All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

All games shall be self-officiated and played in accordance with the Professional Disc Golf Association (PDGA) Rules; which will be in effect unless otherwise noted in this supplement.

LEAGUE RULES

- League Play will consist of Pool Play & a Tournament Bracket. Everyone who completes all their pool play matches will be entered in the Tournament Bracket. Seeding will be determined by pool play results.

- All matches will be self-officiated

- All players must provide their own discs or check-out the necessary equipment from the Pro Shop in the Student Recreation and Wellness Center

- Divisions are broken down by days of the week. Please select the best day of the week to participate in League Play. The Tournament will take place on multiple days, but you can make arrangement with your opponent to play your tournament matches.

- Winners must report the match scores via IMLeagues
  - Instructions will be available in the League/Division Description

- Participants will need to play a round together, with the winner shooting the lowest score.
  - Matches will be 18-Holes in length

DISC GOLF RULES

- Disc golf is played like ball golf, but you’re using a flying disc. One stroke is counted each time the disc is thrown and when a penalty is incurred.

- Participants must “Tee Off” at each hole, which must be completed within or behind the designated tee box area. (The cement tee pad).

- 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 will tee off on the succeeding hole.

- A run-up and normal follow-through, after release, is allowed for all throws.

- Within 10 yards of the hole, a player may not step past the point of their lie, while making their putt.
  - Falling or jumping is not allowed

- A disc that comes to rest in, not on top of, the hole basket constitutes successful completion of that hole.
• 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.

• A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest.

• Any disc that comes to rest more than six (6) feet above the ground is considered unplayable.
  ○ After declaring an unplayable lie the disc must be thrown from the new lie on the ground, directly underneath the unplayable lie (1 stroke penalty).

• A disc shall be declared lost if the player cannot locate it within three (3) minutes after arriving at the spot where it was last seen.

• A throw that lands out-of-bounds must be played from where the disc went out-of-bounds.
  ○ Over a fence, in the road and across the road is out-of-bounds (1 stroke penalty).

• Do not throw until the players ahead of you are out of range. If people are on the fairway, call "fore" to let them know that you are playing through.