



ALL TEAM MEMBERS MUST CHECK-IN PRIOR TO COMPETITION

DISC GOLF RULES

Format:

- 4 players (2 male + 2 female)
 - Substitute players are NOT ALLOWED. Only 4 participants may compete in this event.
 - CANNOT play with less than 4 players.
- 9-holes, Scramble Format.
- Tie-Breaker: Throw-Off
 - In the event, two or more teams have the same score at the end of the round, each team will compete in a throw-off. Each competitor will throw from the chosen location, and the player who lands closest to the chosen basket will receive the advantage for their team.

Equipment:

- Disc Golf Disc, provided
 - Each member of your team will receive disc at check-in. Only this disc may be used to compete in this competition.
- Small Towel, please bring your own to keep your disc clean for good grip.
- DRESS APPROPRIATELY, as you would for a short hike through mild woods and elevation change.

Sport Specific Rules:

- Your team will be paired with another team at check-in on event day. One person will keep score for both teams.
- 4 Player Scramble Format
 - Each team member will throw from the tee pad.
 - Your team will decide which throw they would like to play for their second shot.
 - Other team members will collect their disc, and throw from that chosen spot.
 - Each time completing this process will count as 1-stroke. Continue in this manner until you complete the hole.
 - **EACH PLAYER'S TEE SHOT MUST BE USED AT LEAST ONCE DURING THE COMPETITION.**
- Setting Up After the Tee Shot.
 - The position for your next shot will be directly behind the disc your team has chosen.
 - To make a legal throw, your foot must be touching the ground directly behind the disc. If reference is needed, place another disc directly behind your spot. Your foot must be touching this space.
 - Your position may be on a hill, behind a tree, or otherwise unfavorable. You must keep one foot behind the disc but may straddle out in any direction, no closer to the hole, to get a better look.
- Putting
 - When setting up to putt, you may place your foot no closer to the basket than the front edge of the disc you are playing. When arriving at your disc to putt, flip it over toward the basket and stand directly behind that line.
 - In order for a putt to count, the disc must come to rest inside the basket.



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- Out-of-Bounds, 1-stroke penalty
 - OB will be clearly marked at each hole. If all player throws land out-of-bounds, shot will be taken where the disc exited in-bounds territory. Incur a 1 stroke penalty.
- Lost Disc
 - All players are required to search for a lost disc for 3-minutes. If the disc is unable to be found, the player must return to Tournament Central for a replacement. Group must continue without that player until they return. A very limited number of discs will be available for replacement.

Other:

- **Late Team / Forfeit Rule**
 - A team not present at their scheduled tee time will be skipped in the order to maintain the schedule.
 - Once the entire division has teed off, late teams will no longer be eligible.

Cleveland Corporate Challenge Staff Members and Officials reserve the right to settle any disputes, as well as, interpret, modify and enforce all rules and regulations.