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.

I. General
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions!
   B. Single or double elimination based on number of entries
   C. Please arrive early to check in

II. Rules
   A. Coin toss or similar method used to determine who throws first
   B. Partners stand on opposing goals, alternating throwing and deflecting
   C. After both partners complete one throw each, the disc is passed to opposing team.
   D. Players must remain behind goal area when throwing
   E. No points are awarded if a throw hits the ground
   F. No score if deflector double hits, catches, carries the disc
   G. Teams must complete an equal number of turns before the game is over except Instant Win. Choosing to throw last is generally an advantage, like batting home in baseball

III. Scoring
   A. Team must reach an exact determined number of points to win.
   B. Typically play to 21, but will be decided based on number of entries and time.
   C. If a given throw results in team going above 21, the points from play are deducted from current score and play continues. Ex: if a team has 20 and hits a 3, their score is now 17.
   D. Dinger (1 Point) – Redirected hit – Deflector redirects throw and hits any part of goal
   E. Deuce (2 Point) – Direct hit – Thrower hits the side the goal unassisted by partner
   F. Bucket (3 Point) – Slam Dunk – Deflector redirects throw and it lands inside the top of goal or in the front opening.
   G. Instant Win – Direct Entry – Thrower lands disc inside the goal in either the top or the front unassisted. Throwing team is automatically declared the winner, no Last Toss/Rebuttal option
   H. In the event of a tie game, the winner is decided in one overtime round. Each team completes one round and the team with most points wins. Overtime rounds continue until tie is broken.

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

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