Welcome, Introductions, and Overview

Congratulations on being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

Any person who has purchased either the Full Intramural Membership or the Individual/Dual Membership is eligible to participate in intramural disc golf. The following persons are eligible to purchase memberships:

i. Student or employees; individuals associated with Campus Ministry, VCOM, Vet Med; Visiting Scholars; CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the University or fail to comply with eligibility guidelines.

ii. Alumni are not eligible to purchase the Intramural Membership unless they fall into one of the previous categories mentioned.

**All memberships may be purchased online.

Location

All matches will be played on the 9-hole disc golf course located at the CRC. The first tee is located next to the end of the parking lot of the Computer Science building at 2202 Kraft Drive.

Objective

The objective of disc golf is to throw a disc from a teeing area into each target basket in the fewest number of throws possible. The player that completes all 9 holes in the fewest number of throws shall be considered the winner of the match.

Disc Golf Rules

1) Equipment
   a. Any disc golf disc may be used however Ultimate discs may not be used.
   b. Players are responsible for providing their own equipment.

2) Order of Play
   a. Teeing order on the first hole is determined by the order in which the players are listed on the scorecard.
   b. 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
   c. 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.
   d. 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
   a. 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.
   b. For each hole there are two tee areas marked with a sign or blue/white markers (flags, paint, etc.) Players will all use the same tee areas marked as white unless otherwise agreed upon before the start of the match.

4) Establishing Position
a. Subsequent throws after teeing off must be thrown from directly behind the resting place of the thrown disc.
   i. 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.
b. When the 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.
   i. Running up and releasing the disc while still behind the rear edge of the location of the previously thrown disc is permitted.
   ii. 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.
c. 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
   a. Any throw from within 10 meters (about 33 feet) of the target is considered to be a putt.
   b. 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
   a. In order to hole out, the thrown disc 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.
   b. 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
   a. Players may not move obstacles on the course.
   b. 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.
      i. 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
   a. 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:
      i. The previous lie.
      ii. Up to one meter away from and perpendicular to the point where the disc crossed into out-of-bounds.
   b. A player who loses their disc receives one penalty throw and their next throw will be made from the previous lie.
      i. A lost disc includes a disc that is irretrievable. (i.e. Lands in the middle of a pond, on top of a building, etc.)

Any additional rules not stated on this sheet will be determined by the Professional Disc Golf Association (PDGA) official rules which can be found at: [http://www.pdga.com/rules](http://www.pdga.com/rules).
Challenge Ladder Guidelines

1. Tournament format for various individual/dual sport competitions will consist of a 5-week challenge ladder followed by a single elimination “play-by” tournament. The winner of the single elimination tournament will be considered the intramural champion. **The Intramural Sports Office holds the right to alter single elimination tournament format depending on the number of registered participants for the sport.

2. You may only challenge up to 3 people ahead of you or below you. This means that if you are at the top the only way you can challenge is down. Vice versa if you’re at the bottom of the ladder.

3. The Challenge Ladder determines rank for the single elimination tournament. Participants must play at least 3 matches over the 5-week challenge ladder in order to make the elimination tournament. **If you do not play the required matches, you will not qualify for the tournament.

See the chart below for dates that you must have played a minimum number of matches played in order to remain in the ladder. Failure to meet these requirements will result in removal from the ladder.

<table>
<thead>
<tr>
<th>Minimum # of Matches Played</th>
<th>Date Result Submitted By</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>September 18</td>
</tr>
<tr>
<td>2</td>
<td>September 29</td>
</tr>
<tr>
<td>3</td>
<td>October 12</td>
</tr>
</tbody>
</table>

4. If after two days of trying to e-mail AND call an opponent you do not hear a response, you may submit the match as a forfeit. Individuals or teams that forfeits twice will be removed.

5. Extensions of time to play games are not allowed.

6. Winners must submit results on the website. E-mailed results will not be counted for an individual or team match count. Challenge ladders will be updated daily on the website. The following link will take you to the site where match results may be submitted: https://docs.google.com/forms/d/e/1FAIpQLSc_lbMteZDOf_77N_EKzXpDWX4JKryAiECuxPxdNaW6VLwcUw/viewform

7. You may not challenge anyone outside your ladder. For example, a participant from the A1 division may not challenge someone from the A2, A3, or B divisions.

8. It is your responsibility to set up times, places, and dates for which to play. Don't wait until the last minute.

9. All matches must be completed and submitted by 8:00am on October 12th. The tournament will start October 13th for those who have played the required number of matches.

10. If you have any other questions, comments, or concerns, please e-mail imsports@vt.edu.