

BEFORE THE ROUND:

1. **Equipment:** Players are required to play with PDGA sanctioned discs only. Discs such as Ultimate Frisbees, Aerobe Flying Discs, and Dog Frisbees may not be used during a round. Staff supervisors should alert players too their illegal discs before play starts and suggest a rental disc from the CRC. Players are allowed to carry as many discs as they deem necessary for the round.
2. **Scoring:** Supervisors should hand out a blank score card each player, even if they are in the same group. It is the participants responsibility to fill out their own score as well as the groups scores throughout the round.

DURING PLAY:

- Participants, during a round, are responsible for holding the other participants accountable for the rules if another player makes an illegal throw. Only the participants within their grouping may make judgements on if a disc was thrown improperly or landed in an unplayable area. A group may ask an on-site supervisor to make a determination on the status of a player's stroke but can only enforce a rule if the supervisor had clear evidence to make decision.

TEEBOX:

- The tee box is the designated area a player may throw their first shot for each hole. Play begins on each hole with the player throwing from within the hole's teeing area. A *teeing area*, or *tee*, is the area bounded by the edges of a tee pad, if provided. Otherwise, it is the area extending three meters perpendicularly behind the designated tee line. The *tee line* is the line at the front of the teeing area, or the line between the outside edges of two tee markers.

When the disc is released, the player must have at least one supporting point within the teeing area, and all supporting points must be within the teeing area. A *supporting point* is any part of the player's body that is, at the time of release, in contact with the playing surface or any other object that provides support. The player is allowed to have a supporting point outside the teeing area before or after, but not at, the moment the disc is released.

A player who violates the rules above has committed a stance violation and receives one penalty throw.

LIE:

- The lie is the place on the ground a player may take their stance for the next throw. The lie is marked by either placing a placeholder directly in front of the previously thrown disc, or by flipping the previously thrown disc one full turn towards the basket.

In the result of the disc being above the ground like caught in a tree, the player must mark the new lie on the ground directly below the disc with no penalty.

A player must have some kind of place holder if they choose to throw the same disc in back to back shots.

The Lie is an imaginary box that matches the same width of the disc and extends one meter back from the place marker.

STANCE:

- When the disc is being released, the player must: Have at least one supporting point that is in contact with the lie, have no supporting point that is closer to the target than the lie, and have all supporting points in-bounds. A player who violated the stance rules receives a one throw penalty.

OUT OF BOUNDS:

- The only out of bounds that will be enforced on the UNC Campus course is the parking lots and any street. If a player has a throw that lands a throw out of bounds, the player, with the approval of the group, must find the last point that the disc was inbounds before flying out of bounds and mark this spot as their new lie. This location is called the point of entry.

The player may advance their lie one meter away from the out of bounds line but no closer to the basket if the players previous shot was out of bounds. A player may not have a supporting point in the out of bounds territory at the time of their next throw.

A player who throws out of bounds will receive a one throw penalty.

LOST DISC:

- In the result of a disc being nonreturnable or lost, the player, must return to their previous lie and rethrow.
A player will receive a one throw penalty for losing a disc that was in play.

PUTTING CIRCLE:***Diagram Below

- Any throw made from within 10 meters, (30 feet) of the target, as measured from the rear of the marker disc to the base of the target, is a *putt*.

After having released a putt, the player must demonstrate full control of balance behind the marker disc before advancing toward the basket. A player who fails to do so has committed a stance violation and receives one penalty throw.

The disc must settle inside the basket or on the ground before the player is allowed to advance past the lie during a putt inside 10 meters or 30 feet.

DISC GOLF ETIQUETTE:

- Tee box order: unless anonymously decided by the group. The tee off order of a group will be decided based on the scores of the previous hole. The player with the best score on the previous hole will have the right to the tee box. The player with the worst score from the previous hole will tee off last in the group. In the result of a tie on the previous hole, the order is decided on the most recent hole played where there was a score difference.
- After the first shot, the player who is furthest away from the basket gets the honor of throwing. This process is repeated until all group members have finished the hole.
- If a group ends up behind another group of players, the group behind should wait to tee off until the further group fully completes the hole they are on.
- In case the of a flying disc starts traveling towards another player or bystander, the warning "FORE" should be shouted at the player in danger.

AFTER PLAY:

- Players must have the collective score from all 9 or 18 holes recorded on their scorecard with the net stroke count for each player within their grouping before returning the cards back to the UNC Intramural sports supervisor.

ALL OTHER RULES NOT MENTIONED ARE GOVERNED BY PDGA'S RULE BOOK

<https://www.pdga.com/rules>

