LEAGUE OFFICERS:

President/Statistician…………………………… Tyler Scherr (tyler.scherr@unmc.edu; 308-293-1463).

Vice President………………………………….. Nicholas Heimann (Nicholas.heimann@unmc.edu)

League Coordinator/Treasurer………………… Rich Pruch (rpruch@unmc.edu; 402-559-8422)

GENERAL INFORMATION

1. The 2013 UNMC Disc Golf League will play on the Seymour Smith Park Disc Golf Course (http://www.dgcourserereview.com/course.php?id=428). The regular season will run starting Monday, May 13th and ending Monday, August 19th, with no play on Memorial Day (Monday, May 27th). A season ending tournament will be played on the weekend of August 24th at a time and course(s) TBD.

2. Tee off will begin at 6PM, with groups spread out throughout the course. A match will consist of 18 holes.

3. There will be no teams. You will register as an individual and cumulative scores will be kept individually. However, play will be conducted in a random draw scramble style, with two teams paired together for play. Random draw means that your partner will be drawn randomly at the beginning of each match. Scramble style play consists of each player throwing a disc, with the best toss taken at the discretion of the team.

4. Each individual registering for the UNMC Disc Golf League will be required to pay a $5.00 entry fee. If you know in advance that you will not be able to play each week, you can register with a “teammate”, meaning that only one of you needs to show up on any given week. In this case, you and your “teammate” must each pay $5.00. Fees will go towards registration and league prizes. Registration must be completed in person at the UNMC Intramural’s Office (Student Life Center, room 1048).

5. Any disputed rules will be resolved by a three member AD HOC committee to be appointed by the President and not consisting of anybody involved in the dispute.

6. Since we cannot reserve the course, expect some wait time associated with outside players. Even so, 18 holes should generally be playable in less than 2 hours. If the course is extremely busy, play may take as long as 3 hours.
LEAGUE PLAY

1. There will be a maximum of 26 “teams” consisting of 1-2 players each. The first 26 “teams” to register by submitting the entry fee will be granted membership into the league. A person wishing to play disc golf who is not a member of a registered team should contact the League President or Vice President.

2. You can add a new alternate “teammate” at any time, with the approval of the League President.

3. Each week you will be randomly paired up before the match. We will then break off into groups of 4 and start play in a shotgun style (evenly spaced throughout the course).

4. A grueling individual tournament will follow the league regular season, possibly spanning multiple courses and days (TBD). Players must have played on a team in order to qualify for the tournament.

SCORING AND RULES

1. Regular season scoring will be kept individually and used to determine league champion. Play each week will be in a random draw scramble style, though. The two “teams” randomly paired together will receive the same score for that week, which will then be added to their individually acquired scores from previous weeks. The end of the season tournament, however, will be played, and scored, individually. Each team will fill out a score card for the team they are paired with. Score cards will be submitted at the end of each match and all scores will be tracked on http://www.discardgolfscene.com as well as on the UNMC intramurals website (http://www.unmc.edu/cfhl/intramural.htm).

2. For example: Player A and Player B have cumulative scores of 50 and 60, respectively, through 1 week of play. They get paired up for week 2 and score 55. After 2 weeks of play, then, Player A now has a combined score of 105 while Player B has a combined score of 115.

3. If a player shows up more than 10 minutes late for tee time, they will forfeit the match. In extenuating circumstances, a player may be allowed to compete individually at the opposing team’s consent. A player competing individually will be allowed one extra throw per hole, taken at the discretion of that player. Late players will be allowed to join their teammate.

4. Teams alternate throwing and the team with the best score tees off first. After driving, the team with the lie farthest from the basket takes the next shot.

5. In general, all throws must take place within a 1.5 foot radius behind the landing site of the previous throw. While throwing, the disc must be released before the player steps across the landing point of the previous throw.

6. Out-of-bounds throws will result in a 1 stroke penalty, only if both players on a team land out-of-bounds. Generally, this consists of discs that come to rest entirely surrounded by water, surrounded by concrete (road, sidewalk, etc) or caught 6 feet or higher off the ground. In the case of both teammates throwing a disc out-of-bounds on the same toss, play will resume within a three-foot radius behind the point where the chosen disc left the field of play.

7. For throws that are not technically out-of-bounds, but constitute a poor lie (e.g. stuck in a thick tree, but within 6 feet of the ground), the players will have the choice of playing the lie or using the out-of-bounds rules and taking a 1 stroke penalty.

8. You are never allowed to harm/damage foliage in order to improve your line-of-site. For example, branches can be gently bent back by the thrower, but broken branches will result in an ineligible throw. Also, try to avoid hitting animals.

9. You have 10 minutes to retrieve a lost disc. After this time the disc is deemed lost and out-of-bounds rules are used from where the area where disc is believed to be, with the agreement of your opponents.

10. There is a 7 stroke rule for each hole; meaning the maximum number of strokes any team will take on a hole is 7.

11. Bad weather:
   a. All players will meet at the designated tee time unless play is canceled by the President or Vice President.
b. If teams agree to discontinue due to bad weather during play, scores can be calculated after a minimum of 9 holes are played. Otherwise, the match will be canceled and can be rescheduled at the agreement of both teams.
c. If the weather is particularly awful, play will be canceled by 4 PM and you will be notified via email.

TEAM MEMBERS
1. One team member must be affiliated with UNMC in some reasonable way, shape, or form. The alternate “teammate” can literally be anybody. If someone not affiliated with UNMC would like to participate, they can register only if there is still room available 1 week prior to the start date.
2. A “team” cannot use more than 3 players throughout the course of the season.
3. It is suggested that each player have some substitute “teammates” in mind in case of emergency.

REPORTING SCORES
1. One person from each randomly paired team is responsible for reporting scores to the league President by 12 PM on the following Friday (ideally before leaving the park). Score cards require the signature of 1 player from each randomly paired team in the group to be official.
2. Team standings, match scores, and cumulative scores will be made available online at http://www.discgolfscene.com.
3. In the case of lost cards, 1 individual from each randomly paired team and reconstruct the scores from memory.

HINTS FOR FUN PLAY
1. Be on time!
2. Wait to tee off until the group in front of you is completely finished with the hole, or has acknowledged you and given you permission to tee off.
3. Always let the team farthest from the basket throw first.
4. Line up your next shot while the other team is throwing.
5. Help each other keep track of your drives and look for lost discs.
6. Absolutely no mulligans allowed!
7. A good general strategy for scramble play is to have the first teammate throw a “safe” throw in bounds, freeing up the second teammate to perhaps attempt a riskier toss.
8. Conversation is encouraged, but try to keep up with the pace of play around you. If you notice other teams catching up behind you, please try to speed up.
9. Remember that we will not be the only group of people playing the course on Monday nights, so be courteous and respectful of others.

TIPS FOR BEGINNERS
1. Discs can be purchased at most sporting goods stores (e.g. Dick’s, Scheels, etc). For a better selection, however, they can also be purchased from a local retailer like Ultimate Disc Store (http://www.ultimatediscstore.com/).
2. Play really only requires one disc. However, as you improve you may elect to use multiple discs specific for driving, approaching, and putting.
3. Always have an extra disc.
4. Dress appropriately for hiking. Be prepared to possibly climb trees and wade through muddy water.
5. Bring something to drink.
6. If you have any questions, don’t hesitate to contact the league President.

DISCLAIMER: Rules can be changed at any time by the league officers. In the case of a rule change, you will be notified via email.