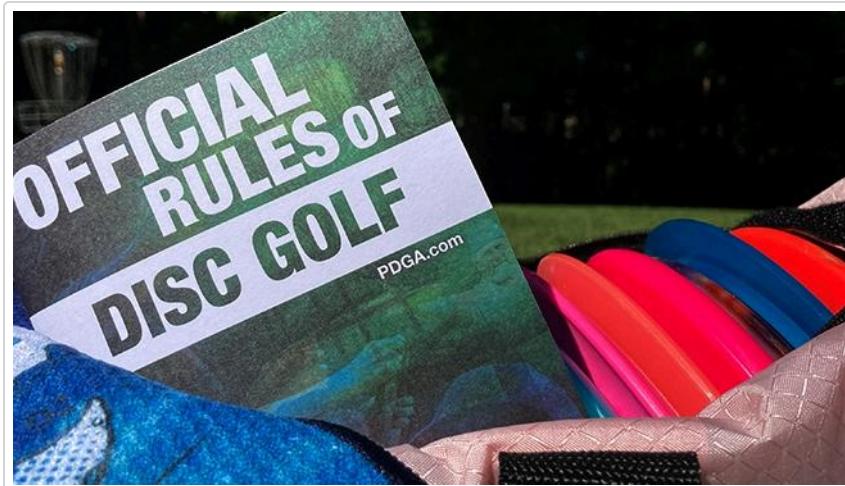


# Official Rules of Disc Golf and Competition Manual for Disc Golf Events Updated for 2026

Changes go into effect January 1, 2026

By: PDGA Staff

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(This article was originally published August 2025)

The Official Rules of Disc Golf (ORDG), the Competition Manual for Disc Golf Events (CM), and the PDGA Tour Standards go through some level of revision each year. The Policy & Compliance team oversees this process, while involves input and ideas from the Rules and Regulations Advisory Committee, Disc Golf Pro Tour employees, and the PDGA Event Support & Training and Operations & Logistics teams, as well as [public comment by members](#). This process has [yielded valuable results](#) and continues to help us make our rules and regulations as clear and useful as possible.

This year sees a balanced approach, with some major changes and a collection of tweaks and clarifications designed to make the rules more user-friendly. Additions are underlined and deletions are in ~~strikeout~~.

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## Major Changes

### Official Rules of Disc Golf (5 Changes)

#### 801.02 ENFORCEMENT - THROWER NO LONGER VOTES ON DETERMINATIONS

Among the challenges we face in enforcement of the rules are players refusing to make a call because they claim they're giving the "benefit of the doubt" and players attempting to lobby their group for a favorable determination after a throw that goes, for example, out of bounds.

This change improves the situation by making it clear that there is no "benefit of the doubt" concept, but only "tie goes to the runner." It further limits the ability of a player to lobby their group on their own behalf by excluding the thrower from the initial group vote. Finally, it makes it very clear that determinations are group votes and that voting is a required action under the rules. **We have made some changes to the language of this update pursuant to feedback we received during public comment.**

This change also updates QA-APP-4 and QA-APP-10.

*K. When the flight, position, or status of a disc is questionable, the determination is made by group vote. ~~the group. When a group cannot reach a majority decision, the ruling is based on the interpretation that is most beneficial to the thrower.~~*

*1. All players, excluding the thrower, must participate in*

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2. The thrower may briefly state their opinion, but may not argue or lobby the group for an outcome. A thrower who argues or lobbies for an outcome has committed a courtesy violation, see 812, Courtesy.
3. If there is a tie after the first vote, the thrower then must vote in order to break the tie.
4. Abstaining from a group vote is a courtesy violation: Players may abstain from a group vote if and only if they were not physically present. Otherwise, abstaining from a group vote is a courtesy violation, see 812, Courtesy.

QA-APP-4: My group thinks my disc is OB, but I think it's unclear. Doesn't benefit of the doubt go to the player? I'm safe, right?

~~Benefit of the doubt only comes into play as a tiebreaker when the group cannot make a decision, for example if two players see the disc as safe and two see it as OB. If a majority of your group thinks it's OB, then it's OB. The phrase "benefit of the doubt" is not in the rules. The other members in your group make the determination on whether or not your disc is in bounds. You can briefly state your opinion, but then need to let the rest of the group make the call (801.02.K.2).~~

QA-APP-10: My disc was over OB most of the flight and it is hard to determine if the disc crossed back in bounds late in the flight. It ended up clearly out of bounds. The group has to give the benefit of the doubt that it did, right?

~~The phrase "benefit of the doubt" is not in the rules. Making a ruling based on what benefits the thrower only comes into play after the group has made The group (excluding the thrower) needs to make their best effort at determining the flight of the disc based on the information they have available. This determination should be made without any regard to whether or not the decision is beneficial to the thrower. Only if the group cannot come to a majority decision on whether or not~~

determination ends in a tie, then the group (including the thrower) re-evaluates the determination (801.02.K).

## 802.03 EXCESSIVE TIME - MORE TIME ALLOTTED ON THE FAIRWAY; BETTER DEFINING WHEN THE CLOCK STARTS

The 30 second rule is outdated, and an update to the amount of time needed to complete a throw is necessary. This change keeps throws from the teeing area, drop zones and putting area – throws that can be rehearsed and predicted in practice – the same while allowing extra time for all other shots. This reflects the way the modern game is actually played. It also better defines when the clock begins running by introducing the concept of addressing your lie. **One piece of this rule has been reworded for clarity.**

A. Players must ensure pace of play and must not take excessive time to make a throw. A player has taken excessive time if they are present and have not thrown within 30 seconds:

~~After the previous player has thrown; and,~~

~~After they have had a reasonable amount of time to arrive at and determine the lie; and,~~

~~After they are next in the throwing order; and,~~

~~During which the playing area remains clear.~~

B. A player has taken excessive time if they have not thrown within the time allotted to them under this rule.

C. Players are allotted time to throw as follows:

1. When making a throw from the teeing area (802.04), a drop zone (802.05.C), or within 20 meters of the target, the player has 30 seconds to throw.
2. When making a throw from any other lie, the player has 15 seconds to throw.

1. The previous player has thrown; and
2. The player is next in the throwing order; and
3. The player has determined the location of their lie; and
4. The player has addressed their lie; and
5. The playing area remains clear.

E. A player has addressed their lie at the point when they begin taking any action indicating that they are preparing to throw. Such actions include, but are not limited to:

1. Marking the lie with a mini marker disc;
2. Placing a supporting point on the lie;
3. Executing a pre-shot routine;
4. Using a rangefinder;
5. Checking the wind;
6. Clearing casual obstacles;
7. Testing the ground and footing.

F. If the playing area is no longer clear, players must not throw. The player's allotted time is reset once the playing area is clear again. after the player's allotted time has begun, the timer stops. Once the playing area is clear, the player's allotted time resets and begins running.

G. A player who engages in undue delay arriving at their lie, or is present at their lie but refuses to address their lie, has taken excessive time.

H. B. A player who takes excessive time receives a warning for the first violation. A player who takes excessive time after having been warned for it during the round receives one penalty throw. See 811.F.5 for a player who is absent when it is their turn to throw.

I. C. A player may request extra time from the group to take a bathroom break. If the player does not return in a reasonable time, the player is considered missing for the hole and receives a score of par plus four on the hole.

Players are required to keep score, and players who refuse to keep score are disqualified. This provides a mechanism for TDs to enforce this rule.

A. *Each player must keep an independent scorecard recording scores after each hole for the entire group. A player must show their scorecard upon request to an official or other players in their group. A player who refuses to keep score will be disqualified.*

## 809.02 PROVISIONAL THROW - NEW PROCEDURES AND DEFINITIONS

Provisionals save time and either settle a rule dispute or help determine a group decision, but they are occasionally misused or misunderstood. This new set of provisional rules addresses that. It makes it clearer that a provisional cannot be used for a missed mandatory or abandoned throw. The thrower must announce the reason for the provisional and which throw relates to which lie before throwing. Current 809.02 and QA-PRO-1 are struck and replaced. **The language of this update has been tweaked pursuant to feedback from public comment.**

A. *Provisional throws are an alternate sequence of throws starting from a different lie. Only the throws from one of the two sequences are used in the final score for the hole.*

B. *Players use a sequence of provisional throws on a hole until the hole is complete or a ruling determines which set of throws should be used.*

C. *Provisional throws may only be taken in the following circumstances:*

1. *When it is unclear, or there is a disagreement about, how to properly proceed under the rules; or*
2. *When the thrower intends to appeal a ruling; or*
3. *When the following are true:*
  - a. *The status of the disc is unknown;*

c. A provisional throw will prevent backtracking.

D. Provisional throws are not available in the following situations, even if the requirements in 809.02.C are otherwise met:

1. When a disc potentially missed a mandatory (see 804.01)
2. When the player is considering abandoning the throw (see 809.01).
3. When the only issue is whether or not a penalty throw applies (see Appeals, 801.03).

E. To begin a provisional sequence, the player must do all three of the following things in a manner understandable to all members of the group:

1. Declare that they are starting a provisional sequence; and
2. Explain why they are starting a provisional sequence; and
3. Explain which sequence of throws will be used for which resolution.

F. Provisional throws that do not meet the requirements in 809.02 are practice throws (see 809.03).

QA-PRO-1: What is a good example of a provisional throw?

A: You tee off on a hole, and your disc lands in a marked area. From the hole notes, it is unclear to your group whether it is a hazard area or relief area. You step up to your thrown disc and say "I'm throwing two sets of provisionals, because we don't know if this is a hazard or relief area. This first set applies if this is a hazard, so this would be my third throw in that case. After making the throw, you mark a lie outside the area under 806.04.A and say "continuing with the provisionals, this

a 4 if it's a relief area. After the round, your group confers with an Official to determine the correct score.

## APPENDIX G: TEAM PLAY - CODIFY TEAM PLAY

### PROCEDURES IN COMMON USE

The PDGA, in coordination with College Disc Golf, is now breaking doubles and team play into two sections for more clarity of team play rules and to encourage more non-college tournaments to run these formats.

#### Appendix G: Team Play

##### G.01. General

A. In team play, a team of players competes together against other teams.

B. The most common team size is four players, but teams may have two or more players depending on format and the event's rules.

C. The Official Rules of Disc Golf are to be used except where superseded by these rules.

D. Doubles rules apply (see Appendix B) except where superseded by these rules.

E. PDGA-sanctioned team play events are X-designated as an Alternative Competitive Format (see 5.10.A.1).

##### G.02. Division Guidelines

A. Team play uses PDGA divisions (see the Divisions, Ratings, and Points Factor table) for the team as a whole.

B. Tournament Directors may impose eligibility requirements on teams that exceed the eligibility criteria for the team's division in the following ways:

2. Requiring one or more players who are eligible for certain age-based divisions (e.g., you must have at least one player who is age 40+ and at least one who is age 50+).
3. Requiring one or more players who are given membership classification (e.g., you must have at least one Amateur-class player).
4. Requiring players from certain ratings bands (e.g., you must have at least one player rated <900).

#### G.03.Formats

##### A. Team Singles

1. All members of the team play medal play rules (see A.01.B).
2. If a team has fewer players than the standard event team size, the missing players receive the worst singles score of any single player in the same division plus 2 throws. For example, a three-person team competes in an event where the team size is four players. Player A scores a 43, B a 45, and C a 50. The worst score of any player in the division is a 57, so the fourth score for the team is 57+2=59.
3. The Tournament Director can either add or average (using the half round up method) all scores for the round total.
  - a. Example 1: Player A scores a 43, B a 45, C a 50, and D a 54. The event uses the addition method, so the team's score is 192.
  - b. Example 2: Player A scores a 45, B a 46, C a 50, and D a 54. The average is 48.75. Using half round up, the team's score is 49.
  - c. Example 3: Player A scores a 44, B a 45, C a 50, and D a 54. The average is 48.25. Using half round up, the team's score is 48.

##### B. Team Doubles

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equal groups (e.g., a five-person team will have one group of three and one group of two).

2. Each group plays Best Throw (see B.05.A.).
3. If a team has three players, they will split into a group of two and a single player. When it is the single player's turn to throw, they only throw once, as if playing singles.
4. If the event's team size is four or more but a team only has two players, the two players play Best Throw together. The missing group receives the worst doubles score of any team in the same division plus 2 throws. For example, a two-person team competes in an event where the team size is four players. They score a 39. The worst score of any group in the division is a 57, so the second score for the team is 57+2=59.
5. The Director can either add or average (using the half round up method) all scores for the round total. See G.03.B.3 for examples of these methods.

### C. Alternate Team Doubles

1. Alternate Team Doubles is a combination of Best Throw (see B.05.A) and Modified Alternate Throw (See B.05.F.)
2. Each team breaks itself into two equal groups. Teams with an odd number of players will not have perfectly equal groups (e.g., a five-person team will have one group of three and one group of two).
3. Each group acts as a single player under Modified Alternate Throw rules, meaning the two groups alternate throws on a given hole and the Tournament Director may designate which team member makes the first throw on each hole.
4. Within each group, Best Throw rules apply. For example, a four-person team breaks into two groups: Players A and B and Players C and D. Players A and B tee off on hole 1 by playing Best Throw as if they were a doubles team. Players C and D choose the best lie from A and B's throws, and they play Best Throw from

5. If a team has three players, they will split into a group of two and a single player. When it is the single player's turn to throw, they only throw once, as if playing singles.
6. If a team has two players, they play Modified Alternate Throw doubles (see B.05.F).

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## Competition Manual for Disc Golf Events (3 Changes)

### 1.06 GROUPING AND SECTIONING - PROCEDURES FOR A GROUP OF FEWER THAN THREE PEOPLE

In tournament play, a group of fewer than three players is not allowed unless accompanied by an official. Many times, this occurs mid-round and an official is not available, meaning players must create new groups.

There has never been an official way for players to handle this scenario. This update creates a set of procedures for players to follow when this occurs.

G. Groups shall not be more than five players and should be limited to four players whenever possible. To promote fairness, groups shall not consist of fewer than three players, except under extenuating circumstances, as deemed necessary by the Tournament Director. In cases where fewer than three players are required to play together, a designated Tournament Official (see 1.12.A) must accompany the group and may play as long as that does not interfere with the competing players.

H. Notwithstanding 1.06.G, in team play, groups may exceed five players due to team size or number of teams competing. Groups shall not be more than five players and should be limited to four players whenever possible. In teams play, groups may exceed five players due to team size or odd numbers of teams competing.

Tournament Official may throw the holes along with the player(s) as long as the player(s) consent.

J. If a group has fewer than three players because one or more players were absent, they must contact the Tournament Director or a Tournament Official about how to proceed.

1. Proceeding with play without contacting the TD or Tournament Official will be deemed a deliberate misplay under 811.E for every hole played.
2. If a TD or Tournament Official cannot be reached, the player(s) should proceed under the steps in 1.06.K.

K. If a group has fewer than three players, the remaining player(s) should take the following steps:

1. Wait for the group behind them to catch up and explain that they need to form a new group or groups.
2. When combining with the group behind, if the group would exceed 5 players, the player whose initial position was last in the original larger group shall move to the smaller group. Repeat if necessary.
3. Players in the new group(s) will keep score for all members in their new group. Playing in the new group(s) does not constitute misplay if an attempt was made to contact a tournament official.
4. Improperly forming groups, or continuing play with fewer than three players, constitutes misplay (see 811) and two penalty throws will be added to the offending players' total score for every hole played with improper groups.
5. Newly-formed groups must play together until all players have completed the round, unless otherwise directed by a Tournament Official. This does not require or permit players to re-play any completed holes.

L. First round feature groups for media purposes are not allowed unless for video coverage and previously approved by each player within the group and by the PDGA Director of

## 1.08 REDUCTION OF FIELD SIZE (CUTS) - ALLOW MORE OPTIONS FOR EVENTS

Currently, if an event has a cut, that cut must be to a number where all positions within the cut are paid. This change allows events to have deeper cuts if they choose, but the TD must announce this before registration. **We have edited this section further to avoid redundancy and improve clarity.**

A. *The field may be reduced (cut) for a semi-finals or finals at the discretion of the Tournament Director, provided that the cut line, either as a percentage or number of places, is announced prior to opening player registration for the event. The only exception may be due to the PDGA Mid-Event Suspension & Cancellation Policy being invoked to finish an event, or as outlined in 6.03.F.*

...

C. *Making the cut line at or above the payout line is required so that all payout positions who make the cut get paid highly recommended. Events choosing to have a cut line must publish their cut line either as a percentage or a specified number of places at the time of registration. If additional players below the payout line made the cut due to ties, only those players remaining at least tied for a payout position would get paid. The only exceptions are when the PDGA Mid-Event Suspension and Cancellation Policy is invoked to finish an event, or as outlined in the 6.03.F.*

## 1.15 FLEX START EVENTS AND 1.05 PRACTICE ROUNDS, BEGINNING PLAY, AND LATE ARRIVALS - ADD NEW SECTION TO THE CM WITH CARVE-OUTS FOR SOME RULES AT FLEX STARTS

Flex starts are more casual than a standard C-Tier, and are often used as an introduction to organized competition. **This revision aligns flex start events more closely with PDGA League rules by adding the ability to play**

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rules at flex starts, but for 2026, the only change will be that groups may play through with permission of the other group. This will help course flow when, for example, three players are behind five players.

#### **1.05.B.3 Flex start**

*At a flex start, players may choose their own starting time, their own playing group, or both. However, the Tournament Director may adjust starting times and playing groups as needed. Flex starts are staggered start events except as specified in 1.15.*

- a. *This format is only available for one-day, one-round events sanctioned at C-Tier level and for Leagues.*
- b. *The grouping and sectioning requirements of 1.06.A and C do not apply to flex starts.*
- c. *The Tournament Director may adjust starting times and playing groups.*
- d. *Flex starts are staggered starts in all other respects.*

#### **1.15 Flex Starts**

*A. Flex starts (see 1.05.B.3) are only allowed at **one-day, one-round** C-Tiers and at Leagues.*

*B. The Official Rules of Disc Golf and the Competition Manual apply to flex starts, with the following exceptions:*

*Where the Tournament Director, local law, and event venue rules permit, players who are of legal age to do so may use or display alcohol (see 3.03.B.5). However, players still may not drink to excess or be publicly intoxicated (see 3.03.B.6).*

*Children under 13 who are accompanying a group may be supervised by an adult in the playing group (see 1.13.A).*

*Children under 13 accompanying the playing group are*

any penalties incurred by that child applied to the supervising player.

1. The requirement in 1.05.B.2 that every group start on the same hole does not apply to flex starts.
2. The grouping and sectioning provisions of 1.06.A and B C do not apply to flex starts.
3. The provision in 802.02.G barring groups from playing through does not apply to flex starts.
  - a. Groups may play through other groups.
  - b. Groups wishing to play through must have a majority of the other group agree.

The provision in 2.02.E does not apply to Flex Starts.

- a. Players are permitted to enter and compete in the same event more than once.
- b. Players choosing to do this must pay an entry fee for each round, cannot play the same division twice and must choose the division they enter prior to the round beginning.

## ~~2.02 QUALIFICATIONS - ADD REFERENCE TO FLEX START EXCEPTIONS~~

~~E. Players may not compete more than once in a single event. Each entry on the PDGA calendar is considered a separate event. For Leagues, see 1.14.C.7. For Flex Starts, see 1.15.B.5.~~

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## Minor Changes

### Official Rules of Disc Golf (6 Changes)

## REGARDING DISQUALIFICATION

An official has always been able to overrule a group decision, however this was previously indicated by inference rather than explicitly stated. This update makes it clearer. It also better defines the effects of disqualification.

*B. G. A Tournament Official, or Official, is a person who is authorized by the Director to make judgments regarding the proper application of the rules during play. An Official's ruling does not need to be confirmed to be enforced and supersedes any group calls or decisions. An Official who is playing may not act as an Official for players who are in their division.*

...

*I. Disqualification is the removal of the player's eligibility to compete in the event. Disqualified players are prohibited from further competing in the event and forfeit the right to win any cash or prizes. Only the Tournament Director (or Tournament Official specifically authorized to disqualify by the Tournament Director) may disqualify a player.*

## 803.01 MOVING OBSTACLES – CLARIFYING THE DEFINITION OF CASUAL OBSTACLE

This update clarifies that a casual obstacle, which can be moved by a player under certain circumstances without penalty, must not be embedded into the playing surface and is not a larger item such as a large branch or rock. It specifies that obstacles that require more than one person to move are not casual obstacles. This update also presents these requirements in a list format for easier reading and reference. **We have added the ability to clean up litter from the course.**

*B. A player is not allowed to move any obstacle on the course, with the following exceptions:*

- 1. A player may move casual obstacles that are resting on the playing surface farther from the target than the front*

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1. Any item or collection of loose debris (such as small stones, small unconnected branches, pinecones, leaves, or twigs, or unconnected branches) that the player can easily and quickly move by themselves; or other objects any item designated by the Tournament Director;  
and
  2. Not intentionally placed as part of the course or event; and
  3. Not embedded in the playing surface. Objects intentionally placed as part of the course or event are not casual obstacles.
2. A player may request that other people move themselves or their belongings.
  3. A player may restore course equipment to its proper working order, including the removal of obstacles.
  4. **A player may remove litter from the course.**

C. A player who moves any obstacle on the course other than as allowed above receives one penalty throw.

## 805.02 - DISC ABOVE TWO METERS - LINE OF PLAY

### RELIEF AFTER A DISC IS ABOVE TWO METERS

Currently, the rule that allows a line of play relief without penalty after a disc comes to rest above two meters lives in 803.02 Relief from Obstacles. Many players are aware of this rule, however, have a difficult time locating this rule when needing to reference it. This update simply adds this option into the two-meter rule to assist in locating it. No wording or rules have changed with this update.

It is worth noting that this option, without penalty, is only available when the Two Meter Rule is in effect.

*B If the two-meter rule is in effect when a disc has come to rest at least two meters above the in-bounds playing surface (as measured from the lowest point of the disc to the playing surface directly below it, the player receives one penalty.)*

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then subsequently mark a new lie which is farther from the target and is on the line of play without additional penalty.

## 806.02 - OUT OF BOUNDS - LINE OF PLAY RELIEF AFTER A DISC IS OUT OF BOUNDS

Like the update to 805.02, this makes this well-known rule easier to locate and cite. Again, no wording or rules have changed with this update.

*D.2 A lie designated by a marker disc placed on the playing surface up to one meter away from the point where the disc was last in-bounds. After establishing this lie, a player may then subsequently mark a new lie which is farther from the target and is on the line of play without additional penalty.*

## 806.04 – REQUIRED RELIEF AREA - NAME CHANGE AND MORE DETAILED DESCRIPTION

Due to confusion about the difference between relief areas and casual area, we have renamed this section “required relief area.” The more detailed explanation makes it clear that while a relief area is played like out of bounds, but without a penalty throw, you cannot also take line of play relief or return to the previous lie without penalty.

### 806.04 Required Relief Area

*A. A relief area is an area designated by the Director from which a disc may not be played. A relief area is considered and played as an out-of-bounds area, but no penalty throw is applied.*

A. A required relief area is an area designated by the Tournament Director from which a disc may not be played.

B. A required relief area is considered and played as an out-of-bounds area (see 806.02) with the following exceptions:

2. Because the player does not receive a penalty throw, they may not take optional line of play relief without penalty (see 803.02.E and 806.02.B.2).
3. The player may not play from the previous lie as described in 806.02.D.1. They may still abandon their throw with penalty under 809.01.

## APPENDIX A - MATCH PLAY - UNNECESSARY THROWS ARE PRACTICE THROWS

After a hole is won in match play, additional throws are not allowed.

### A.04. Scoring

D. When a player can no longer win a hole, the hole is complete and play on that hole must cease.

E Any throws after a hole is completed are practice throws. The penalty for a practice throw is added to the player's score on the next hole.

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## Competition Manual for Disc Golf Events (7 Changes)

### 1.04 - EVENT CHECK-IN - CLARIFY WHERE CHECK-IN OCCURS.

This clerical update mirrors the language in Section 4 and also clarifies bathroom breaks during the 5-minute period.

E. At A-Tier events using a staggered start with scheduled tee times, players must also check in with the starter no less than 5 minutes prior to their tee time and be present at the starting hole-starting area, which is the starter tent or other area designated by the Tournament Director, for the 5 minutes preceding their tee time each day.

*area for the 5 minutes preceding their tee time receive two penalty throws added to their starting hole.*

2. *After checking in with the starter, the player may request a bathroom break. If the player returns after their assigned tee time, the player is considered absent for the hole and receives a score of par plus four on the hole.*
3. *The starter will inform players of any pre-round notes after check-in for their tee time is complete. Players are responsible for all pre-round notes given by the starter, regardless of whether they are present or not.*
4. *F. If a player is later deemed to be absent for the first hole under 811.F.5, Misplay, then the penalty in 1.04.A.1 does not apply. The player only receives the penalty for being absent.*

## 1.05 PRACTICE ROUNDS, BEGINNING PLAY, LATE

### ARRIVALS - TDS DESIGNATE A LOCATION FOR

### SCORECARD SUBMISSION

This clarifies that the TD should designate a location, instead of a particular staff member or volunteer, where scorecards should be submitted.

*H. Paper scorecards must always be made available to each playing group, regardless of what the Tournament Director has declared to be the official method of scoring. The Tournament Director will designate a location to submit paper scorecards at the conclusion of the round.*

## 1.10 - DISTRIBUTION OF PRIZES - EXPLAINS CASH

### EQUIVALENTS

Certain prizes are considered cash equivalents for the purposes of Amateur payout. This explains what counts as cash.

*is redeemable for cash, are items equivalent to cash. Other gift cards are not considered cash and are acceptable for amateur prizes.*

## 1.14 - LEAGUES - ADD TD'S DISCRETION TO USE AND DISPLAY OF ALCOHOL

Currently, it's not clear that a TD must approve the use of alcohol at a League. This clarifies the situation.

*Where the Tournament Director, local law, and event venue rules permit, players who are of legal age to do so may use or display alcohol between the two-minute signal and submitting their scorecard (see 3.03.B.5). However, players still may not drink to excess or be publicly intoxicated (see 3.03.B.6).*

## 3.03 - PLAYER MISCONDUCT - ALLOWS TDS TO BAN TOBACCO AT EVENTS BELOW A-TIER LEVEL

Currently, the use of tobacco products is banned at A-Tiers and up. This provision allows a Tournament Director to ban these items at lower tier events.

*G. The public display or use of tobacco products by event staff, players, and by extension their caddies, is prohibited at all times at A-Tier events and at PDGA events of any Tier that solely offer Junior divisions. At all other tiers, Tournament Directors may also prohibit the tobacco products if advertised in advance of registration. For policies at PDGA Major and Elite Series events, see 4.04.A.*

## 3.09 - DISQUALIFICATION - BETTER DEFINE DQ FROM A PLAYER PERSPECTIVE

This new section makes finding the outcomes for disqualified members much easier. This update also clarifies that if a player is disqualified, they

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### 3.09 Disqualification

A. The Tournament Director (or Tournament Official specifically authorized to disqualify by the Tournament Director) is the only person who can disqualify a player from an event. For TD procedures regarding disqualification, see 5.06.D.

B. Players who are disqualified may not be present at the event or event activities without the permission of the Tournament Director.

C. Tournament Directors must report any disqualifications and any player misconduct to the PDGA in a timely fashion by using the Event Report or the Disciplinary Action Form.

D. Disqualified players shall forfeit any prize money or merchandise and shall not receive a refund of entry fees.

E. Disqualified players face potential suspension under the Disciplinary Policy & Process.

## **5.06 DID NOT PLAY, DID NOT FINISH, RATINGS MANIPULATION, AND DISQUALIFICATION**

Sometimes at events, the Tournament Director is not on site due to multiple courses or pools in play. This update clarifies that a proper withdrawal may include notification to any Tournament Official and this can be done verbally.

### *B. Did Not Finish*

1. Any registered player must be listed as "Did Not Finish" (DNF) with a 999 code if they:
  - a. do not finish an event for any reason other than ratings manipulation; and
  - b. notify the TD Tournament Director, Marshal,

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*either before leaving the venue or before the start of the next round, whichever is earlier;*

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## Clerical Items

### Official Rules of Disc Golf (11 Changes)

#### ALIGNING TERMINOLOGY

In most cases, the ORDG uses the word “Director” and the CM uses the phrase “Tournament Director” when referring to the same person. Moving forward, the official title will be “Tournament Director” and all uses of “Director” will be updated accordingly.

#### 801.01 FAIRNESS - BREAKS TEXT INTO SECTIONS

*A. These rules have been designed to promote fair play for all disc golfers. In using these rules, the player should apply the rule that most directly addresses the situation at hand.*

*B. If any point in dispute is not covered by the rules, the decision is 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.*

#### 801.02 ENFORCEMENT

This update cleans this section up and re-organizes it to a more readable order. The substantive changes listed here were all covered earlier in this document.

*A. F. The Director is the person in charge of the tournament or event. The Director may be a Tournament Director or a League Director. The Director is the head Tournament Official*

B. *G*: A Tournament Official, or Official, is a person who is authorized by the Director to make judgments regarding the proper application of the rules during play. An Official's ruling does not need to be confirmed to be enforced and supersedes any group calls or decisions. An Official who is playing may not act as an Official for players who are in their division.

C. *H*: A Tournament Spotter is an individual empowered by the Director for a specific spotting purpose without authorizing them to act as a Tournament Official.

D. *A*: Players are assigned to play holes together in a group for the purpose of verifying scores and ensuring play in accordance with the rules.

E. *B*: Players are expected to call a violation when one has clearly occurred. A call must be made promptly to be enforceable (except for misplays).

F. *G*: A player in the group may call or confirm a rules violation on any player in the group by notifying all players in the group.

G. *D*: A warning is issued to a player the first time they violate certain rules. Subsequent violations of the rule incur penalty throws.

1. A call for a rules violation that results in a warning does not need to be confirmed to be enforced.
2. Warnings do not carry over from one round to the next, nor to a playoff.

H. *E*: A penalty throw is a throw added to a player's score for violating a rule, or for relocation of the lie as called for by a rule.

1. A call made by a player for a rules violation that results in one or more penalty throws can only be enforced if the call is confirmed by another player in the group or by a Tournament Official.

*unless objected to by a player in the group or by a Tournament Official.*

*I. Disqualification is the removal of the player's eligibility to compete in the event. Disqualified players are prohibited from further competing in the event and forfeit the right to win any cash or prizes. Only the Director (or Tournament Official specifically authorized by the Director) may disqualify a player.*

*J. + Any throw or an action that is subject to penalty under more than one rule is played under the rule that results in the most penalty throws. Where the rules call for an equal number of penalty throws, the rule that was first violated is the source of the penalty throw(s).*

*K. + When the flight, position, or status of a disc is questionable, the determination is made by group vote. the group. When a group cannot reach a majority decision, the ruling is based on the interpretation that is most beneficial to the thrower.*

1. *All players, excluding the thrower, must participate in the first vote. The option with the most votes is the determination of the group.*
2. *The thrower may briefly state their opinion, but may not argue or lobby the group for an outcome. A thrower who argues or lobbies for an outcome has committed a courtesy violation, see 812, Courtesy.*
3. *If there is a tie after the first vote, the thrower then must vote in order to break the tie.*
4. *Players may abstain from a group vote if and only if they were not physically present. Otherwise, abstaining from a group vote is a courtesy violation, see 812, Courtesy..*

## **803.03 OPTIONAL LINE OF PLAY RELIEF**

**This post-public comment update moves optional line of play relief**

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in Minor Changes, above. This will move Damaging the Course to 803.04.

#### *803.02. Relief from Obstacles*

~~D. A player may elect at any time to take optional relief by declaring their intention to the group. The lie may then be relocated by marking a new lie which is farther from the target and is on the line of play. One penalty throw is added to the player's score.~~

~~E. No penalty throw is added if optional relief is being taken following a penalty taken for a disc out-of-bounds or above two meters.~~

#### *803.03 Optional Line of Play Relief*

A. A player may elect at any time to take optional relief by declaring their intention to the group. The lie may then be relocated by marking a new lie which is farther from the target and is on the line of play. One penalty throw is added to the player's score.

## **Q&A PREAMBLE**

The Q&A section of the ORDG is valuable but should be read as interpretative guidance only.

*The Questions and Answers are intended to provide guidance on how to apply the Official Rules of Disc Golf and the Competition Manual to various circumstances that may arise. The answers are not rules themselves. While they attempt to answer common questions and situations, they are not meant to be exhaustive. Players and officials must read the referenced rules in light of the guidance provided in order to best determine how to apply them.*

## QA-OB8 AND QA-OB9 – EXPLAINS HOW OB LINES

### WORK.

This new Q&A helps explain that Out of Bounds lines are planes, and things like touching a dry rock or an unpainted blade of grass inside the OB line does not make a thrown disc in-bounds. **We have clarified that the vertical plane created by the OB line extends both upward and downward.**

#### QA-OB-8

Q: My disc came to rest on a paved surface that is out-of-bounds. However, there is grass from the in-bounds portion of the hole under the disc. Am I in bounds because I am touching grass?

A: An out-of-bounds area is not defined by objects, but planes. The edge of the paved surface marks the out-of-bounds line, and a vertical plane extends upward **and downward** from that line to mark the OB area. Therefore, regardless of what object may be beneath the disc and regardless of if the object is connected to the in-bounds portion of the hole, if the disc is completely past this invisible plane, the disc is considered out-of-bounds.

#### QA-OB-9

My disc came to rest on a rock sitting in the middle of a creek. The hole notes say “creek is OB.” The top of the rock and my disc are dry. Am I in bounds because I am not touching the water?

The out-of-bounds area is defined by vertical planes that extend upward, not by what kind of surface your disc is touching. The edges of the creek mark the out-of-bounds line, and a vertical plane extends upward **and downward** from that line to mark the OB area. Your disc is clearly and completely inside those planes, so it is out-of-bounds, regardless of whether it touches the water.

QA-OBS-7 and QA-OBS-10 are similar but don't quite align. Striking the existing QAs and combining them into a new QA clears this up.

#### QA-OBS-7

*Q: What can I do about an unplayable, unsafe, or poorly marked tee?*

*A: If there is casual water on the tee pad, you can take relief under 806.03.C. Depending on where the water is on the tee, the lie may still be on the tee. As this new lie is marked with a mini marker disc, the lie is defined by 802.05.D and the stance rules from 802.07 are used. 802.05.E describes how to determine the line of play for a teeing area.*

*No relief is provided for other adverse tee conditions, though you can place a towel down to provide traction if the tee is slippery. If the tee is poorly marked and an official is not available to clarify the tee boundaries, use a provisional throw under 809.02 and bring the question before an official later.*

~~If the problem with the tee is a casual obstacle that cannot be easily removed (such as standing water), you can take casual relief behind the tee. No relief is provided for other adverse tee conditions, though you can place a towel down to provide traction if the tee is slippery. If the tee is poorly marked, locate an Official or a local player in another group, if possible, to help identify the tee area boundaries.~~

#### QA-OBS-10

*Q: Part of the tee is covered by water, can I play to the side of the tee?*

*A: If there is casual water on the tee pad, you can take relief on the Line of Play and mark a new lie under 806.03.C. As this new lie is marked with a mini marker disc, the size of the lie is now 20cm wide and 30cm deep and the stance rules from 802.07 are used. Depending on where the water is on the tee,*

~~the tee. 802.05.E describes how to determine the line of play for a teeing area.~~

## QA-RA-1 - REGULATED AREA QUICK REFERENCE GUIDE

One of the most common rule questions is how regulated areas work. This new quick reference chart should assist players when they are unsure of how to proceed. **We have changed the header for Line of Play Relief to be clearer to readers.**

*QA-RA-1 How can I differentiate all my options when I'm in or near a regulated area?*

*This chart can be used as a quick reference guide to assist with lies in or near a regulated area. Players should use this only as a quick reference guide and should refer to the associated rule if they are unsure.*

Area	Penalty	Next Lie	Line of Play Relief	Stance
<u><i>Out of Bounds</i></u>	<u><i>One throw</i></u>	<u><i>Choice of last spot in bounds, previous lie, or drop zone (if available).</i></u>	<u><i>No supporting point in contact with OB Area.</i></u>	
<u><i>806.02</i></u>				
<u><i>Casual 806.03</i></u>	<u><i>No penalty</i></u>	<u><i>Choice of thrown disc at rest, the nearest lie on the line of play and outside the casual area, any</i></u>	<u><i>Supporting points are allowed in a Casual Area.</i></u>	

Area	Penalty	Next Lie	Line of Play Relief	Stance
		<u>between</u> <u>those two.</u> <u>or drop</u> <u>zone (if</u> <u>available).</u>		
<u>Required</u> <u>Relief</u> <u>806.04</u>	<u>No</u> <u>penalty</u>	<u>Choice of</u> <u>last spot in</u> <u>bounds or</u> <u>drop zone</u> <u>(if</u> <u>available).</u>	<u>No</u> <u>point in</u> <u>contact</u> <u>with</u> <u>Required</u> <u>Relief</u> <u>Area.</u>	
<u>Hazard</u> <u>806.05</u>	<u>One</u> <u>throw</u>	<u>Thrown</u> <u>disc at</u> <u>rest</u>	<u>Supporting</u> <u>points are</u> <u>allowed in</u> <u>a Hazard.</u>	

## QA-CMP-3 - CLARIFY HOW ADDED CASH IS DEFINED

This outlines what is mandatory and discretionary when a TD is allotting added cash. **We have taken out a reference to "dollar" to make this QA currency-neutral.**

### QA-CMP-3

*Q: As a Tournament Director what options do I have for added cash when I have more than the minimum requirement for my event? Do I have to prorate it all?*

*A: Tournament Directors must prorate the minimum added cash for the event Tier; any dollar amount exceeding that minimum can be allocated however the Tournament Director deems it appropriate.*

and 3 FPO players with both division entry fees being the same, the MPO division minimum added is \$525 (70% of \$750 since 70% of the professionals are in this division) and \$225 for FPO (30% of \$750). After that, the Tournament Director can choose to add in the additional \$250 wherever they choose on top of the \$525 and \$225 minimums.

If a Tournament Director is running a League or C-Tier (where no added cash is required), they can allocate the added cash to any professional division because the regulation only applies to the minimum figure, which in this case is \$0.

### **QA-LOS-3 - TIMER START FOR LOST DISC CLOCK**

Players are often confused as to when the three minute timer for a lost disc begins. This aims to clear the matter up.

#### Q-LOS-3

Q: I know I've got three minutes to look for my disc before I'm penalized, but when does the timer start?

A: As soon as you arrive at the area where the disc is believed to be and it's not obvious where your disc is, the timer should be started. Either you or another player on your card should announce that it's started. While other members of the group are required to assist in the search, waiting for their presence and assistance does not delay the start of the timer.

### **APPENDIX B – DOUBLES AND TEAM PLAY**

The current Appendix does not separate disqualification and withdrawal. This minor clarification cleans this up as disqualification has disciplinary consequences tied to it. Additionally, "team play" is struck from the title as team play rules move to the new Appendix G.

B.05.C.6. If a team member is absent, late, or withdraws, the

*B.05.E.6. The team receives a score of par plus four on any hole missed by a late or absent team member. If either team member withdraws, the team withdraws. If a team member or is disqualified, the team is disqualified.*

*B.05.I.3. If either team member withdraws, the team withdraws. If a team member or is disqualified, the team is disqualified.*

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## CM Section 4: Majors & Elite Series (11 Changes)

Section 4 of the Competition Manual are standards and rules only applicable to Majors and Elite Series. **These changes only apply to these events; all other PDGA events (A Tiers, B Tiers, C Tiers, D Tiers and Leagues) do not use these rules.** Rule changes in Section 4 are developed in close coordination with the PDGA Operations & Logistics team, key DGPT staff, and the DGPT Players' Council.

### 4.01 APPLICABILITY – REMOVE REFERENCE TO SILVER EVENTS (CLERICAL)

DGPT no longer hosts Silver events, and Q Series events are not treated like Elite Series events for purposes of Section 4. This update reflects that.

*A. All elements of the Official Rules of Disc Golf and sections 1-3 and 5 of the Competition Manual for Disc Golf Events are in effect for all PDGA Majors and Elite Series events unless otherwise specified in this section. ~~Events of other Tiers that are run as part of a larger Elite Series tour, such as DGPT Silver events, are considered to be Elite Series events for purposes of this section.~~*

### 4.02 ELIGIBILITY (MINOR)

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A. MPO players must have a minimum rating of 935 950 and FPO players must have a minimum rating of 825 at the time of registration to compete in a PDGA Major or Elite Series event.

#### **4.03 - CADDIES AND GROUPS - BIB REQUIREMENTS (MINOR)**

Caddie bibs are now standard at all Majors and Elite Series events. This update clarifies where and when they must be worn. Also, clarification on which media can be with a card is included, because not all credentialed media can be with every group at certain events.

C. The playing group may be accompanied by:

1. chaperones, where required (see 1.13.B); and
2. any active tournament staff as determined by the TD;  
and
3. any credentialed media, subject to the media policy of the event.

D. No other people may be with the playing group. All others (including players who have already finished their round) are considered spectators and must remain in designated spectator areas away from the playing group.

E. Caddies at events must always wear a caddie bib when on the course. When in other player-only areas, they must either wear the bib or display a caddie credential if on the course during play or in a player-only area. If no bib or credential is provided or available, the player must identify their caddie to their group prior to the start of play. In that instance, they can be denied the ability to caddie by a Tournament Official.

#### **4.04 – PLAYER CODE OF CONDUCT - NO SMOKING AFTER THE FIVE MINUTE REPORTING TIME (MINOR)**

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tee to 5 minutes before tee.

A. *The prohibition on the public display or use of tobacco products in 3.03.G applies to all PDGA Major and Elite Series events in the following ways:*

1. *At the PDGA Junior World Championships, the public display or use of tobacco products by event staff, players, and by extension their caddies, is prohibited at all times.*
2. *At all other PDGA Majors and Elite Series events, the public display or use of tobacco products by players, and by extension their caddies, is prohibited from the two-minute signal beginning five minutes before a player's tee time until and ending when the official scorecard is submitted. During shotgun start rounds, the prohibition begins at the two-minute signal.*
3. *The public display or use of tobacco products by event staff is limited to designated smoking areas.*

#### **4.04 – PLAYER CODE OF CONDUCT – COURTESY**

##### **WARNINGS CARRY OVER TO PLAYOFFS (MAJOR)**

At the highest level, emotions can run high. However, players and their behavior represent the sport as a whole. If a player has already had trouble with courtesy in the final round, they should not have a free pass for an instance of bad behavior in a playoff.

G. Notwithstanding 801.02.D, at Majors and Elite Series events, courtesy warnings issued to a player during the final round of an event also apply to that player during their subsequent participation in a playoff at that event.

#### **4.05 - REGISTRATION, CHECKING IN, AND BEGINNING PLAY – FIVE MINUTE RULE, NO LONGER A NEED FOR TAX DOCUMENTS, BATHROOM BREAKS (MINOR)**

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that the area the player must remain for the 5 minutes is at the starter tent and what the official clock is defined as. Finally, clarification on bathroom breaks during the 5-minute period is added.

*B. Pre-registration is required for PDGA Majors and Elite Series events.*

*C. Pre-tournament check-in is required for all players at Majors and Elite Series events.*

- 1. Pre-tournament check-in includes completing all required and applicable documents and processes, such as waivers, tax documents, or the PDGA Identity Verification program.*
- 2. The restriction in 1.04.B does not apply to Majors and Elite Series events.*
- 3. Any player who does not check in by the time specified by the Tournament Director shall begin the first round with two penalty throws.*

*D. At events using a staggered start with scheduled tee times, players must also check in with the starter no less than 5 minutes prior to their tee time and be present at the starting hole starting area, which is the starter tent or other area designated by the Tournament Director, for the 5 minutes preceding their tee time each day.*

- 1. The official time is the time on the official clock, located in the warm-up area and starting area.*
- 2. Players who do not check in with the starter by this time or who are not present at the starting hole starting area for the 5 minutes preceding their tee time receive two penalty throws added to their starting hole.*
- 3. After checking in with the starter, the player may request a bathroom break. If the player returns after their assigned tee time, the player is considered absent for the hole and receives a score of par plus four on the hole.*
- 4. The starter will inform players of any pre-round notes*

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responsible for all pre-round notes given by the starter,  
regardless of whether they are present or not.

5. If a player is later deemed to be absent for the first hole under 811.F.5, Misplay, then the penalty in 4.05.C.1 does not apply. The player only receives the penalty for being absent.

## 4.08 - COURSE MARKINGS AND EQUIPMENT - ALIGN PDGA REGULATIONS AND DGPT PRACTICES (MINOR)

This new section standardizes many practices that DGPT and the PDGA use. These provisions are aimed at increasing visibility to players and to ensure alignment between PDGA regulations and DGPT practices.

A. The following color system is used to identify course markings.

1. Out of Bounds (806.02) - White
2. Casual Area (806.03) - Red
3. Required Relief Area (806.04) - Pink
4. Hazard (806.05) - Yellow
5. Drop Zones (802.05 C) and Mandatory Restricted Planes (804.01) - Orange

B. Advertising assets, tents and camera stands are obstacles from which the player can obtain relief (803.02 A, B). After the group determines the relief available by rule, the player may take one additional meter of relief along the line of play.

C. Spectator rope and stakes may be moved as if they were casual obstacles (803.01 B). Players must return the spectator rope to working order if moved or else they receive a one throw penalty (803.01.C).

## 4.09 - TIME EXTENSIONS - IMPLEMENT TWO TIME EXTENSIONS PER PLAYER PER ROUND AT PRO MAJORS AND ELITE SERIES EVENTS (MAJOR)

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and challenging approaches present issues that we may not have to deal with at our local C-Tier. With that in mind, each player in MPO and FPO divisions at Majors and Elite Series events will have two time extensions per round. **We have added a requirement that the use of time extensions be noted on the scorecard.**

This concept has been championed by the DGPT staff and the DGPT Players' Council for several years. The members of the DGPT Player's Council, in particular, believe this will help players make calls and will normalize self-officiating, and have committed to helping nurture that culture.

A. Players in MPO and FPO divisions at Majors and Elite Series events may use up to two (2) time extensions per round. A time extension adds thirty (30) seconds to the player's allotted time under 802.03.C.

1. A player uses a time extension by notifying the group in a manner understandable to all players. Players may not use more than one time extension on a single throw.
2. If a player exceeds their allotted time under 802.03.C without using a time extension, another player in their group must call the time extension on their behalf. This does not require a second and uses one of the throwing player's time extensions.
3. If a player is using a time extension and the playing area is no longer clear (see 802.03.F), their allotted time resets to the time specified in 802.03.C, and play proceeds as if the player had not called the time extension.

B. If a player exceeds the additional time allotted by a time extension, they receive warnings and penalties as specified in 802.03.G.

C. If a player exceeds their allotted time under 802.03.C after using both time extensions, they receive a penalty throw under 802.03.G. They do not receive a warning

**D. Time extensions must be noted on the scorecard.**

#### **4.10 – EXTENSION OF COMPETITION - ESTABLISH A "MONDAY FINISH" PROCEDURE FOR EXTREME CIRCUMSTANCES (MAJOR)**

The Disc Golf Pro Tour and PDGA Operations & Logistics staff firmly believe that for PDGA Majors and DGPT Elite+ Events, there should be one champion, and that champion should, as much as is practicable, play the originally scheduled number of holes. Weather doesn't always cooperate! This new provision allows for an extension of play, for only MPO and FPO, for 24 hours, or sometimes referred to as a "Monday Finish." This new procedure also ensures there will never be a tie for an MPO or FPO World Championship.

**A. This section is only applicable to MPO and FPO divisions.**

**B. This section is only applicable where the following are true:**

1. Play has been severely disrupted by weather or other uncontrollable events; and
2. Extending play is only way to complete the event's originally scheduled rounds; and
3. The Tournament Director approves; and either:
  - a. At Majors, the PDGA Director of Competition approves; or
  - b. At Elite Series events, the series' Tour Director approves.

**C. At events other than the PDGA Professional Disc Golf World Championships, play may be extended through sunset of the day following the scheduled end of competition.**

**D. At the PDGA Professional Disc Golf World Championships, play must be extended until a champion is determined.**

**E. Round Extension Procedures**

- a. All players must be alerted of the time when play will stop. At that time, players must complete the hole they are playing and then cease further play.
  - b. Play will continue the following day. It will begin with a shotgun restart at the time declared by the Director. All players resume play on their next uncompleted hole and complete their round or playoff.
2. When more than 16 players have not finished the last scheduled round:
- a. The last scheduled round is considered complete, and the Mid-Event Suspension & Cancellation Policy's guidelines apply.
  - b. The event adds an additional round as a final (see 1.08, Reduction of Field Size), which takes place in a staggered start format the next day.
  - c. The top 12 players advance to the finals. The remaining players have completed the event.
  - d. If a tie at a position prevents a cut to 12 players, the players tied for that position do not advance and their event is considered complete. For example, if six players are tied for 11th place, only the top 10 players will advance.
  - e. If the layout of the last scheduled round, after stoppage, ended up with 9 common holes or fewer, the layout for the finals will be the last 9 holes of that same layout. For example, if the final round stopped after all players completed holes 1-7 of an 18-hole layout, the finals will be played on holes 10-18.
  - f. If the layout of the last scheduled round

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be the remaining holes of that same layout.  
For example, if the final round stopped after  
all players completed holes 1-12 of an 18-  
hole layout, the finals will be played on holes  
13-18.

3. If a player is unable or unwilling to continue play the next day, their ranking and cash or prizes will be determined as if they had declined to participate in a semi-final or final (see 1.08.D).
4. If one or more hole(s) scheduled to be played during an extension of play has become unplayable, the hole is skipped and is not replaced with another hole.

F. In extreme situations, the provisions of this section may be insufficient. In that case, a different procedure may be developed in order to complete the event. That procedure must be approved by:

1. The Tournament Director; and either
2. At Majors, the PDGA Director of Competition; or
3. At Elite Series events, the series' Tour Director.

## **4.11 - MARSHALS - DEFINE THE ROLE OF A MARSHAL MORE CLEARLY (CLERICAL)**

This new section clarifies the differences between PDGA Marshals and other Tournament Officials that may be on site.

A. A PDGA Marshal is a Tournament Official in all aspects except for the following:

1. A Tournament Director cannot declare someone a Marshal.
  - a. At Majors, only the Director of Competition can declare someone a Marshal.
  - b. At Elite Series events, only the series' Tour Director or someone of their choosing can

*2. A Marshal can overrule a Tournament Official or Tournament Spotter.*

## 4.12 – APPEALS - WHERE DOES THE BUCK STOP AT MAJORS AND ELITE SERIES? (MINOR)

This minor update clarifies who makes the final decision when adjudicating appeals at Majors and Elite Series events. **We have added a clarifying clause here.**

*A. At PDGA Majors, the PDGA Director of Competition is by default the Chief Official (see 1.12. F). The PDGA Director of Competition can designate someone to act as the Chief Official in their place.*

*B. At Elite Series events, the series' Tour Director is by default the Chief Official (see 1.12.F). The Tour Director can designate someone to act as the Chief Official in their place.*

*C. Players may appeal rulings from a Tournament Official or Marshal to the Tournament Director, or a Tournament Director's decision to the Chief Official. Disqualifications are solely the responsibility of the Tournament Director.*

Thank you for reading!

## PODCAST DISCUSSIONS

*(note: these discussions reflect the state of the 2026 proposals prior to public comment):*

Senior Policy & Compliance Officer Robert Leonard on Staggered Stance  
(5/26):

Time Extensions! These NEW PDGA rules ...



Senior Policy & Compliance Officer Robert Leonard on Smashboxx (5/27):

Robert Leonard (PDGA) - SmashBoxxTV P...



Director of Policy & Compliance Mike Sullivan on The Upshot by Ultiworld (5/28):

The Upshot: Konopiste, 2026 PDGA Rules, ...



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