

SEBTS Frisbee Golf Rules

These rules have been designed to promote fair play for all disc golfers and modified from the Official Disc Golf Rules to fit intramural play at SEBTS.

I. COURTESY

- A. Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present. Players should watch the other members of their group throw in order to aid in locating errant throws and to ensure compliance with the rules.
- B. Players should take care not to produce any distracting noises or any potential visual distractions for other players who are throwing. Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a violation of courtesy.
- C. Refusal to perform an action expected by the rules, such as assisting in the search for a lost disc, moving discs or equipment, or keeping score properly, etc., is a courtesy violation.
- D. Littering is a courtesy violation.
- E. A player violating a courtesy rule may be warned by any affected player, even if from another group, with all players of the group advised of the warning. The player shall be assessed one penalty throw for each subsequent courtesy violation of any type in the same round.

II. ORDER OF PLAY

- A. Teeing order on the first teeing area is determined by the order in which the scorecards were filled out or by the order the players were listed or arranged on the scoreboard.
- B. Teeing order on all subsequent tees is determined by the scores on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, the scores are to be counted back until the order is resolved.
- C. After all the players in the group have teed off, the player farthest from the hole, (the away player), throws first. To facilitate flow of play, a player who is not farthest away may play next if the away player consents.
- D. Throwing out of turn shall be considered a courtesy violation.

III. EXCESSIVE TIME

- A. A maximum of 30 seconds is allowed to each player to make a throw after:
 - (1) the previous player has thrown; and,
 - (2) the player has taken a reasonable time to arrive at the disc and mark the lie; and,
 - (3) the playing area is clear and free of distractions.
- B. A player shall receive a warning for the first excessive time violation if observed by two or more players of the group. The player shall be assessed one penalty throw for each subsequent excessive time violation in the same round if observed by two or more players of the group.

IV. PLAYING THE STIPULATED COURSE

- A. It is the responsibility of the players to play the course correctly. Before play begins, players should ask about any special conditions that may exist on the course.
- B. Specific Types of Misplay and Penalty Procedures for Each:
 - (1) **Wrong Tee:** Teeing off from the wrong teeing area among several teeing areas for a given hole. If the misplay is discovered after the player's throw from the incorrect teeing area, but before a subsequent throw, the player shall re-tee from the correct teeing area and treat the initial throw as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw, the player shall proceed to complete the hole and receive a two-throw penalty for the misplay.
 - (2) **Wrong Target:** If a player holes out on the wrong target for a given hole, he or she will continue play from a lie directly beneath that target, without penalty. If the player holes out at the wrong target, and believes the hole is completed, and proceeds to play the next hole, a two-throw penalty will be added to that player's score for misplaying the course.
 - (4) **Out-Of-Bounds Play:** Playing an out-of-bounds disc as if it were in-bounds. If the misplay is discovered after the throw from out-of-bounds, but before a subsequent throw has been made,

the player shall throw from the correct lie and treat the throw from out-of-bounds as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw, the player shall proceed to complete the hole and receive a two-throw penalty for the misplay.

- (5) Non-Sequential Play:** Skipping a hole or playing the holes in the wrong order. If the misplay is discovered after an initial throw has been made but before a subsequent throw has been made, the player shall re-tee from the correct teeing area and count the initial throw as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw has been made, the hole being played shall be completed. Immediately thereafter, the player shall proceed to play the course in its proper order from the point where the misplay began. Regardless of the number of holes skipped, or played in the wrong order, a total of two penalty throws shall be added to the player's score for the misplay infraction. The score earned from any completed hole(s) shall stand. Any completed hole(s) shall not be replayed.
- C.** In instances where the misplay rules affect players within a group differently, the group shall remain together while a hole is being completed by some of the group to verify scoring and rules compliance.
 - D.** In instances where a misplay is discovered after the pertinent hole or holes have been completed (holed out), the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.
 - E.** In instances where a misplay is discovered after the player has turned in his or her scorecard, the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.

DISCS USED IN PLAY

- A.** A disc that is cracked or perforated is illegal. A disc that is cracked during a round may be carried by the player, but not used, for the balance of the tournament.

ARTIFICIAL DEVICES

- A.** During a round, a player shall not use any artificial device that may assist in making a throw, except those devices that reduce or control abrasion to the skin (such as gloves, tape, bandages, gauze, etc.) and medical items (such as knee and ankle braces, etc.). Items used to prevent slipping on the teeing surface are also allowed.
- B.** A player shall receive two penalty throws, without a warning, if, during any portion of a round, he or she is observed by two players using or carrying an artificial device.

GENERAL

- A.** The game of disc golf consists of throwing a flying disc from the teeing area to a target by a throw or successive throws. Players shall play the course as they find it and the disc where it lies unless allowed otherwise by the Rules. The competitor who plays the stipulated round or rounds in the fewest throws plus penalty throws is the winner.
- B.** Appeals:
 - (1)** When a group cannot reach a majority decision regarding a ruling, the benefit of the doubt shall be given to the thrower.
 - (2)** Only in a case where a replay is the fairest solution, should a hole or holes be replayed.
- C.** A player shall not receive a warning for a rules violation unless the rule specifically provides for a warning.
- D.** Rule of Fairness. If any point in dispute is not covered by the rules, the decision shall be made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness.

TEERING OFF

- A.** Play shall begin on each hole with the player throwing from within the teeing area.
- B.** The person throwing must have at least one foot on the ground.

MARKING THE LIE

- A.** After each throw, the thrown disc must be left where it came to rest until their next throw.

- B. In Intramurals there will be no marking the lie.

OBSTACLES

- A. Players must choose a stance that results in the least movement of any part of any obstacle. No relief is granted from school equipment (such as signs, trash cans, picnic tables, etc.) as they are considered part of the course.
- B. Obstacles Between the Lie and Hole: A player may not move, alter, bend, break, or hold back any part of any obstacle between the lie and the hole, with one exception. A player may move obstacles between the lie and the hole that became a factor during the round, such as spectators, players' equipment, open gates, or branches that fell during the round. Where it is not known if an obstacle has become a factor during a round, it shall not be moved.
- D. In situations where it is unclear if an object may be moved or other relief obtained, it shall be determined by a majority of the group.
- E. A player shall receive one penalty throw, without a warning, for violation of an obstacle rule.
- F. A player who purposely damages anything on the course shall receive two penalty throws, without a warning, if observed by two or more players of the group. The player may also be disqualified from the tournament.

UNSAFE LIE

- A. A player may, by adding one penalty throw, declare his or her lie to be an unsafe lie and relocate to a new lie that is no closer to the hole and within five meters of the unsafe lie. Or, if the player cannot find a lie that suits him or her within five meters of the unsafe lie, the player may, with two penalty throws, relocate to any new lie on the fairway of the hole in play that is no closer to the hole than the unsafe lie.

INTERFERENCE

- A. A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest. A thrown disc that is intentionally deflected or was caught and moved shall be marked as close as possible to the point of contact, as determined by a majority of the group or an official. Players should not stand or leave their equipment where interference with the flight or path of a disc could easily occur.
- B. If a disc at rest on the playing surface is moved, the disc shall be replaced as close as possible to its original location, as determined by a majority of the group or an official.
- C. Any player who consciously alters the course of a thrown disc, or consciously moves or obscures another player's thrown disc at rest or a marker disc, other than by the action of a competitively thrown disc or in the process of identification, shall receive two penalty throws, without a warning, if observed by any two players.

DISC ABOVE THE PLAYING SURFACE

- A. If a disc comes to rest above the playing surface in a tree or other object on the course, its lie shall be marked on the playing surface directly below it. If the point directly below the disc above the playing surface is an out-of-bounds area, the disc shall be declared out-of-bounds. If the playing surface directly below the disc is inside a tree or other solid obstacle, the lie shall be marked on the line of play immediately behind the tree or other solid obstacle.
- B. No penalty shall be incurred if the disc falls, unassisted by a player or spectator, to a position less than two meters above the playing surface before the thrower arrives at the disc.
- D. If the two-meter status of a disc is uncertain, either a majority of the group or an official shall make the determination. If the thrower moves the disc before determination has been made, the disc shall be considered above two meters. If a player other than the thrower moves the disc before a determination has been made, the disc shall be considered below two meters and the interference rule shall be applied as it relates to the thrower and the player.

OUT OF BOUNDS

- A. A disc shall be considered out-of-bounds only when it comes to rest and it is clearly and completely surrounded by the out-of-bounds area.
- B. All automobiles and building windows are out of bounds. Hitting either a window or car,

regardless if the disc remains touching it, constitutes a one-stroke penalty.

THROWING FROM ANOTHER PLAYER'S LIE

- A.** A player who has thrown from another player's lie shall receive two penalty throws, without a warning. The offending player shall complete the hole as if the other player's lie were his or her own. No throws shall be replayed.
- B.** The player whose lie was played by the offending player shall be given an approximate lie as close to the original lie as possible, as determined by the offending player, or a majority of his or her group.

LOST DISC

- A.** 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 by the group. Two players must note when the timing of three minutes begins. All players of the group must, upon request, assist in searching for the disc for the full three minutes before the disc is declared lost. The disc is considered lost immediately upon the expiration of the three-minute time limit.
- B.** A player whose disc is declared lost, shall receive one penalty throw. The approximate lie for the player's next shot shall be marked in-bounds nearest the spot where the disc was last seen, as agreed to by a majority of the group or an official.
- C.** If it is discovered, prior to the completion of the tournament, that a player's disc that was declared lost had been removed or taken, then the player shall have the penalty throw for the lost disc subtracted from his or her score.

MANDATORIES

- A.** A mandatory restricts the path the disc may take to the target. A disc must pass to the correct side of the mandatory before the hole is completed.
- B.** A disc passing the incorrect side of the mandatory results in a one-throw penalty.

BEGINNING PLAY

- A.** Staggered Starts Only Are Allowed. These are rounds where groups start one after another on a certain hole not all at once.

SCORING

- A.** All players are responsible for keeping track of the entire groups scores on individual scorecards.
- B.** All players are responsible for returning their scorecards within 25 minutes after the completion of a round. Failure to do so shall result in the assessment of two penalty throws, without a warning, to each player listed on the late scorecard.
- C.** After the scorecard is turned in, the score shall stand with no appeal.

INCLIMATE WEATHER CONDITIONS

- A.** Refer to rules in the Intramural Handbook.

DISQUALIFICATION & SUSPENSION

- A.** A player may be disqualified by the Sports and Fitness Manager for meeting any of the necessary conditions of disqualification as set forth in the rules, or for any of the following:
 - (1)** Unsportsmanlike conduct, such as; loud cursing, throwing things in anger (other than discs in play), or overt rudeness to anyone present.
 - (2)** Willful and overt destruction or abuse of plant life, course hardware, or any other property considered part of the disc golf course or the school.
 - (3) Cheating:** a willful attempt to circumvent the rules of play.

GLOSSARY

Approximate Lie: A lie established by the player's group in order to resume play: to correct a misplay from out-of-bounds, following the thrower's election to throw from the previous lie after throwing out-of-bounds, following an instance where the thrower's disc has been thrown and removed by another player, or

following a lost disc.

Away Player: The player whose lie is farthest from the hole and who shall throw next.

Drop Zone: An area on the course, as designated by the course designer or director, from which play is resumed after the preceding shot (1) was thrown out-of-bounds, (2) missed a mandatory, or (3) landed in a protected area. The throwing area from within the drop zone should be clearly marked in a manner similar to the marking of a teeing area.

Fairway: The in-bounds path or field over which a player throws while advancing from the teeing area to the hole.

Group: The competitors who are assigned to play a round together for the purpose of verifying scores and proper play in accordance with the rules.

Hole: The target that must be reached in order to complete that segment of the course. The term "hole" also refers to the numbered segments of the course that are separate units for scoring.

Holed-Out: A term used to signify completion of a hole. A player has "holed-out" after the removal of the at rest disc from the chains or entrapment area of a disc entrapment device or after striking the marked area of the designated object target.

Lie: The spot on the playing surface upon which the player takes his or her stance in accordance with the rules.

Line of Play: The imaginary line on the playing surface extending from the center of the target through the center of the marker disc and beyond.

Mandatory: An object or objects that the disc must pass in a designated manner on its way to the hole. A mandatory function to limit the legal path the disc may take to the hole.

Obstacle: Any feature of the course that may impede any aspect of play.

Out-of-bounds: An area designated by the director prior to the start of play from which a disc may not be played.

Par: As determined by the director, the score an expert disc golfer would be expected to make on a given hole. Par means errorless play under ordinary weather conditions, allowing two close range throws to hole-out.

Penalty Throw: A throw added to a player's score for violating a rule, or for relocation of a lie, as called for by a rule.

Practice Throw: During a round, the projection of a disc of a distance greater than two meters, or of any distance toward a target, intentional or not, which does not change the player's lie, either because it did not occur from the teeing area or the lie, or because the player had already thrown competitively from the teeing area or the lie. Throws that are re-thrown in accordance with the rules are not practice throws.

Putt: Any throw from 10 meters or less as measured from the rear of the marker disc to the base of the hole is considered a putt.

Supporting Point: Any part of a player's body that is in contact with the playing surface or some other object capable of providing support, at the time of release.

Teeing Area: The area bounded by the edges of a tee pad (if provided); otherwise, the area extending three meters perpendicularly behind the designated tee line.

Throw: The propulsion of a disc that causes it to change its position from the teeing area or the lie.

Thrower: The player who has made, or is about to make, a throw that is the aspect of play being considered by a particular rule.

Unsafe Lie: A lie from which a player decides that obstacles to stance or throwing motion make it impractical or unsafe to attempt a throw. The lie is relocated with a penalty.

Warning: Where prescribed by a rule, the initial advisement a player is given for violating that rule, making him or her vulnerable to receiving a penalty throw for subsequent violations of that rule or set of rules within the same round.