Intramural Disc Golf Rules

Registration: The registration deadline for Disc Golf is 5:00 PM on Wednesday September 18th, 2013. You can register at the intramural office, Fitness Center Room 220.

You must have 2 players on your team.

Different levels of play: Open

Date and Location: Games will be played on the Disc Golf course at Cane Creek Park in Cookeville on Friday September 20th, 2013.

Mandatory Player’s meeting: No players meeting for this sport.

Forfeits: In an attempt to discourage teams from not showing to scheduled contests, any team that does not show up for a game will not be eligible for the playoffs. Any team that forfeits a second time will be dropped from the league. Any team that does not show up to their first scheduled game can be replaced by a team on the waiting list.

Eligibility: Intramurals are intended for current students, faculty and staff only.

Teams will be allowed to add new players to their roster during the regular season. You can add a player at your game. Teams will have until their last regular season game to add to their rosters. A player must have checked into at least one game to be eligible to participate in the playoffs.

Valid ID Cards: To participate in an intramural sport you must present a valid TTU picture ID at all scheduled contests. No exceptions. NO TTU ID = NO PLAY!

Alcohol/Illegal Drugs: No individual will be allowed to participate in any activity if it is suspected that he/she is under the influence of drugs or alcohol. Spectators and players are prohibited from bringing and/or consuming alcohol at an activity site. Individuals violating this rule shall be removed immediately.

Any participant removed from an intramural game due to a violation of the alcohol and drug policies are subject to further disciplinary actions by the Intramural Sports Office.

Any team that has a participant removed for a violation of the alcohol and drug policy, does not cooperate fully with Intramural Sports employees in resolving alcohol and drug violations by spectators associated with their team, or is found possessing or consuming alcohol at an activity site shall automatically receive an unsatisfactory sportsmanship rating for that contest and will be placed on probation or suspension for the remainder of the season. The severity of the penalty shall be determined by the Intramural Coordinator on a case-by-case basis.
There is no smoking in or around the intramural playing field. Individuals in violation of this will be asked to put out their cigarette or cigar or be asked to leave.

RULES

Tee throws must be completed within or behind the designated tee area. Do not throw until the players in front of you are out of range.

The spot where the previous throw has landed, mark with a mini disc or turn over the thrown disc, directly towards the hole or dog leg.

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

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.

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

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

Any disc that comes to rest above the ground is considered an un-playable lie. The disc must be thrown from the lie on the ground, directly underneath the un-playable lie.

A throw that lands out of bounds, must be played from a point 3 feet in bounds from where the disc went out of bounds, permanent water hazards and public roads are always out of bounds.

SPORTSMANSHIP

1. Team captains are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with team captains only! The umpire may eject players who choose to ignore this rule.

2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.

3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with the Intramural Coordinator before being reinstated for competition.

Sportmanship Rating System: In an effort to recognize those teams or individuals that display superior sportsmanship, Sportmanship grading scale has been implemented. A secondary purpose of this system is to provide accountability measures, which serve as a way to eliminate teams that fail to comply with sportmanship standards. Respective teams will be rated during each contest. Two ratings of D or below constitute that team being eliminated from further competition in that sport. Any team that has less than a B average at the end of the regular season will be ineligible for the playoffs. A team will be dropped from playoff action if they receive a rating of C or below in a single playoff game. If a team is dropped from the playoffs due to an unacceptable sportsmanship rating, their opponent (provided they receive an acceptable rating) will automatically be advanced regardless of the game result. Sport-specific criteria for ratings will be available for each sport.

Sportmanship ratings are determined by the officials and approved by the site manager. NOTE: A team may be eliminated immediately if there is an incidence of serious discipline problems (i.e. fighting) or multiple infractions by the team in a single game. These situations will be handled by the Intramural Sports staff on a case-by-case basis.

Sportmanship Guideline:
A. Excellent Conduct and Sportsmanship. Players cooperate fully with the opposing team and the officiating crew. Players exhibit control, there is not an excessive number of fouls or rough play. There are no verbal warnings from the officials. ONLY the captain speaks with officials and does so in a calm manner regarding any interpretations and calls.

B. Good Conduct and Sportsmanship. Captains complain verbally without doing so in a calm manner to officiating crew. Sportsmanship and understanding of the rules is acceptable, but could be better

C. Decent Conduct and Sportsmanship. Teams show verbal dissent towards opposing team and/or the officiating crew. Team receives an unsportsmanlike conduct penalty.

D. Poor Conduct and Sportsmanship. Teams constantly comment to the officiating crew and/or opposing team from the playfield and/or sidelines. The team captain shows little or no control over teammates or himself/herself.

F. Unacceptable Conduct and Sportsmanship. Team is completely uncooperative. Captain has no control over team. Any team causing a game to be stopped or forfeited due to unsportsmanlike conduct or receives three unsportsmanlike conduct penalty shall receive a grade of an F. Teams that receive an F sportsmanship grade are placed on probation until they are able to bring their average to a B. If a team is on probation and receives a grade of C they will be removed from the league.

Amendments: At the discretion of the Officiating Crew & Supervisors, grade levels may be returned to the team’s sportsmanship rating score for exemplary team conduct for containing one individual team member in a single incident of unsportsmanlike behavior. Sportsmanship ratings become official upon conclusion of the game.

All Rules are subject to change by the Department of Intramural Sports.