Intramural Disc Golf Rules

*Modifications have been made to suit Ohio State Recreational Sports programs.*

**Rule 1: Eligibility**

A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:

- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

**Rule 2: Levels of Play**

**Men’s**

Singles, tournament format. This league combines both the competitive and recreational individuals.

**Women’s**

Singles, tournament format. This league combines both the competitive and recreational individuals.
Rule 3: Equipment
- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; however, hats, bandanas, and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Equipment is available for check out at the following Recreational Sports facilities: Jesse Owens West Tennis Center (JOWTC), Fred Beekman Park, Adventure Recreation Center (ARC), and RPAC.

Rule 4: Team Captain Responsibilities
- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Communicate game time, location, and ID policy to teammates.
- Ensure that all teammates sign a Release of Claims form, located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State University ID at game time to check in.
- Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turn in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur, as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players
- The disc golf tournament is a singles event and therefore, only requires one person to participate.
  - You must check in using a valid Ohio State issued ID – OR – Government Issued ID.

Rule 6: Forfeits/Defaults
A participant will forfeit the entire event if they show 10 minutes or more past the scheduled event time.

Rule 7: Protests
Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:
1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately
request a time out and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.

2. No protest that involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes intramural staff when necessary.

3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.

4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point under protest.

**Eligibility Protest**
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the intramural supervisor and completed. The contest will continue from this point “under protest.”

**Rule 8: Play**

**Start of Game**
Tee off order on the first tee will be by mutual arrangement or by flipping discs. The printed side is heads and the odd person should be first. The score on the previous hole determines tee off order on all subsequent holes.

**Timing**
Game shall consist of 18 holes.

**Scoring**
Disc Golf is played like ball golf using a flying disc. One stroke is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest score.

**Mercy Rule**
No mercy rule.

**Tee Throws**
Tee throws must be completed within the designated tee area. Stepping outside of the designated tee area once the disc is released is acceptable. Do not throw until the players in front of you are out of range.

**Throwing Order**
After teeing off, the player whose disc is farthest from the hole always throws first. The player with the least amount of strokes on the previous hole is the first to tee off on the next hole.

**Lie**
The spot where the previous throw has landed. Mark your lie with a mini disc or turn over the thrown disc, directly towards the hole or dogleg.
Fairway Throws
Fairway throws must be made with the foot closest to the hole on the lie. The other foot may be no closer to the hole than the lie. A run-up and normal follow-through, after release, is allowed more than 30 feet from the hole. Inside 30 feet, a player may not step past his/her lie. ‘Falling or jumping’ putts are not allowed inside 30 feet.

Dogleg
A dogleg consists of one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dog leg must be on the lie when the disc is released.

Completion of Hole
A disc that comes to rest in the basket or chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole hole does NOT constitute a successful completion of that hole.

Unplayable Lie
A disc that comes to rest more than 2 meters above the ground is considered unplayable. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie. Add one stroke penalty.

Out-of-Bounds
- A player whose disc is considered out-of-bounds shall receive a one-stroke penalty. The player may elect to play the next shot from: (1) the previous lie; or (2) a lie that is up to 3 feet away from and perpendicular to the point where the disc last crossed into out-of-bounds. This holds true even if the direction takes the lie closer to the hole. Permanent water hazards, over a fence, parking lots, and public roads are always out-of-bounds. A throw that lands out of bounds must be played from where the disc went out of bounds.
- A disc shall be declared lost if the player cannot locate it within 3 minutes after arriving at the spot where it was last seen.

Additional Considerations
- Players will not be penalized for rule infractions. Other players will keep you honest. Water, concrete sidewalks, parking lots, canals, and streets are normal disc golf out-of-bounds. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park pedestrians. If people are on the fairway, call "fore" to let them know that you are playing through. Be polite and patient in waiting for others to clear your path or skip that hole and play it later.
- 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.
- Please don’t litter, and pick up trash, even if it isn’t yours. Help new players play by the rules.

Rule 9: Sportsmanship
The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.
Unsportsmanlike Conduct
Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

• use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during or after the game
• participate in a game for which he or she is ineligible
• argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
• intentionally strike, push, trip, or flagrantly foul another participant, spectator, or Recreational Sports employee.
• mistreat the facility, equipment or supplies of The Ohio State University and/or Recreational Sports

Unsportsmanlike Conduct Penalties
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or intramural supervisors.

• Verbal warning resulting in incident report – conduct warning
• Ejection of participant with/out warning – ejection
• Two ejections or three verbal warnings - forfeit

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL recreational sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

For any questions or clarifications, please contact the intramural sports office at (614) 292-2732.