# 3<sup>rd</sup> Annual Redbone Classic Official Rules

**Score Cards**

All teams will be provided with score cards.

**Out of Bound**

The Beaver Island Score Card will be used to determine OB.  This will be explained more on Game Day.

**Obstacles**

Players shall play the course as they find it and play the disc where it lies. Rocks and broken limbs are obstacles on the course, which cannot be moved. Trees, branches, etc… may not be held back to have a clear shot at the pin

**Beginning Play**

After the rules are announced, each team will go to their assigned hole.  We will give you enough time to get to your starting hole.  At a set time to be determined, an Air Horn will be blown, and that will start the tournament.

**CRAPPY THROW**

A player may declare his or her lie to be an unplayable lie. The player is the sole judge as to whether the lie is unplayable. The unplayable lie may be relocated to a new lie that is: **(1)** No closer to the hole, on the line of play and within five meters of the unplayable lie; or **(2)** The previous lie as evidenced by the marker disc or, if the marker disc has been moved, from an approximate lie as agreed to by the majority of the group. The original throw plus one penalty throw are counted in the player's score.

**LOST DISKS**

**A.** A disc shall be declared lost if the player cannot locate it within three minutes after arriving at the spot where it was last seen by the group. Two players must note when the timing of three minutes begins. All players of the group must, upon request, assist in searching for the disc for the full three minutes before the disc is declared lost. The disc is considered lost immediately upon the expiration of the three minute time limit.

**B.** A player whose disc is declared lost shall receive one penalty throw. If the throw was made from the tee, the player will re-tee for the next shot. If not made from the tee, the group will determine the approximate lie from which the throw was made, and the player will throw again from that lie. In all cases the original throw plus one penalty throw shall be counted in the player's score

**SCORE KEEPING**

**A.** Players on each team shall keep score for their team as well as the other team.

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**B.** After each hole is completed, the scorekeeper shall call out each player's name. The called player shall answer with the score in a manner that is clear to all players of the group and the scorekeeper. The scorekeeper shall record that score and read it back, in a manner that is clear to all players of the group. If there is any disagreement about the score a player reports, the group must review the hole and attempt to arrive at the correct score.

**C.** The scorekeeper shall record the score for each player on each hole as the total number of throws, including penalty throws. The round total shall also be recorded as the total number of throws, including penalty throws.

**Each Team Player Must Play At Least One Shot Per Hole**

TO BE EXPLAINED BEFORE THE START OF THE TOURNAMENT

**Injury**

In case of injury  and a player cannot continue to play, his/her partner may play alone, throwing one shot at each lie (essentially playing singles). You will NOT be able to throw twice as if you did have a partner.

**PAYOUT**

Since this is a charity tournament for LEON, there will be a total of 50% payout to be determined after the end of registration (depending on how many registered players).  The top 3 teams will get a payout. The other 50% will go towards the Leon D. Carr Fund.

If you have any questions at all, please ask prior to the start of the tournament.  If you have any discrepancies during game play, (we are all adults) each team must come to an agreement.