

<b>RULE: 801</b>	<b>Conduct of Players</b>
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<b>RULE: 801.01</b>	<b>COURTESY</b>
<p><b>A.</b> Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present. Players should watch the other members of their group throw in order to aid in locating errant throws and to ensure compliance with the rules.</p> <p><b>B.</b> Players should take care not to produce any distracting noises or any potential visual distractions for other players who are throwing. Examples of discourteous actions are: shouting, freestyling, slapping course equipment, throwing out of turn, throwing or kicking golf bags, and advancing on the fairway beyond the away player. Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a violation of courtesy.</p> <p><b>C.</b> Refusal to perform an action expected by the rules, such as assisting in the search for a lost disc, moving discs or equipment, or keeping score properly, etc., is a courtesy violation.</p> <p><b>D.</b> Littering is a courtesy violation.</p> <p><b>E.</b> Courtesy dictates that players who smoke should not allow their smoke to disturb other players. Smokers should extinguish their cigarettes and carry their cigarette butts to a trash can. Disposing of cigarette butts by dropping them on the ground is littering.</p> <p><b>F.</b> A player violating a courtesy rule may be warned by any affected player, even if from another group, or by an official, with all players of the group advised of the warning. The player shall be assessed one penalty throw for each subsequent courtesy violation of any type in the same round. Repeated violations of courtesy rules may result in disqualification in accordance with section 804.05.</p>	

<b>RULE: 801.02</b>	<b>ORDER OF PLAY</b>
<p><b>A.</b> Teeing order on the first teeing area is determined by the order in which the scorecards were filled out or by the order the players were listed or arranged on the scoreboard.</p> <p><b>B.</b> Teeing order on all subsequent tees is determined by the scores on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, the scores are to be counted back until the order is resolved.</p> <p><b>C.</b> After all the players in the group have teed off, the player farthest from the hole, (the away player), throws first.</p> <p><b>D.</b> During tournament play, no group may play through the group ahead unless the group ahead is required to stand aside in accordance with the rules or as directed by an official.</p> <p><b>E.</b> Throwing out of turn shall be considered a courtesy violation. See 801.01F</p>	

<b>RULE: 801.03</b>	<b>EXCESSIVE TIME</b>
<p><b>A.</b> A maximum of 30 seconds is allowed to each player to make a throw after:</p> <ol style="list-style-type: none"> <li><b>(1)</b> the previous player has thrown; and,</li> <li><b>(2)</b> the player has taken a reasonable time to arrive at the disc and mark the lie; and,</li> <li><b>(3)</b> the playing area is clear and free of distractions.</li> </ol> <p><b>B.</b> A player shall receive a warning for the first excessive time violation if observed by two or more players of the group or an official. The player shall be assessed one penalty throw for each subsequent excessive time violation in the same round if observed by two or more players of the group or an official.</p>	

<b>RULE: 801.04</b>	<b>PLAYING THE STIPULATED COURSE</b>
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**A.** It is the responsibility of the player to play the course correctly. Before play begins, players should ask about any special conditions that may exist on the course, including extra holes, alternate teeing areas, alternate hole placements, out-of-bounds areas, and mandatories.

**B.** Specific Types of Misplay and Penalty Procedures for Each:

**(1) Wrong Tee:** Teeing off from the wrong teeing area among several teeing areas for a given hole. If the misplay is discovered after the player's throw from the incorrect teeing area, but before a subsequent throw, the player shall re-tee from the correct teeing area and treat the initial throw as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw, the player shall proceed to complete the hole and receive a two-throw penalty for the misplay.

**(2) Misplayed Mandatory:** Failing to attempt to navigate a mandatory route. If the misplay is discovered after a player's throw has passed beyond the mandatory on the wrong side, but before a subsequent throw has been made, the player shall unwind as required by 803.11 B and C without penalty, counting all throws made. If the misplay is discovered after a player's throw has passed beyond the mandatory, on the wrong side, and a subsequent throw has been made, the player shall finish the hole without unwinding, and receive a two-throw penalty for the misplay.

**(3) Wrong Target:** Throwing at the wrong target. If the misplay is discovered before the player has holed out at the incorrect target, the player shall proceed to hole out at the correct target, counting all throws actually made, without penalty. If a player has thrown for the correct target but has inadvertently holed out on an incorrect target, no course misplay has occurred. The player shall mark his or her lie within one meter of the incorrect target, without penalty, and proceed to hole out at the correct target, counting all throws made.

**(4) Out-Of-Bounds Play:** Playing an out-of-bounds disc as if it were in-bounds. If the misplay is discovered after the throw from out-of-bounds, but before a subsequent throw has been made, the player shall throw from the correct lie and treat the throw from out-of-bounds as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw, the player shall proceed to complete the hole and receive a two-throw penalty for the misplay.

**(5) Non-Sequential Play:** Skipping a hole or playing the holes in the wrong order. If the misplay is discovered after an initial throw has been made but before a subsequent throw has been made, the player shall re-tee from the correct teeing area and count the initial throw as a practice throw (one throw added to the player's score). If the misplay is discovered after a subsequent throw has been made, the hole being played shall be completed. Immediately thereafter, the player shall proceed to play the course in its proper order from the point where the misplay began. Regardless of the number of holes skipped, or played in the wrong order, a total of two penalty throws shall be added to the player's score for the misplay infraction. The score earned from any completed hole(s) shall stand. Any completed hole(s) shall not be replayed.

**C.** In instances where the misplay rules affect players within a group differently, the group shall remain together while a hole is being completed by some of the group to verify scoring and rules compliance.

**D.** In instances where a misplay is discovered after the pertinent hole or holes have been completed (holed out), the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.

**E.** In instances where a misplay is discovered after the player has turned in his or her scorecard, the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.

**F.** A player who deliberately misplays the course to gain competitive advantage has violated 804.05 A (3) and shall be penalized in conformity with this section.

<b>RULE: 802</b>	<b>EQUIPMENT</b>
EQUIPMENT	

<b>RULE: 802.01</b>	<b>DISCS USED IN PLAY</b>
<p><b>A.</b> Discs used in play must meet all of the conditions set forth in the <a href="#">Official PDGA Technical Standards Document</a>. See section 805 B for disc technical standards.</p> <p><b>B.</b> A disc which is cracked, i.e., the disc has a perforated or broken flight plate, is illegal. See sections 802.01 D, E and F. A disc which is cracked during a round may be carried by the player, but not used, for the balance of the tournament.</p> <p><b>C.</b> Players may not make post-production modification of discs which alter their original flight characteristics. This rule does not forbid inevitable wear and tear from usage during play or the moderate sanding of discs to smooth molding imperfections or scrape marks. Discs excessively sanded or painted with a material of detectable thickness are illegal. See sections 802.01 D, E and F.</p> <p><b>D.</b> Discs must be specifically approved by the director if questioned by another player or an official, but in no case shall the disc be approved if it violates any of the above specifications. Any specifically non-approved disc (per the director) shall be considered illegal, and the player shall be penalized in accordance with 802.01 E.</p> <p><b>E.</b> A player who carries an illegal disc during play shall receive two penalty throws, without a warning, if observed by two or more players of the group or an official. A player who repeatedly throws an illegal disc during the round may be subject to disqualification in accordance with 804.05 A (3).</p> <p><b>F.</b> All discs used in play, except mini marker discs, must be uniquely marked in ink or pigment-based marking which has no detectable thickness. A player shall receive a warning for the first instance of throwing an unmarked disc if observed by two or more players of the group or an official. Each subsequent throw by the player with an unmarked disc shall incur one penalty throw if observed by two or more players of the group or an official.</p>	

<b>RULE: 802.02</b>	<b>MINI MARKER DISCS</b>
<p><b>A.</b> Mini marker discs shall be used to mark a players s lie as required by these rules. Mini marker discs must have a diameter of between 7 and 15 centimeters and a height not exceeding 2.54 centimeters.</p>	

<b>RULE: 802.03</b>	<b>TARGETS</b>
<p><b>A.</b> Targets used to complete the hole may not violate any of the conditions set forth in the official PDGA Technical Standard Document. See sections 803.12 B and C for criteria to hole out for targets.</p>	

<b>RULE: 802.04</b>	<b>ARTIFICIAL DEVICES</b>
<p><b>A.</b> During a round, a player shall not use any artificial device that may assist in making a throw, except those devices that reduce or control abrasion to the skin such as gloves, tape, bandages, gauze, etc. Items used to prevent slipping on the teeing surface are also allowed. A player is specifically prohibited from using any artificial device that changes the position of the disc in the player's hand or artificially lengthens any of the player's throwing levers (fingers, wrist, arm, shoulder, etc.).</p> <p><b>B.</b> A player shall receive two penalty throws, without a warning, if, during any portion of a round, he or she is observed by two players or an official using or carrying an artificial device that is determined by the director to violate section 802.04 A. A player who uses an artificial device after it has been determined by the director to be in violation of 802.04 A has also violated 804.05 A (3) and shall be penalized accordingly.</p>	

**RULE: 803****RULES OF PLAY****RULE: 803.00****GENERAL**

**A.** The game of disc golf consists of throwing a flying disc from the teeing area to a target by a throw or successive throws. The competitor who plays the stipulated round or rounds in the fewest throws plus penalty throws is the winner.

**B.** A player who throws a practice throw or an extra throw with any disc any time after the start of his or her round and prior to his or her finishing the last hole of the round (except for throws that must be re-thrown in accordance with the rules, provisional throws made pursuant to 803.00 C (3) or throws during a suspension or postponement of play) shall receive one penalty throw. The practice throw or extra throw must be observed by any two players or an official.

**C. Appeals:**

**(1)** When a group cannot reach a majority decision regarding a ruling, the benefit of the doubt shall be given to the thrower. However, any player may seek the ruling of an official, and the official's ruling shall supersede the group's ruling. Any player desiring an appeal of the group's decision shall promptly and clearly express that desire to the group.

**(2)** If an official is readily available, the group shall stand aside to seek the official's ruling, allowing other groups to play through.

**(3)** If an official is not readily available, the group shall proceed in one of two ways. The group may reach a majority decision with the benefit of the doubt going to the thrower, and continue play. Alternatively, if the thrower does not wish to continue play under the group's majority decision, the thrower has the option of taking provisional throws. When taking provisional throws, the thrower shall complete the hole being played under the alternative rulings advocated within the group. The eventual final ruling, made by an official or the director or the director's designee, shall count only those throws made under the proper rules interpretation. The unused throws shall not be added to the thrower's score nor treated as practice throws. If an official is not readily available to decide an appeal immediately following the round (or during the round where practical), the group shall locate an official for a ruling.

**(4)** A player may seek an appeal of an official's ruling to the director or director's designee. If the director or director's designee is readily available, the appeal shall be heard directly. The group shall stand aside awaiting the ruling on appeal. If the director or director's designee is not readily available, the group shall continue playing under the official's ruling. The appeal shall be made as soon as practical. The decision of the director or the director's designee shall be final.

**(5)** Where a group's or official's decision is overturned on appeal, the official (or director or director's designee) may, in the interest of fairness, allow the thrower's score to remain the same or adjust the thrower's score to reflect the correct interpretation of the rules. Only in a case where a replay is the most fair solution should a hole or holes be replayed.

**D.** A player shall not receive a warning for a rules violation unless the rule specifically provides for a warning. Warnings do not carry over from one round to the next round or to a playoff.

**E.** If any point in dispute is not covered by the rules, the decision shall be made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness.

**RULE: 803.01****TEEING OFF**

**A.** Play shall begin on each hole with the player throwing from within the teeing area. When the disc is released, at least one of the player's supporting points must be in contact with

the surface of the teeing area, and all the player's supporting points must be within the teeing area. If a tee pad is provided, all supporting points must be on the pad at the time of release, unless the director has specified a modified teeing area for safety reasons. If no tee pad is provided, all supporting points at the time of release must be within an area encompassed by the front line of the teeing area and two lines perpendicular to and extending back three meters from each end of the front line. Running up from behind the teeing area before the disc is released is permitted. Following through in front of the teeing area is permitted provided there is no supporting point contact outside the teeing area when the disc is released.

**B.** Any supporting point contact outside the teeing area at the time of release constitutes a stance violation and shall be handled in accordance with sections 803.03 F, G and H.

**RULE: 803.02**

**MARKING THE LIE**

**A.** After the tee off, the thrown disc must be left where it came to rest until a mini marker disc is placed on the playing surface between the hole and the disc, directly in line with the hole, touching the thrown disc. The mini marker disc may not be moved until the throw is released. A mini marker disc inadvertently moved prior to the throw shall be returned to its correct location.

**B.** If the thrown disc comes to rest in-bounds but within one meter of an out-of-bounds line, the lie is marked by placing a mini marker disc up to one meter away from, and perpendicular to, the nearest out-of-bounds line. This holds true even if the direction takes the lie closer to the hole. See the following sections for other consideration in marking a thrown disc:

**(1) Relocated for relief** - 803.04 C (2)

**(2) Interference** - 803.06 A, B

**(3) Above the playing surface** - 803.07 A

**(4) Out-of-bounds** - 803.08 B

**(5) Lost** - 803.10 B

**C.** The Rule of Verticality: The out-of-bounds line represents a vertical plane. Where a player's lie is marked from a particular point within one meter of the out-of-bounds line pursuant to the rules, the one-meter relief may be taken from the particular point upward or downward along the vertical plane.

**D.** If the thrown disc breaks and comes to rest in more than one piece, the largest piece, as agreed to by a majority of the group or an official, is deemed to be the thrown disc.

**E.** A disc thrown in water shall be deemed to be at rest once it is floating or is moving only by the action of the water or the wind on the water.

**F.** A player shall receive a warning for the first violation of a marking rule if observed by two or more players of the group or an official. One penalty throw shall be assessed for each subsequent violation of any marking rule during the round if observed by two or more players of the group or an official.

**RULE: 803.03**

**STANCE**

**A.** When the disc is released, a player must:

**(1)** Have at least one supporting point that is in contact with the playing surface on the line of play and within 30 centimeters directly behind the mini marker disc (except as specified in 803.03 E); and,

**(2)** have no supporting point contact with the mini marker disc or any object closer to the hole than the rear edge of the mini marker disc; and,

**(3)** have all of his or her supporting points in-bounds.

**B.** Stepping past the mini marker disc is permitted after the disc is released, except when putting within 10 meters.

**C.** Any throw from within 10 meters or less, as measured from the rear of the mini marker

disc to the base of the hole, is considered a putt. A follow-through after a putt that causes the thrower to make any supporting point contact closer to the hole than the rear edge of the mini marker disc constitutes a falling putt and is not allowed. The player must demonstrate full control of balance before advancing toward the hole.

**D.** A player must choose the stance that will result in the least movement of any part of any obstacle that is a permanent or integral part of the course.

**E.** If a large solid obstacle prevents a player from taking a legal stance within 30 centimeters directly behind the mini marker disc, the player shall take his or her stance immediately behind that obstacle on the line of play. The player must comply with all the provisions of 803.03 A other than being within 30 centimeters directly behind the mini marker disc.

**F.** A stance violation must be clearly called within three seconds after the infraction to be valid. The call may be made by any member of the group or an official. When the call is made by a member of the group, it must subsequently be confirmed by another member of the group. A player shall receive a warning for the first violation of a stance rule in the round. Subsequent violations of a stance rule in the same round shall incur a one-throw penalty.

**G.** Any throw that involves a validly called and seconded stance violation may not be used by the thrower. Re-throws must be taken from the original lie. Re-throws must be taken prior to subsequent play by others in the group.

**H.** The player may not retrieve the originally thrown disc prior to the re-throw, except in the case of a putt from within 10 meters. Where a disc is retrieved in violation of this rule, a one throw penalty shall be imposed without a warning.

**RULE: 803.04****OBSTACLES & RELIEF**

**A.** Permanent or Integral obstacles to a Stance or Throwing Motion: Players must choose a stance which results in the least movement of any part of an obstacle that is a permanent or integral part of the course. Once a legal stance is taken, a player may not move an obstacle (or hold it back or bend it) in order to make room for a throwing motion. See 803.04 C for relief a player may obtain for certain casual obstacles prior to taking a stance. It is legal for a player's throwing motion to make incidental movement of an obstacle.

**B.** Obstacles Between the Lie and Hole: A player may not move, alter, bend, or hold back any part of any obstacle between the lie and the hole, with one exception. A player may move obstacles between the lie and the hole that became a factor during the round, such as spectators, players' equipment, open gates, or branches that fell during the round. Where it is not known if an obstacle has become a factor during a round, it shall not be moved. It is legal for a player's throwing motion to make incidental movement of an obstacle.

**C. Casual Obstacles:** A player may obtain relief only from the following obstacles: casual water, loose leaves or debris, broken branches no longer connected to a tree, motor vehicles, harmful insects or animals, players' equipment, spectators, or any item or area specifically designated by the director before the round. The type of relief a player may obtain is based on the location of the obstacle and is limited as follows:

**(1)** Obstacles between the lie and the hole: No relief is granted except for obstacles which became a factor during the round as described by 803.04 B.

**(2)** Obstacles to stance or throwing motion: The player must first attempt to remove the obstacle. If this is impractical, the player's lie may be relocated to the nearest lie which is no closer to the hole; is on the line of play; and not more than five meters from the original lie, as agreed to by a majority of the group or an official (unless greater casual relief is announced by the director). Alternatively, the player may declare an unsafe lie and proceed in accordance with 803.05.

**(3)** Obstacles to a run up: The player may move the obstacle. No other relief is provided.

**D.** In situations where it is unclear if an object may be moved or other relief obtained, it shall be determined by a majority of the group or an official.

**E.** A player shall receive one penalty throw, without a warning, for violation of an obstacle or relief rule. A player who consciously damages anything on the course shall receive two penalty throws, without a warning, if observed by two or more players of the group or an official. The player may also be disqualified from the tournament, in accordance with section 804.05 A (2).

**RULE: 803.05**

**UNSAFE LIE**

**A.** A player may, by adding one penalty throw, declare his or her lie to be an unsafe lie and relocate to a new lie that is no closer to the hole and within five meters of the unsafe lie. Or, if the player cannot find a lie that suits him or her within five meters of the unsafe lie, the player may, with two penalty throws, relocate to any new lie on the fairway of the hole in play that is no closer to the hole than the unsafe lie.

**RULE: 803.06**

**INTERFERENCE**

**A.** A thrown disc that hits another player, spectator, or animal shall be played where it comes to rest. A thrown disc that is intentionally deflected or was caught and moved shall be marked as close as possible to the point of contact, as determined by a majority of the group or an official. Players should not stand or leave their equipment where interference with the flight or path of a disc could easily occur. The away player may require other players to mark their lies or move their equipment before making a throw if the player believes that either could interfere with his or her throw.

**B.** If a disc at rest is moved, the disc shall be replaced as close as possible to its original location, as determined by a majority of the group or an official. If a mini marker disc is moved, the mini marker disc shall be replaced as close as possible to its original location, as determined by a majority of the group or an official.

**C.** Any player who consciously alters the course of a thrown disc, or consciously moves or obscures another player's thrown disc at rest or a marker disc, other than by the action of a competitively thrown disc or in the process of identification, shall receive two penalty throws, without a warning, if observed by any two players or an official.

**RULE: 803.07**

**LIE ABOVE THE PLAYING SURFACE**

**A.** If a disc comes to rest above the playing surface in a tree or other object on the course, its lie shall be marked on the playing surface directly below it. If the point directly below the disc above the playing surface is an out-of-bounds area, the disc shall be declared out-of-bounds and marked and penalized in accordance with 803.08. If the playing surface directly below the disc is inside a tree or other solid obstacle, the lie shall be marked on the line of play immediately behind the tree or other solid obstacle.

**B.** If a disc has come to rest above two meters, as measured from the lowest point of the disc to the playing surface directly below it, the player shall be assessed a one-throw penalty. This penalty applies only if the disc is above in-bounds. The player shall proceed from a lie marked in accordance with 803.07 A.

**C.** No penalty shall be incurred if the disc falls, unassisted by a player or spectator, to a position less than two meters above the playing surface before the thrower arrives at the disc. The thrower may not delay in order to allow the position of the disc to improve.

**D.** If the two-meter status of a disc is uncertain, either a majority of the group or an official shall make the determination. If the thrower moves the disc before determination has been made, the disc shall be considered above two meters and the thrower shall proceed in accordance with 803.07 A and B. If a player other than the thrower moves the disc before a determination has been made, the disc shall be considered below two meters and the

interference rule shall be applied as it relates to the thrower and the player. See sections 803.06 B and C.

**RULE: 803.08**

**OUT OF BOUNDS**

**A.** A disc shall be considered out-of-bounds only when it comes to rest and it is clearly and completely surrounded by the out-of-bounds area. A disc thrown in water shall be deemed to be at rest once it is floating or is moving only by the action of the water or the wind on the water. See section 803.02 E. The out-of-bounds line itself is considered in-bounds.

**B.** A player whose disc is considered out-of-bounds shall receive one penalty throw. The player shall mark his or her lie up to one meter away from, and perpendicular to, the point where the disc last crossed into out-of-bounds, as determined by a majority of the group or an official. This holds true even if the direction takes the lie closer to the hole. If the disc is also considered above two meters, the penalty for a disc above two meters shall not be assessed in addition to the penalty for out-of-bounds.

**C.** The Rule of Verticality- The out-of-bounds line represents a vertical plane. Where a player's lie is marked from a particular point within one meter of the out-of-bounds line pursuant to the rules, the one-meter relief may be taken from the particular point upward or downward along the vertical plane.

**D.** If the in-bounds status of a disc is uncertain, either a majority of the group or an official shall make the determination. If the thrower moves the disc before a determination has been made, the disc shall be considered out-of-bounds, and he or she shall proceed in accordance with 803.08 B. If a player other than the thrower moves the disc before a determination has been made, the disc shall be considered in-bounds, and play for the thrower and the mover of the disc shall proceed under the rules of interference, 803.06 B and C.

**RULE: 803.09**

**PLAYING FROM ANOTHER PLAYER'S LIE**

**A.** A player who has thrown from another player's lie shall receive two penalty throws, without a warning. The offending player shall complete the hole as if the other player's lie were his or her own. No throws shall be replayed.

**B.** The player whose lie was played by the offending player shall be given an approximate lie as close to the original lie as possible, as determined by the offending player, a majority of his or her group, or an official. See section 803.10 C if the disc has been declared lost.

**RULE: 803.10**

**LOST DISC**

**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 or an official. Two players or an official 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.

**B.** A player whose disc is declared lost, shall receive one penalty throw. The approximate lie for the player's next shot shall be marked in-bounds nearest the spot where the disc was last seen, as agreed to by a majority of the group or an official.

**C.** If it is discovered, prior to the completion of the tournament, that a player's disc that was declared lost had been removed or taken, then the player shall have the penalty throw for the lost disc subtracted from his or her score.

**D.** A mini marker disc that is lost shall be replaced in its approximate lie as agreed to by a majority of the group or an official with no penalty.

**RULE: 803.11**

**MANDATORIES**

**A.** A mandatory restricts the path the disc may take to the hole. The disc must be thrown



past the mandatory to the correct side, as indicated on the tee sign or at the mandatory, before the player may complete the hole. All progress toward the hole must play around the mandatory in the designated direction.

**B.** If the disc should pass a mandatory on the incorrect side, the player must throw the disc back past the incorrect side of the mandatory in an unwinding fashion, in order to pass to the correct side.

**C.** When marking the lie, if the line of play does not pass to the correct side of the mandatory, then the mandatory shall be considered the hole for the application of all stance, mini marker, obstacle, and relief rules.

**RULE: 803.12**

**HOLE OUT**

**A.** A player who fails to play any hole or who fails to hole out on any hole during the round may, at the discretion of the director, be disqualified, except as follows:

**(1)** Hole missed due to late arrival. See sections 804.02 A and B.

**(2)** Failure to hole out inadvertently (as determined by a majority of the group or an official) shall result in two penalty throws being added to the number of throws plus penalty throws already taken or received on the hole. The hole shall then be considered completed.

**B.** Disc Entrapment Devices: In order to hole out, the the thrower must release the disc and it must come to rest supported by the chains or within one of the entrapment sections. This includes a disc wedged into or hanging from the lower entrapment section but excludes a disc resting on top of, or hanging outside of, the upper entrapment section. The disc must also remain within the chains or entrapment sections until removed by the thrower.

**C.** Object Targets: In order to hole out, the thrower must release the disc and it must strike the marked target area on the object as specified by the director.

**RULE: 804**

**TOURNAMENT PROCEDURES**

**TOURNAMNET PROCEDURES**

**RULE: 804.01**

**SPECIAL CONDITIONS**

**A.** Rules governing special conditions that may exist on the course shall be clearly defined and disseminated to the player prior to the start of the tournament. No rules may be stipulated which conflict with the rules of disc golf, unless approved by the Competition Director of the PDGA for X-Tier Events.

**RULE: 804.02**

**BEGINNING PLAY**

**A.** Starts (rounds where several groups start simultaneously): At a scheduled time, scorecard(s) shall be distributed to the player listed first on each hole. After the cards have been distributed, groups shall be given adequate time to reach their assigned teeing areas. A loud noisemaker, such as an air horn, shall be used to indicate that there are two minutes remaining until tee off. This signal shall be a series of short blasts. At this time, players are to end practice and all practice shots and move promptly to their teeing areas. A throw by a player between the two minute signal and the start of the round shall receive a warning if observed by two or more players or an official. After being warned, subsequent throws by the player during this period, if observed by two or more players or an official, shall result in one penalty throw added to the player's score, regardless of the number of throws. An extended blast of the noisemaker begins the round and signals the scorekeepers to call the throwing orders. If a player is not present to throw when it is his or her turn, the scorekeeper shall allow 30 seconds. If the player has not thrown after the 30 seconds has elapsed, a score of par plus four is to be entered for that hole. This procedure continues on any subsequent holes for which a player is absent. No holes shall be replayed. If a complete round is missed, or if a player does not finish a round, the player may, at the discretion of

the director, be disqualified.

**B.** Staggered Starts (rounds where groups start one after another on a certain hole): The player shall start at the time announced by the director. Players may practice until their group prepares to tee off provided their practice does not distract players on the course. If a player is not present to throw when it is his or her turn, the scorekeeper shall allow 30 seconds. If the player has not thrown by then, a score of par plus four is to be entered for that hole. This procedure continues on any subsequent tee offs for which a player is absent. No holes shall be replayed. If a complete round is missed, or if a player does not finish a round, the player may, at the discretion of the director, be disqualified.

**RULE: 804.03**

**SCORING**

**A.** The player listed first on the scorecard or, in the case of individual scorecards, listed first among the group on the leader board, is responsible for picking up the scorecard(s) prior to the start of the round and is the first scorekeeper. Players in the group shall rotate the scorekeeping responsibility proportionally, unless a player or a scorekeeper volunteers to score keep more and this is acceptable to all members of the group.

**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. If the group cannot reach consensus on the player's score, they shall consult 803.00 C

**C.** Warnings and penalty throws given to a player for rules infractions should be noted on the scorecard.

**D.** At the end of the round, each player shall sign his or her scorecard indicating that he or she attests to the accuracy of the score on each hole and the total score. If all the players of the group agree that a hole score was recorded in error, the score may be changed prior to the scorecard being turned in. Players whose scorecards are turned in unsigned accept responsibility for the scores reported.

**E.** All players are responsible for returning their scorecards within 25 minutes after the completion of a round. Failure to do so shall result in the assessment of two penalty throws, without a warning, to each player listed on the late scorecard.

**F.** After the scorecard is turned in, the score shall stand with no appeal, except for the following circumstances:

**(1)** Penalty throws may be assessed at whatever time the infraction is discovered until the director declares the tournament officially over or all awards have been distributed.

**(2)** If it is determined that the total score was incorrectly recorded, either by an error on a hole score or by an error in totaling the hole scores, the director shall add two penalty throws to the correct total score.

**(3)** Late Scorecard. See 804.03 E.

**RULE: 804.04**

**RAIN OR HAZARDOUS CONDITIONS**

**A.** If, in the opinion of the director, excessive rain or hazardous conditions exist that make it impractical or dangerous to continue play, the tournament shall be suspended. The signal to suspend play shall be the same as the signal to start.

**B.** Players should immediately stop play and mark the lie of each member of the group. A natural object is sufficient to mark the approximate lie from which the player shall resume play. Players shall then return to the first teeing area, clubhouse, or area designated by the director.

**C.** Players shall resume play from their approximate lies as established when the round was halted. The approximate lie is determined by a majority of the group.

**D.** The director may allow players to take a break while waiting for weather to improve, but

may require players to return each hour on the hour or at a time assigned by the director until play resumes or until the round is postponed.

**E.** The director may postpone the incomplete portion of the round for a later date if, in the director's opinion, the conditions will not improve or if darkness will fall prior to the projected finish time.

**F.** Partial round scores shall be carried forward to the completion of the round whenever the round is resumed.

**G.** A player who stops playing before a signal to stop has been given shall receive two penalty throws if, in the opinion of the director, the player stopped playing prematurely.

**RULE: 804.05**

**DISQUALIFICATIONS & SUSPENSIONS**

**A.** A player may be disqualified by the director for meeting any of the necessary conditions of disqualification as set forth in the rules, or for any of the following:

**(1)** Unsportsmanlike conduct, such as; loud cursing, throwing things in anger (other than discs in play), or overt rudeness to anyone present.

**(2)** Willful and overt destruction or abuse of plant life, course hardware, or any other property considered part of the disc golf course or the park.

**(3) Cheating:** a willful attempt to circumvent the rules of play.

**(4)** Activities which are in violation of the law or park regulation or disc golf course rule, including the illegal consumption of drugs or alcohol. Directors are granted the discretion to disqualify a player based on the severity of the offending conduct. An official warning of disqualification may be issued by a director where appropriate.

**B.** Disqualified players shall forfeit any prize money and shall not receive a refund of entry fees.

**C.** A player in violation of any section under 804.05 A is also subject to suspension from the PDGA Tour. Suspension from the PDGA Tour may only be assigned by the PDGA Commissioner. A player may appeal his or her suspension to the PDGA Board of Directors. The determination to suspend, and the length of the suspension, shall be based on the severity of the action and the extent to which the player may have committed repeated violations.

**RULE: 804.06**

**GROUPING & SECTIONING**

**A.** Professional and Amateur players should not be grouped together, and all players from different divisions shall be segregated from each other during play as much as practicable.

**B.** All players within a division shall be randomly grouped for the first round and grouped by cumulative score for each round thereafter.

**C.** Groups shall not be less than three players, except under extenuating circumstances, as deemed necessary by the director, to promote fairness. In cases where fewer than three players are required to play together, an official is required to accompany the group and may play as long as this does not interfere with the competing players.

**D.** When there are more entrants than can play together in one round, the field of competitors may be split into sections. These sections shall be seeded, i.e., each section should have an equal number of top players and lesser players.

**E.** If conditions differentially affect play among seeded sections, the director may consider using a sectioning procedure for cut and advancement. Under this procedure, a proportionate number of advancing players are taken from each section by score and the scores are not carried forward.

**F.** If a cut is made, it shall be done to a number that allows all advancing players to play at the same time.

**RULE: 804.07**

**TIES**

- A. If there is a tie at the level of a cut, all players at that level shall advance.
- B. Between rounds when the groups are being reset, tied positions shall be broken. The player with the lowest score in the most recent round shall have the highest ranking when the scorecards/positions are reset. In the event of low score ties, the ties shall be broken by the director through any consistently applied manner.
- C. Final ties for first place must be broken by sudden death play. Sudden death play shall begin with hole number one unless a different hole is designated by the director prior to the start of the tournament. Final ties for other ranks shall be officially recorded as ties. Prize money distribution to tied players shall be determined by adding the total money allocated to the number of positions represented by the tied players and dividing that by the number of players tied. Trophy distribution for ties may be determined by sudden death play or by any related disc golf skill event determined by the director.

**RULE: 804.08**

**CLASSIFICATION OF PLAYERS**

- A. The following classifications shall be used for all PDGA sanctioned tournaments except the PDGA Amateur World Championships. See 804.08 H. All female players shall compete in duplicate divisions as those offered for male players. A director may, by giving adequate public notice, restrict the divisions offered. Absent such notice, the director shall offer for competition any division which has four or more players.
- B. A player may not enter a division below that which they are registered with the PDGA. A player may enter a division above their PDGA registered division. A player may enter a division which is parallel to their PDGA division. For example, a player registered in Advanced may play in an Advanced Master division.
- C. A player may only compete in a single division of a tournament at one time. Where a tournament offers different divisions on different days, a director may allow a player to play in different divisions on separate days.
- D. **Professional Divisions:** In professional divisions, players compete for money.
  - (1) **Open:** The top professional division, available to players of any age.
  - (2) **Master:** A professional division available to players at least 40 years of age on the date the tournament begins.
  - (3) **Grand Master:** A professional division available to players at least 50 years of age on the date the tournament begins.
  - (4) **Senior Grand Master:** A professional division available to players at least 60 years of age on the date the tournament begins.
  - (5) **Legends:** A professional division available to players at least 70 years of age on the date the tournament begins.
- E. **Amateur Divisions:** Amateur players compete for trophies and/or prizes.
  - (1) **Advanced:** The top amateur division.
  - (2) **Intermediate:** An amateur division for players who have developed basic skills and/or have tournament experience.
  - (3) **Novice:** An amateur division for beginning players.
  - (4) **Juniors (under 16):** An amateur division for players under 16 years of age on the date the tournament ends.
  - (5) **Juniors under (12):** An amateur division for players under 12 years of age on the date the tournament ends.
  - (6) Amateur divisions combining age restrictions and amateur skill levels: Examples would include Advanced Master, Intermediate Grand Master and Novice Senior Grand Master.
- F. **Amateur Status:** A player relinquishes amateur status by competing in a Professional division of a PDGA sanctioned event and accepting prize money for divisional finish. Accepting money for winning an ancillary contest such as an ace pool does not cause a player to relinquish his or her amateur status. A player may also relinquish amateur status by registering in a professional division with the PDGA. See 804.08 H for eligibility in the

PDGA Amateur World Championships.

**G.** A director may not restrict a player from playing in the division which the player is registered with the PDGA, unless the director has established a fair procedure which gives players advance notice and said procedure has been approved by the PDGA Competition Director. A director may not forbid a player from competing in a Professional division for which the player qualifies and which division is being offered for competition.

**H.** PDGA Amateur World Championships Eligibility: Current PDGA members registered in an Amateur division who have not relinquished their amateur status are eligible to play, once invited, in the PDGA Amateur World Championships. A player registered in a Professional division who has not accepted prize money in a sanctioned tournament at any time and who was registered in an Amateur division for the immediately preceding calendar year is eligible to play, once invited, in the PDGA Amateur World Championships.

**I.** Requests for Reclassification: A player may change his or her classification to a higher division by making the request, along with payment of any related fees, to the PDGA Administrator. A player may request reclassification to a lower division by petitioning the PDGA Competition director. If a lower reclassification is granted, the player may not compete in the lower division for 60 days.

<b>RULE: 804.09</b>	<b>OFFICIALS</b>
<p><b>A.</b> To be eligible to serve as an official, an individual must have demonstrated his or her knowledge of the rules by passing the Official's Qualification Test. The test must be retaken each time the rules are updated.</p> <p><b>B.</b> Directors are required to pass the Official's Qualification Test.</p> <p><b>C.</b> Each official must carry a valid PDGA Official's License and a copy of the rules.</p> <p><b>D.</b> Officials may actively call any violation they witness. If an official competes in the tournament, he or she may not officiate over a dispute in his or her own playing group or a dispute which clearly impacts their own relative position in the tournament. Officials are empowered to add penalty throws to a player's score in accordance with the rules.</p>	

<b>RULE: 805</b>	<b>Measurement Reference &amp; Technical Standards</b>
<p><b>A.</b> All measurements listed in the rules are given in metric units. The following English System equivalents are to be used when no metric measuring device is available. Under no circumstances shall players or officials use independent conversion calculations.</p>	
Metric System	English System
10 meters	32 feet 10 inches
5 meters	16 feet 5 inches
3 meters	9 feet 10 inches
2 meters	6 feet 6 inches
1 meter	3 feet 3 inches
30 centimeters	11 and 3/4 inches
15 centimeters	5 and 7/8 inches
7 centimeters	2 and 3/4 inches
2.54 centimeters	1 inch
<p><b>B.</b>The guidelines for golf discs are set forth in the PDGA Technical Standards Document. To be legal in PDGA competition, a disc must:</p> <p><b>(1)</b>have a saucer-like configuration with a non-perforated flight plate.</p> <p><b>(2)</b>be made of solid plastic material, without any inflatable components;</p> <p><b>(3)</b>have an inner rim depth that exceeds five percent of the disc's outside disc diameter;</p> <p><b>(4)</b>not be less than 21 centimeters or greater than 40 centimeters in outside disc diameter;</p> <p><b>(5)</b>not exceed 8.3 grams per centimeter in outside disc diameter;</p>	

- (6) not exceed 200 grams in weight;
- (7) be essentially as produced, without any intentional post-production modifications that alter the weight or flight characteristics;
- (8) be produced in numbers of at least 1500;
- (9) be made available commercially to the public;
- (10) present no unreasonable and no unusual danger to players or spectators;
- (11) have a rim configuration rating of 26.0 or greater;
- (12) pass the leading edge radius test with a 1.6 millimeters (1/16 inch) radius gauge;
- (13) have a rigidity rating no greater than 12.25 kilograms (27 lb);
- (14) be specifically approved by the director if questioned by any player in a PDGA sanctioned event, but in no case shall the disc be approved if it violates any of the above specifications; and,
- (15) have been certified for competition by the PDGA Technical Standards Committee.

**RULE: 806**

**GLOSSARY**

**Approximate Lie:** A lie established by the player's group in order to resume play following a rain or hazardous conditions delay (804.04 C), a lost disc (803.10 B), a lost mini marker disc (803.10 D), or to correct a misplay from out-of-bounds (801.04 B (4)).

**Away Player:** The player whose lie is farthest from the hole and who shall throw next.

**Casual Water:** Bodies of water other than those that have been specifically designated by the director prior to the start of the round as out-of-bounds or those that have been specifically designated by the director prior to the start of the round as not being casual water.

**Completion of a Round:** The round has been officially completed for all competitors when, in the director's opinion, the last group on the course has completed their final hole and has had reasonable time to walk from their final hole to tournament headquarters.

**Director:** The person in charge of the tournament or event. The term "director" may be used to refer to the tournament director or the course director in multi-site tournaments.

**Disc Entrapment Device:** A target used to complete the hole, usually consisting of an upper entrapping section of chains, cables, tubes, etc. and a lower entrapping section of a basket or tray.

**Fairway:** The in-bounds path or field over which a player throws while advancing from the teeing area to the hole.

**Group:** The competitors who are assigned to play a round together for the purpose of verifying scores and proper play in accordance with the rules.

**Hole:** The target that must be reached in order to complete that segment of the course. The term "hole" also refers to the numbered segments of the course that are separate units for scoring.

**Holed-Out:** A term used to signify completion of a hole. A player has "holed-out" after removing his or her at rest disc from the chairs or entrapment area of a disc entrapment device or after successfully striking the marked area of an object target.

**Lie:** The spot on the playing surface upon which the player takes his or her stance in accordance with the rules.

**Line of Play:** The imaginary line on the playing surface extending from the center of the target through the center of the mini marker disc and beyond.

**Mandatory:** An object that the disc must pass around a designated side on its way to the hole. A mandatory functions to limit the legal path the disc may take to the hole.

**Mini Marker Disc:** A disc used to mark the location of the lie. (See 803.02 marking the lie, and 802.02, size restrictions)

**Obstacle:** Any feature of the course that may impede any aspect of play.

**Official:** A person who is authorized to make judgments regarding the proper application of the rules during play.

**Out-of-bounds:** An area designated by the director prior to the start of play from which a disc may not be played. The out-of-bounds line extends a plane vertically upward and downward. The out-of-bounds line is itself in- bounds.

**Par:** As determined by the director, the score an expert disc golfer would be expected to make on a given hole. Par means errorless play under ordinary weather conditions, allowing two close range throws to hole-out.

**Penalty Throw:** A throw added to a player's score for violating a rule, or for relocation of a lie, as called for by a rule.

**Practice Throw:** During a round, the projection of a disc of a distance greater than two meters, or of any distance toward a target, intentional or not, which does not change the player's lie, either because it did not occur from the teeing area or the lie, or because the player had already thrown competitively from the teeing area or the lie. Throws that are re-thrown in accordance with the rules are not practice throws. Provisional throws made pursuant to 803.00 C(3) are not practice throws. A player shall receive a penalty for practice throws in accordance with sections 803.00 B or 804.02 A (2).

**Putt:** Any throw from 10 meters or less as measured from the rear of the mini marker disc to the base of the hole is considered a putt.

**Putt (falling):** A putt after which a player touches his or her mini marker disc, or any object beyond the lie, including the playing surface, before having demonstrated full control of balance.

**Relief:** A change made to the player's lie or surrounding area, such that an obstacle is removed from the vicinity, or when that is impractical, the lie is relocated away from the obstacle in accordance with section 803.04 C.

**Supporting Point:** Any part of a player's body that is in contact with the playing surface or some other object capable of providing support, at the time of release.

**Teeing Area:** The area bounded by the edges of a tee pad (if provided); otherwise, the area extending three meters perpendicularly behind the designated tee line.

**Throw:** The propulsion of a disc that causes it to change its position from the teeing area or the lie.

**Thrower:** The player who has made, or is about to make, a throw that is the aspect of play being considered by a particular rule.

**Unsafe Lie:** A lie from which a player decides that obstacles to stance or throwing motion make it impractical or unsafe to attempt a throw. The lie is relocated with a penalty.

**Warning:** Where prescribed by a rule, the initial advisement a player is given for violating that rule, making him or her vulnerable to receiving a penalty throw for subsequent violations of that rule or set of rules within the same round.