occur within 24 hours of match being completed.

Participants must provide their own disc. A disc, which is cracked or perforated, is illegal.

### **Standard Courtesy**

- A. Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present.
- B. Players should watch the other members of their group throw in order to aid in locating errant throws and to ensure compliance with the rules.
- C. Players should take care not to produce any auditory or visual distractions while other players are throwing. Distracting actions include: shouting, cursing, free styling, striking course equipment, throwing out of turn, throwing or kicking golf bags, throwing minis, and advancing on the fairway beyond the away player. Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a courtesy violation.
- D. Refusal to perform an action expected by the rules, such as assisting in the search for a lost disc, moving discs or equipment, or keeping score properly, is a courtesy violation.
- E. Littering is a courtesy violation.

A player violating a courtesy rule may be warned by any affected player, even if from another group. The player shall be assessed one penalty throw for each subsequent courtesy violation of any type in the same round.

### **Standard Rules**

A player shall receive one penalty throw, without a warning, for violation of an obstacle or relief rule or hazards (listed below).

A player who purposely damages any part of the course shall receive two penalty throws, without a warning. The player may also be disqualified from the league and given the opportunity to speak with the Director of Student Engagement for possible further sanctions.

### **Standard Hazards**

If chosen to take the Disc that was thrown to cause a hazard, then that hazard will cost you a shot. Standard hazards are intended to preserve the sanity of the community unwittingly made part of your game. All hazards will be deemed lateral.

1. Parked cars
2. Moving cars
3. Babies, senior citizens, or any other truly innocent bystander
4. Personal property owned by anyone other than the participants
5. Frisbee landing on any road connected to and surrounding the course

### **Standard Bonus Shots**

- 1) Hitting someone in your group who has crossed in the path between you and the stated goal. You get to pick up your disk the better of wherever the person was standing or where the disc lands.