



## Disc Golf Rules

### Facility

Games will be played on the Disc Golf Course surrounding the Student Recreation Center.

### Eligibility

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugo.wvu.edu](http://www.wvugo.wvu.edu) or at the SRC Front Desk.

### Students

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

### Spouses/Affiliates

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

## **Objective of the Game**

Disc Golf is played like traditional golf, but with disc golf discs instead of balls and clubs. One throw (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

## **SAFETY FIRST**

Never throw when players or other park users are within range. Always give park users the right of way. Be aware of your surroundings and environment at all times.

## **Tee Throws**

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

## **Lie**

The lie is the spot where the player's previous throw has landed. Mark each lie with a mini marker disc or leave the thrown disc on the ground where it landed. The player's subsequent throw is made from directly behind the marked lie.

## **Throwing Order**

The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After all players have teed off, the player whose disc is farthest from the hole always throws first.

## **Fairway Throws**

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player maintain balance and not move past the lie until the disc comes to rest.

## **Mandatory**

A mandatory, or mando, is one or more designated trees or poles in the fairway that must be passed to the correct side as indicated by an arrow. If the disc passes to the wrong side of mandatory, either play from the previous lie or from a marked drop zone area if applicable and add a one throw penalty.

## **Completion of Hole**

A disc that comes to rest in the disc golf basket or suspended in the chains constitutes the successful completion of that hole.

## **Out of Bounds**

If any area of O.B. is visible between the disc and O.B. line, then the disc is considered O.B. A throw that lands out of bounds, must be played from a point up to 1 meter in bounds from where the disc crossed over the out of bounds line. Permanent water hazards, public roads, and most park boundaries are almost always out of bounds.

## **Sportsmanship**

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*If you have any further questions, please contact us via email: [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu).*