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.

**TOURNAMENT RULES**
- Tournament format will be either single or double elimination
- 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
- Participants make arrangements with their opponent to schedule a time to play prior to the play-by date on the bracket
  - You can find your opponents information on IMLeagues
- Winners must report the match results to the designated staff member in charge of the Tournament
  - You can find that information on IMLeagues
- Participants will need to play a round together, with the winner shooting the lowest score.
  - Rounds 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.
  o 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.
  o 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.
  o 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.
  o 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.