

Disc Golf Rules

Team Participants

- Teams will consist of 2 Disc Golf players (any gender)
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

Event Format

- Play is based on a two (2) person scramble format.
- In a scramble, each player tees off on each hole.
- The best of the tee shots is selected then both players play their second shots from that spot.
- The better of the second shots is determined, then both play their third shots from that spot, and so on until the ball is holed; up to a maximum of double par.

Objective of the Game

Disc Golf is played like traditional golf but with disc golf discs instead of balls and clubs. One throw (stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The team with the lowest total strokes for the entire course wins. The hole is completed when the disc comes to rest in a disc golf basket.

Rules

SAFETY FIRST

- Never throw when players or other park users are within range. Always give park users the right of way. Be aware of your surroundings and environment at all times.

TEE THROWS

- Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

LIE

- The lie is the spot where the player's previous throw has landed. Mark each lie by leaving the thrown disc on the ground where it landed or place a mini marker

or other disc at the leading edge of the previously thrown disc. The player's subsequent throw is made from directly behind the marked lie.

THROWING ORDER

- The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. If two or more players tied for the fewest strokes on the last hole, those players tee off in the same order as the previous hole. After all players have teed off, the player whose disc is farthest from the hole always throws first.

FAIRWAY THROWS

- Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the basket. Any shot within 10 meters of the basket requires that the player maintain balance and not move past the lie until the disc comes to rest.

MANDATORY

- A mandatory, or mando, is one or more designated trees or poles in the fairway that must be passed on the correct side as indicated by an arrow. If the disc passes to the wrong side of mandatory, either play from the previous lie or from a marked drop zone area if applicable and add a one-throw penalty.

COMPLETION OF HOLE

- A disc that comes to rest in the disc golf basket or suspended in the chains constitutes the successful completion of that hole.

OUT OF BOUNDS

- If any area of O.B. is visible between the disc and O.B. line, then the disc is considered O.B. A throw that lands out of bounds, must be played from a point up to 1 meter in bounds from where the disc crossed over the out-of-bounds line. Permanent water hazards, public roads and paths, and most park boundaries are almost always out of bounds.

Tie-Breaker Rule

- If required, a tiebreaker will be a comparison of the team scores on a Corporate Challenge Disc Golf Coordinator's randomly pre-selected hole, and if required, by as many preceding selected holes as necessary to break the tie with the total lower team score being declared the winner. (e.g. Tiebreaker hole is the No. 2 hole; Team A scores 3, Team B scores 4. Team A wins the tiebreaker hole 3 to 4).

Corporate Challenge Points

- Every team that takes part, will receive 10 PARTICIPATION points
- Top 6 teams in each division will get CHALLENGE points:
 - 1st place - 10 points (GOLD)
 - 2nd place - 8 points (SILVER)
 - 3rd place - 6 points (BRONZE)
 - 4th place - 4 points
 - 5th place - 3 points
 - 6th place – 1 point
- Gold, silver and bronze medals will be awarded to the winning teams in each division

Team Cancellation/No Show Penalty

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.