

Rules are effective as of August 31, 2009. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Player Equipment

- Equipment is available for check-out at the following Recreational Sports facilities: Jesse Owens West Tennis Center (JOWTC), Fred Beekman Park, Adventure Recreation Center (ARC), and RPAC.
- Scorecards for the event will be provided.

Rule 2: Eligibility

The following participants are eligible for play after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center. Membership must be valid for the quarter in which members intend to participate:

1. A participant may be an Ohio State student taking less than four (4) credit hours.
2. A participant may be the spouse of a student.
3. A participant may be a faculty or staff member of Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, as well as visiting professors, at The Ohio State University who are paid through the university payroll department.
4. A participant may be the spouse of a faculty or staff member.
5. A participant may be an affiliate member of the university (alumni, member of the President's Club, other recognized affiliate groups.)
6. A participant may be a member-sponsored adult.

Rule 3: The Game

Game time is forfeit time.

Course Courtesy

Please do not litter, remember to pick up trash if you find it in the course area. Help new players play by the rules.

General

Disc Golf is played like traditional club/ball golf, but uses a flying disc for equipment. One stroke is counted each time the disc is thrown and when a penalty is incurred. The object is to acquire the lowest score.

Teeing Off

Tee off order on the first tee will be by mutual arrangement or by flipping discs. The printed side is heads and the odd person should be first. Tee off order on all subsequent holes is determined by the score on the previous hole.

Intramural Disc Golf Rules

Updated 10/5/09

Tee Throws

Tee throws must be completed within the designated tee area. Stepping outside of the designated tee area once the disc is released is acceptable. Do not throw until the players in front of you are out of range.

Throwing Order

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

Lie

The lie is the spot where the previous throw has landed. Mark your lie with a mini disc or turn over the thrown disc, directly toward the hole or dog leg.

Fairway Throws

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 more than 30 feet from the hole. Inside 30 feet, a player may not step past his/her lie. Falling or jumping putts are not allowed inside 30 feet.

Dog Leg

A dog leg consists of 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.

Completion of Hole

A disc that comes to rest in the basket or chains constitutes successful completion of that hole. A disc that comes to rest on top of the pole hole does **not** constitute a successful completion of that hole.

Unplayable Lie

A disc that comes to rest more than two meters above the ground is considered unplayable. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie. Add one stroke penalty.

Out-of-bounds

A player whose disc is considered out-of-bounds shall receive a one stroke penalty. The player may elect to play the next shot from: (1) The previous lie; or (2) A lie that is up to three feet away from and perpendicular to the point where the disc last crossed into out-of-bounds. This holds true even if the direction takes the lie closer to the hole. Permanent water hazards, over a fence, parking lots, and public roads are always out-of-bounds. A throw that lands out of bounds must be played from where the disc went out of bounds.

A disc shall be declared lost if the player cannot locate it within three minutes after arriving at the spot where it was last seen.

Additional Considerations

Players will not be penalized for rule infractions. Other players will keep you honest. Water, concrete sidewalks, parking lots, canals, and streets are normal disc golf out-of-bounds areas. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park pedestrians. If people are on the fairway, call "fore" to let them know you are playing through. Be polite and patient in waiting for others to clear your path or skip the hole and play it later.

A player may not move, alter, bend or hold back any part of a tree or bush between the lie and the hole. However the player may obtain relief from casual water, loose leaves or debris, broken branches no longer connected to tree, or motor vehicles.

For any questions or clarifications, please contact the Intramural Sports office at RPAC 614-292-2732.