



**Each player must meet one of the following conditions to sign-in:**

**1) Present their own, valid WildCard before each contest to be eligible to participate.**

**OR**

**2) Present a government-issued photo ID and community member pass to be eligible to participate.**

**NO EXCEPTIONS!**

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of their physical condition should check with their family physician or the student health center before participating in Intramural Sports.

Professional Disc Golf Association (PDGA) will govern play with the following intramural modifications:

### **1. Equipment and Schedule**

**1.1** Players will be responsible to furnish their own disc golf discs for each game.

**1.1.1** Ultimate discs may not be used.

**1.2** Participants must arrange their own time and date of play. The schedule dates are considered "Play by" dates which means the game must be completed by that time.

**1.3** Participants must play on Weber State University's disc golf course.

**1.4** It is the responsibility of the winning player (player with the lowest overall score) to report the outcome of the game to the Competitive Sports Office via email.

**1.4.1** If after two days of trying to email AND call an opponent you do not hear a response, you may submit the game as a forfeit.

### **2. Order of Play**

**2.1** Teeing order on the first hole is determined by coin flip.

**2.2** Teeing order on each remaining hole is determined by each player's score on the previous hole. The lowest score on the previous hole will throw first.

**2.3** If the previous hole was a tie, the scores are counted back until the order can be determined. This means whoever had the most recent lower score is first in the teeing order.

**2.4** After teeing off, the player whose disc is farthest from the target will throw first. Players must provide consent beforehand to throw out of order



### 3. Teeing Off

**3.1** At the release of the throw, the throwing player must have at least one foot or knee on the surface of the teeing area. The throwing player may not be touching outside of the teeing area until after releasing the disc.

### 4. Establishing Position

**4.1** Subsequent throws after teeing off must be thrown from directly behind the resting place of the thrown disc.

**4.1.1** The throwing player must have a foot or knee within 30 cm (about 12 inches) of the rear edge of the location of the previously thrown disc when releasing the subsequent throw.

**4.2** When releasing the subsequent throw, the throwing player may not have a foot or knee on the ground closer to the target than the rear edge of the location of the previously thrown disc.

**4.2.1** Running up and releasing the disc while still behind the rear edge of the location of the previously thrown disc is permitted.

**4.2.2** After releasing the throw (except for a putt; see Rule 5), momentum may carry the player past the initial resting place of the previously thrown disc.

**4.3** If the disc comes to rest above or below ground level (i.e. stuck in a tree) its position for the next throw will be on the ground directly above or below where the disc came to rest.

### 5. Putting

**5.1** Any throw from within 10 meters (about 33 feet) of the target is considered to be a putt.

**5.2** When putting, the throwing player may not have either foot closer to the target than the rear edge of the location of the previously thrown disc even after releasing the throw.

### 6. Holing Out

**6.1** In order to hole out, the thrower must release the disc and it must come to rest supported by the chains of the target and/or resting in the inner cylinder of the target.

**6.2** A thrown disc coming to rest on top of the target or hitting the target and not coming to rest as described above is not holed out.

### 7. Obstacles and Relief

**7.1** Players may not move obstacles on the course.

**7.2** Optional re-throw: A player may choose to re-throw from the previous lie at any time. A player choosing to re-throw from the previous lie will have the original throw plus one penalty throw counted to the player's score.



**7.2.1** Example: A tee shot goes in the wrong direction and a player wants to re-throw the tee shot. This second attempt of the tee shot will count as the third stroke for the hole.

## **8. Out-of-Bounds and Lost Discs**

**8.1** A player's disc who comes to rest out-of-bounds shall receive one penalty throw and may elect to play the next throw from the following locations:

**8.1.1** The previous lie.

**8.1.2** Up to one meter away from and perpendicular to the point where the disc crossed into out-of-bounds.

**8.2** A player who loses their disc receives one penalty throw and their next throw will be made from the previous lie.

**8.2.1** A lost disc includes a disc that is irretrievable. (i.e. lands in the middle of a pond, on top of a building, etc.)