The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

General Rules

- Catcard is required to participate
- Club Players
  - Must play in competitive
  - Only allowed one club player on a doubles team
- 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. While the first hole is random, tee off order on all subsequent holes is determined by the score on the previous hole. The player with the lowest score tees off first.
- The lie is the spot where the previous throw has landed. All players must throw their next shot from behind their previous lie. Markers aren’t necessary.
- 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.
- A disc that comes to rest in the basket or chains constitutes successful completion of that hole.
- Out-Of-Bounds: 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 (the pond or creek) and any paved surface are out of bounds. A one-stroke penalty is assessed for out of bounds shots.
- **Hole 4 has a mandatory shot. Players must shoot through the two trees with the green arrows. If they don’t, then they shoot from the green zone spot (tree stump) and add a stroke.**

Conduct

The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbeknownst to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

Revised (4/15)