

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

- 2) The participant must verify his/her UF status on Gator 1 Central OR show a government-issued photo ID to be eligible to participate

NO EXCEPTIONS!

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

Game time is forfeit time.

Disc-Golf will be self-officiated. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection, or forfeiture of the game. Spectators must also remain in the area designated by the supervisors. The Competitive Sports Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules. The intramural sports supervisors are in absolute control of the contest site.

The official Disc Golf rules will govern all play for any rule not covered in the following Intramural Sports rules:

1. Equipment and Location

- 1.1** The Disc Golf Tournament will be held at the 18-hole disc golf course at Lake Wauburg South Shore.
- 1.2** Participants can bring their own disc gold disc(s). If not, disc(s) will be provided.

2. Players

- 2.1** This is an individually played game.
- 2.2** No substitutes are allowed at any point of the game.

3. The Game

- 3.1** The objective is to throw a disc into a target basket in the least number of possible throws.
- 3.3** The team that completes all 18 holes in the fewest number of throws will be declared the winner.
- 3.4** The team with the fewest strokes on the previous hole is first to tee off. After teeing off, the team whose disc is farthest from the hole will throw first.
- 3.5** After tee off, the next throw must be made with either foot no closer to the hole than the lie of the disc.
 - 3.51** A run up and follow-thru release is allowed.
- 3.6** One stroke is counted each time the disc is thrown, an additional when a penalty occurs.
 - 3.61** Read **Section 4** for types of penalties
- 3.7** Throws must be completed within the designated tee areas.
- 3.8** A disc that lands in the Disc pole hole basket or chains constitutes a successful completion of that hole.
 - 3.81** A disk that rests on top of the pole hole does not constitute a successful hole.

4. Penalties

- 4.1** A disc that comes to rest more than 2 meters (6-7 feet) above the ground is considered unplayable. The disc must be thrown from the ground directly underneath the original lie (1 stroke penalty)
- 4.2** If the disk goes out of bounds, it must be played from where the disc went out of bounds.
 - 4.21** All pavement is out of bounds.