

# Campus Recreation

## University of South Carolina Student Life Intramural 2v2 Disc Golf

*\*\*Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures\**

**\*Changes from previous season have been highlighted in yellow\***

### Section 1: General Information

#### A. General IM Procedures

1. Teams are expected to begin the game at the agreed scheduled time.
2. If teams have questions or clarifications regarding score results, defaults, forfeits, or other important information related to the match, they must contact the Sport Programs Office within two business days.

#### B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. A default in self-scheduled sports will occur if:
  - i. a team attempts to schedule a time, but the other team does not respond
    - a. Must show the Sport Programs Office the attempts.
  - ii. Both teams will be assessed a default if:
    - a. Neither team can agree on a day and time for their matchup.
    - b. Neither team reports their score to the Sport Programs Office.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
4. The UofSC Sport Programs Office can be reached:
  - i. By email at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu)
  - ii. By phone at 803.576.9387
  - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

#### C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
2. A forfeit in self-scheduled sports will occur if:
  - i. A team does not show up for their agreed upon match time.
    - a. Must show the Sport Programs Office the confirmed time.
3. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

#### D. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual.
2. Sportsmanship issues should be reported to the Sport Programs Office within two business days of the match being held.

#### E. Playoffs

1. The top 8 teams are eligible for post-season play if they do not forfeit more than once or default more than twice and complete the season with the required sportsmanship rating (3.0).

## F. Miscellaneous

1. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto [sc.dserec.com/online/dashboard](http://sc.dserec.com/online/dashboard)
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Sportsmanship: Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.
4. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
  - i. Protests must be settled on-site by participants
    - a. If a consensus according to the rules of the game cannot be reached by participants, they must elect to play the other lie, or completely replay the hole.
  - ii. Player eligibility protests can be made before or after the game to the Sport Programs Office.

## Section 2: Rules & Sport Specific Information

The game will be played according to the current Pro Disc Golf Association's rules if not explicitly stated in this document.

### A. Location

1. Matches will be played at different disc golf courses around Columbia. Each week there will be a new course. (see course diagrams below)

### B. Players

1. A team will consist of 2 players playing in the match.
2. If only one member can attend, that player only gets one shot and must take the result of that shot.

### C. Equipment

1. Any disc golf discs are allowed to be used. The Sport Programs Office has disc sets available to be checked out if needed.

### D. Scoring

1. The team who gets their disc in the basket in the least amount of throws, wins the hole.
2. The match will consist of a best of 18 holes (Holes 1-18). If the score is tied after 18 holes, a one-hole sudden death will be played on an agreed upon hole. If still tied after this hole continue to another until there is a winner.

### E. The Game (Match)

1. Match format is Best Shot Scramble:
  - i. Each member of the team will tee off.
  - ii. The team then decides which is the best shot and will take both their next shots from there.
2. You can move your lie 1 meter (3 feet) away from any casual water (temporary accumulation of water on a course).
3. If your disc goes out of bounds, you lose one stroke and go to the location where the disc crossed the Out of Bounds Line.
  - i. A disc is considered out of bounds if no part of the disc is in bounds
  - ii. If it is an "island" hole and you go out of bounds, you will lose a stroke and go to a designated "drop zone".
4. Foot fault:
  - i. Foot must stay within 1 foot behind your lie (where your disc lands) during the release of your disc.
  - ii. Within 10 meters (about 11 yards) of the basket, the thrower must remain behind their lie through the whole process of the shot and show that balance is maintained after the shot.
    - a. Discuss with other team if 10 meters is questionable.

### F. Reporting Final Score

1. At the end of each match please report the score to the Sport Programs office at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu) before the deadline (typically before the next week of games start).

### G. Season Schedule

1. Each team will play a 4 to 5-week regular season schedule.

2. Each team is responsible for getting their match played in a timely fashion.
3. The league itself is self-scheduling. If a team is having trouble contacting their opponent to find a time to play, they should contact the Sport Programs Office at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu) and let our staff know.
4. All game results must be reported to the Sport Programs Office at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu) in order to be considered official.

#### **H. Playoff Schedule**

1. The top 8 teams will be eligible for playoffs.

#### **I. Course Diagrams**

1. Southeast Park
2. Owens Park
3. Earlwood Park