

Registration

- Each participant must have registered and submitted a waiver and entry fee (\$10) by the deadline.
- Undergraduate and graduate students, faculty and staff are eligible to participate.
- There will be a Men's, and Women's.

Objective of the Game

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

Start

- Arrive 5 minutes before your scheduled tee time to ensure that everyone is checked in, understands the rules, and that the round is completed on schedule.

Our Course and Game

- We have 9 tee boxes centered around 3 disc baskets on 3 fields (Pike, Austin, and Tolentine/CEER).
- Walking between holes is required so wear athletic clothing and shoes.
- Course time is ~75 minutes for a foursome.
- The par of the course is 44.
- See [map](#) for location of holes.
- Each player will have 3 discs: a driver, a mid-range, and a putter. A player can throw any of the three discs at any point during the hole, as long as they remain behind their current lie.
- Any throw (backhand, forehand, hammer, etc.) is legal.

Safety

- Receive hand sanitizer before begin the round.
- Stand behind the current thrower.
- Avoid unnecessary contact and close standing to other players.
- Never throw when players or other people are within range. Always give other users the right of way. Always be aware of your surroundings and environment.
- AVOID THROWING TOWARDS LANCASTER AVE!

Tee Throws

- Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.
- Crossing the designated tee area before release will result in one warning per round and then a one stroke penalty for each ensuing violation.

Lie

- The lie is the spot where the player's previous throw has landed. Leave the thrown disc on the ground where it landed (or replace the disc with another one so the player can reuse the disc). The player's subsequent throw is made from directly behind the lie.

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.
- Crossing the lie before release will result in one warning per round and then a one stroke penalty for each ensuing violation.

Throwing Order

- The player with the least number 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.

Out of Bounds

- If any area of out of bounds is visible between the disc and the out of bounds line, then the disc is considered out of bounds.
- A throw that lands out of bounds, must be played from a point up to one meter in bounds from where the disc crossed over the out of bounds line.
- Anything that lands over the fence that splits main campus from Lancaster Ave is **always** out of bounds.
- The softball field on Pike Field is out of bounds.
- Each result in a one stroke penalty. (i.e. if I throw my second throw into the middle of Lancaster, I will be shooting my fourth shot next time I throw).
- **TREES:** if the disc gets thrown into a tree and comes to rest more than 6 feet above the ground, it is considered out of bounds. The disc must be thrown from the ground directly below the suspended disc, with a one stroke penalty.

- If the disc **CAN** be reached and is at rest less than 6 feet above the ground the player may choose between throwing the disc out/through the tree, or taking a 1 stroke penalty and throw from where the disc entered the tree.
- Breaking branches from trees and plants before your throw is strictly prohibited and will result in a two stroke penalty.

Completion of a Hole

- A disc that comes to rest in the disc golf basket or suspended in the chains constitutes the successful completion of that hole.
- If the disc hits the chains or basket and falls out, the hole is **NOT** completed. The disc must remain in the chains and/or basket.
- Remove your disc after completing the hole.