

OFFICIAL RULES of DISC GOLF

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PDGA Official Rules of Disc Golf

800 Description of the Game

The object of the game of disc golf is to complete a course in the fewest throws of the disc. A course typically consists of nine or eighteen **holes**, each of which is a separate unit for scoring.

Play on each hole begins at the tee and ends at the target. After the player has thrown from the tee, each successive throw is made from where the previous throw came to rest. On completing a hole, the player proceeds to the teeing area of the next hole, until all holes have been played.

Disc golf courses are normally laid out in and around wooded areas with diverse terrain to provide natural obstacles to the flight of the disc. The course must not be altered by the player in any way to decrease the difficulty of a hole. Players must play the course as they find it and play the disc where it lies unless otherwise allowed by these rules.

801 Application of the Rules

801.01 Fairness

- 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. 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

- 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. Any determination made by the group as a whole is to be made by a majority of the group.

- 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).
- C. 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.
- D. A **warning** is the initial advisement a player is given for violating certain rules; subsequent violations of the rule incur penalty throws. A call for a rules violation that results in a warning does not need to be confirmed to be enforced. Warnings do not carry over from one round to the next, nor to a playoff.
- E. 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. 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.
- F. 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 may call or confirm a rule violation by any player. An Official's call does not need to be confirmed to be enforced. An Official who is playing may not act as an Official for players who are in their division.
- G. The **Director** is the person in charge of the tournament or event. The Director may be a Tournament Director (TD), a Course Director, or a League Director. Only the Director may disqualify a player. Decisions made by the Director are final.
- H. A 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; or, among rules that call for an equal number of penalty throws, the rule that was first violated.

801.03 Appeals

- A. When a group cannot reach a majority decision regarding a ruling, the ruling is based on the interpretation that is most beneficial to the thrower.
- B. A player may appeal a group decision to an Official, or an Official's decision to the Director, by clearly and promptly stating that desire to the group. If an Official or the Director is readily available, the group may stand aside and allow other groups to play through while the appeal is being heard.
- C. If an Official or Director is not readily available, the thrower may make a set of provisional throws for each additional possible outcome of the ruling and later appeal the ruling to an Official or to the Director when practical.
- D. If a ruling is overturned, an Official or the Director may adjust the player's score to reflect the correct interpretation of the rules. Alternatively, the Director may have the player replay one or more holes. Rulings by the Director are final.

802 Throwing

802.01 Throw

- A. A **throw** is the propulsion and release of a disc in order to change its position.
- B. Each throw that is made as a competitive attempt to change the lie is counted, unless by rule it is disregarded.
- C. For a throw that is disregarded, any penalty throws associated with making that throw are also disregarded. Penalties that are associated with making a throw are those for: out-of-bounds, hazard, missed mandatory, above two meters, stance, marking, taking improper relief, and lost disc.

802.02 Order of Play

- A. Throwing order on the tee of the first hole is the order in which the players are listed on the scorecard(s).
- B. Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the player with the lowest score throws first, and so on. Ties do not change the throwing order.
- C. After all players have a lie other than the teeing area, the player whose lie is farthest from the target (the **away player**) is next in the throwing order.
- D. If a player is making another throw from the same lie, or a re-throw, that player remains next in the throwing order. A **re-throw** is an additional throw from the same lie which is played instead of the original throw.
- E. To facilitate flow of play, a player who is not next may throw if the player who is next consents, or if throwing will not impact the player who is next.
- F. Throwing out of order is a courtesy violation.
- G. During tournament play, no group may play through the group ahead unless directed by an Official, or if the group ahead is standing aside in accordance with the rules.

802.03 Excessive Time

- A. A player has taken excessive time if they are present and have not thrown within 30 seconds:
 - 1. After the previous player has thrown; and,
 - 2. After they have had a reasonable amount of time to arrive at and determine the lie; and,
 - 3. After they are next in the throwing order; and,
 - 4. During which the playing area is clear.

- 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.
- 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 4 for the hole.

802.04 Teeing Off

- A. Play begins on each hole with the player throwing from within the hole's teeing area. A **teeing area**, or **tee**, is the area bounded by the edges of a tee pad, if provided. Otherwise, it is the area extending three meters perpendicularly behind the designated tee line. The **tee line** is the line at the front of the teeing area, or the line between the outside edges of two tee markers.
- B. When the disc is released, the player must have at least one supporting point within the teeing area, and all supporting points must be within the teeing area. A **supporting point** is any part of the player's body that is, at the time of release, in contact with the playing surface or any other object that provides support. The player is allowed to have a supporting point outside the teeing area before or after, but not at, the moment the disc is released.
- C. A player who violates 802.04.B has committed a stance violation and receives one penalty throw.

802.05 Lie

- A. The **lie** is the place on the playing surface upon which the player takes a stance in order to throw. The **playing surface** is a surface, generally the ground, which is capable of supporting the player and from which a stance can reasonably be taken. A playing surface may exist above or below another playing surface. If it is unclear whether a surface is a playing surface, the decision is made by the Director or by an Official.
- B. The lie for the first throw on a hole is the teeing area.
- C. A drop zone is a lie. A **drop zone** is an area on the course, as designated by the Director, from which a throw is made under certain conditions. A drop zone may either be marked and played in the same manner as a teeing area, or in the same manner as a marked lie. A teeing area may be used as a drop zone.
- D. In all other cases, the lie is a rectangle that is 20cm wide and 30cm deep, centered on the line of play behind the rear edge of the marker disc. The **line of play** is the imaginary line on the playing surface extending from the center of the target through and beyond the center of the marker disc. The **marker disc**, or **marker**, is the disc used to mark the lie according to 802.06.

802.06 Marking the Lie

- A. The position of a thrown disc on the in-bounds playing surface marks the lie.
- B. Alternatively, the player may mark the lie by placing a mini marker disc on the playing surface, touching the front of the thrown disc on the line of play. A **mini marker disc** is a small disc, not used in play, that complies with PDGA Technical Standards for mini marker discs.
- C. When the thrown disc is not on the in-bounds playing surface, or when the lie is to be moved by rule, the player marks the lie by placing a mini marker disc in accordance with the applicable rule.
- D. Throwing from a lie marked in a manner other than described above is a marking violation. A player receives a warning for the first marking violation. A player receives one penalty throw for each subsequent violation of any marking rule during the round.

802.07 Stance

- A. If the lie has been marked by a marker disc, then when the disc is released, the player must:
 - 1. Have at least one supporting point that is in contact with the lie; and,
 - 2. Have no supporting point closer to the target than the rear edge of the marker disc; and,
 - 3. Have all supporting points in-bounds.
- B. A drop zone is played as either a teeing area (see 802.04.B) or a marked lie (see 802.07.A).
- C. A player who violates 802.07.A or 802.07.B has committed a stance violation and receives one penalty throw.

803 Obstacles and Relief

803.01 Moving Obstacles

- A. A player must choose the stance that results in the least movement of any obstacle that is a permanent or integral part of the course. Once a stance has been taken, the player may not move an obstacle in order to make room for a throwing motion. It is legal for a player's throwing motion to cause incidental movement of an obstacle.
- 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 on the playing surface where

a supporting point may be placed when taking a stance. A **casual obstacle** is any item or collection of loose debris (such as stones, leaves, twigs, or unconnected branches), or any item as designated by the Director.

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

803.02 Relief from Obstacles

- A. A player may obtain relief from the following obstacles that are on or behind the lie: harmful insects or animals, people, or any item as designated by the Director. To obtain relief, the player may mark a new lie that is on the line of play, farther from the target, at the nearest point that provides relief (unless greater relief is announced by the Director).
- B. If an obstacle physically prevents the player from taking a legal stance behind the marker disc, or from marking a disc above or below the playing surface, the player may mark a new lie on the line of play immediately behind that obstacle.
- C. A player who takes relief other than as allowed above receives one penalty throw.
- 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 Damaging the Course

- A. A player who intentionally damages any part of the course receives two penalty throws. The player may also be disqualified from the tournament, in accordance with Section 3.03 of the Competition Manual.

804 Regulated Routes

804.01 Mandatory Routes

- A. A **mandatory route** restricts the path the disc may take to the target.
- B. The restricted space is a vertical plane marked by one or more objects or other markers which define the edges of the space.

- C. If a throw clearly and completely enters a restricted space, the player receives one penalty throw. The lie for the next throw is the drop zone for that mandatory. If no drop zone has been designated, the lie for the next throw is the previous lie.

805 Regulated Positions

805.01 Establishing a Position

- A. A thrown disc establishes a **position** where it first comes to rest.
- B. A thrown disc is considered to be at rest when it first stops moving. A disc in water or foliage is considered to be at rest when it is moving only as a result of movement of the water, the foliage, or the wind.
- C. If a disc comes to rest above the playing surface, its position is on the playing surface directly below the disc. If there is no playing surface below the disc, then its position is on the playing surface directly above the disc.
- D. If a thrown disc breaks into pieces, its position is that of the largest piece.

805.02 Disc Above Two Meters

- A. The **two-meter rule** refers to the rules within 805.02. It is not in effect unless the Director declares it to be in effect. The Director may declare the two-meter rule to be in effect for the entire course, for particular holes, and/or for individual objects.
- 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 throw. The position of the disc is on the playing surface directly below the disc.
- C. A disc supported by the target for the hole being played is not subject to the two-meter rule.
- D. If the thrower moves the disc before a determination has been made, the disc is considered to have come to rest above two meters.

805.03 Lost Disc

- A. A disc is declared lost if the player cannot locate it within three minutes after having arrived at the area where it is thought to be. Any player in the group or an Official may begin the timing of the three minutes and must inform the group that the timing has begun.
- B. All players in the group must assist in searching for the disc. Failure to do so is a courtesy violation.
- C. Once a disc has been declared lost, the status does not change if subsequently found. A player is allowed to use the disc if found.

- D. A player whose disc has been declared lost receives one penalty throw. The next throw is made from the previous lie. If a drop zone has been designated for lost discs on the hole, the player may throw from the drop zone instead of from the previous lie.
- E. If it is discovered prior to the completion of the tournament that a player's disc that had been declared lost had been removed or taken prior to it being declared lost, then two throws are subtracted from the player's score for that hole.
- F. If a drop zone has been provided for lost discs, the Director may allow players to proceed directly to the drop zone at the cost of two penalty throws.

806 Regulated Areas

806.01 Putting Area

- A. Any throw made from within 10 meters of the target, as measured from the front of the lie to the base of the target, is a **putt**.
- B. After having released a putt, the player must demonstrate full control of balance behind the marker disc before advancing toward the target. A player who fails to do so has committed a stance violation and receives one penalty throw.

806.02 Out-of-Bounds

- A. An **out-of-bounds** (OB) area is an area designated by the Director from which a disc may not be played, and within which a stance may not be taken. The out-of-bounds line is part of the out-of-bounds area. Any area of the course that is not out-of-bounds is **in-bounds**.
- B. A disc is out-of-bounds if its position is clearly and completely surrounded by an out-of-bounds area.
- C. A disc that cannot be found is considered to be out-of-bounds if there is compelling evidence that the disc came to rest within an out-of-bounds area. In the absence of such evidence, the disc is considered lost and play proceeds according to 805.03.
- D. A player whose disc is out-of-bounds receives one penalty throw. The player may play the next throw from:
 - 1. The previous lie; or,
 - 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.

The above options for an out-of-bounds area may be limited by the Director only with prior approval from the PDGA Director of Event Support.

At the Director's discretion, the player may additionally choose to play the next throw from:

- 3. Within the designated drop zone; or,
- 4. A lie designated by a marker disc placed on the playing surface up to one meter away from the point on the out-of-bounds line nearest the position of the disc.
- E. If the position of the thrown disc is in-bounds and within one meter of an out-of-bounds line, the lie may be relocated to a new lie at any point on a one meter line that extends perpendicularly from that point on the out-of-bounds line and passes through the thrown disc. Alternatively, when the thrown disc is within one meter of a corner, the lie may be relocated on a one meter line that extends from that corner through the thrown disc.
- F. The out-of-bounds line extends a vertical plane. When marking within one meter of the out-of-bounds line, the one meter relief may be taken from any point up or down on the vertical plane.
- G. If a drop zone has been provided for an out-of-bounds area, the Director may allow players to proceed directly to that drop zone at the cost of two penalty throws.
- H. The Director may announce relief greater than one meter for particular out-of-bounds areas on a hole.
- I. If the thrower moves the disc before a determination regarding its out-of-bounds status has been made, the disc is considered to be out-of-bounds.

806.03 Casual Area

- A. A **casual area** is casual water, or any area specifically designated as a casual area by the Director before the round. **Casual water** is any body of water that is in-bounds and has not been explicitly declared by the Director to be in play.
- B. To obtain relief from a casual area, the player's lie may be relocated to the nearest lie which is farther from the target and is on the line of play, at the nearest point that provides relief (unless greater casual relief is announced by the Director).

806.04 Relief Area

- A. A **relief area** is an area designated by the Director from which a disc may not be played, or any in-bounds area that players are prohibited by law from entering. A relief area is played as an out-of-bounds area with the exception that no penalty throw is assessed to a player whose disc comes to rest in a relief area.

806.05 Hazard

- A. A **hazard** is an area designated by the Director which incurs a penalty throw.
- B. A disc is in a hazard if its position is clearly and completely surrounded by the hazard or by a combination of the hazard and an out-of-bounds area.
- C. A player whose disc is in a hazard receives one penalty throw. The lie is not relocated.

- D. If the thrower moves the disc before a determination whether it is in a hazard has been made, the disc is considered to be in the hazard.

807 Completing the Hole

- A. A **target** is a device whose purpose is to clearly determine completion of a hole. A **basket target** is designed to catch discs and generally consists of a tray, chains, and a chain support mounted on a pole. An **object target** generally has a marked target area.
- B. In order to complete a hole with a basket target, the thrower must release the disc and it must come to rest supported by the tray or the chains below the chain support.
- C. In order to complete a hole with an object target, the thrower must release the disc and it must strike the marked target area of the object.

808 Scoring

- A. The player listed first bears primary responsibility for picking up the group's scorecard(s).
- B. Players in the group keep score proportionally, unless a player or a scorekeeper volunteers to keep score more and that is acceptable to all players in the group.
- C. After each hole has been completed, the scorekeeper records the score for each player in the group in a manner that makes each score clear to every player in the group. Any warnings or penalty throws are to be noted along with the score for the hole.
- D. The score for a player on a hole is the total number of throws, including penalty throws. The total score for the round is the sum of all hole scores, plus any additional penalty throws. The use of anything other than a number as a score (including the lack of a score) is subject to penalty as described in 808.G.2.
- E. If there is disagreement about the score a player reports, the group reviews the hole and attempts to arrive at the correct score. If the group cannot reach consensus on the player's score, they seek the help of an Official or the Director as soon as is practical. If all players in the group agree that a score is incorrect, the score may be corrected before the scorecard is submitted.
- F. All players are responsible for submitting their scorecards within 30 minutes of when their group has finished the round. A player whose scorecard is not submitted on time receives two penalty throws.
- G. After the scorecard has been submitted, the total score as recorded is final, except for the following circumstances:

1. Penalty throws may be added or removed up by the Director up until the Director declares the tournament over, or all awards have been distributed.
2. If the total score or any hole score is incorrect, improperly recorded, or missing, two penalty throws are added to the correct total score. Those penalty throws are not added when the score has been adjusted for other violations determined after the player had submitted an otherwise correct scorecard.

809 Other Throws

809.01 Abandoned Throw

- A. A player may choose to abandon their most recent throw by declaring their intention to the group. The abandoned throw and one penalty throw are counted in the player's score, and the player plays from the lie from which the abandoned throw was made. Penalty throws incurred by the abandoned throw are disregarded.
- B. If a drop zone has been designated for abandoned throws on the hole, the player may throw from the drop zone instead of the previous lie.

809.02 Provisional Throw

- A. A **provisional throw** is an extra throw that is not added to a player's score if it is not ultimately used in the completion of the hole. The player must inform the group that a throw is provisional prior to making it.
- B. Provisional throws are used:

1. To save time. A player may declare a provisional throw any time:
 - a. The status of a disc cannot be readily determined because it may be lost, out-of-bounds, or have missed a mandatory; and,
 - b. The group agrees that a provisional throw may save time.

The thrower then continues play from whichever of the two throws is deemed by the group or an Official to have resulted in the correct lie.

2. To appeal a ruling when there are different resulting lies. A set of provisional throws may be taken to complete a hole as part of an appeal when a player in the group disagrees with a group decision and an Official is not readily available, or if a player in the group wishes to appeal the decision of an Official. The scores from both sets of throws are recorded. Once the appeal has been resolved, only the score from the correct set of throws is counted.

809.03 Practice Throw

- A. A **practice throw** is any throw that is not made as a competitive attempt to change the lie, except for a throw that is made either to set aside an unused disc or to return a disc to a player and that travels less than five meters in the air. A drop is not a practice throw.

- B. A player receives one penalty throw for making a practice throw; the throw itself is disregarded and not counted.

810 Interference

- A. If a thrown disc has moved after having come to rest on the in-bounds playing surface, it is replaced to where it first came to rest, as agreed on by the group. A thrown disc that has come to rest elsewhere does not need to be replaced, and its position is based on where it first came to rest, as agreed on by the group.
- B. A marker disc that has moved is replaced to its original location, as agreed on by the group.
- C. A thrown disc that strikes a person or animal is played where it first comes to rest.
- D. It is a violation if a player or their equipment interferes with the course of their own thrown disc. The throw and one penalty throw are counted in the player's score; the player continues play from the previous lie. Any other penalty throws incurred by the throw are disregarded. If a throw is interfered with by request of the thrower, that is considered the same as a player interfering with their own throw.
- E. A thrown disc whose course was intentionally altered by someone other than the thrower is given a position at the point of contact, as agreed on by the group. The thrower may choose to play from the resulting lie, or to abandon the throw without penalty, in which case the original throw is not counted in the player's score.
- F. A player who intentionally interferes with another player's disc in any of the following ways receives two penalty throws:
1. Altering the course of a thrown disc (other than to prevent injury); or,
 2. Moving or obscuring a thrown disc or marker disc (other than in the process of identification, retrieval, marking, or as allowed by 810.H).
- G. Players must not stand or leave their equipment where interference with a disc in play may occur. A player may require other players to move themselves or their equipment if either could interfere with the throw. Refusal to do so is a courtesy violation.
- H. A disc in play that was thrown by another player and comes to rest on or behind the lie may be moved. After the player has thrown, the other player's disc is replaced to where it came to rest, as agreed on by the group.

811 Misplay

- A. It is the responsibility of the player to play the course correctly. Before play begins, players are expected to attend the **players' meeting** in order to learn about any special conditions that may exist on the course, including extra holes, alternate teeing areas, alternate hole placements, out-of-bounds areas, mandatories, and drop zones.

- B. A **misplay** has occurred if the player either has failed to complete every hole on the course correctly and in the proper order or has played from an incorrect lie for any throw.
- C. If a misplay is discovered after the scorecard has been submitted, the player receives the penalty throws applicable to the misplay.
- D. A misplay is not a stance violation, nor is it a practice throw.
- E. A player who deliberately misplays the course to gain competitive advantage may be disqualified in accordance with Section 3.03 of the Competition Manual.
- F. Types of misplay:
 - 1. **Incorrect Lie.** The player has played from a lie that is not the correct lie. For example, the player has:
 - a. Teed off from a teeing area that is not the correct teeing area for the current hole; or,
 - b. Thrown from a lie other than that established by the thrown disc; or,
 - c. Played an out-of-bounds disc as if it were in-bounds; or,
 - d. Thrown from a lie established by a previous throw which missed a mandatory; or,
 - e. Played a disc in a relief area as if it were not in a relief area.

If no subsequent throws have been made after the misplayed throw, that throw is disregarded. The player plays from the correct lie and receives one penalty throw for the misplay. If an additional throw has been made after the misplayed throw, the player continues play and receives two penalty throws for the misplay.

- 2. **Wrong Target.** The player has completed play on a target that is not the correct target for the hole being played. If no subsequent throw has been made, play continues from the resulting lie. If the target is a basket target, then the disc is above the playing surface and play proceeds according to 805.01.C. If the player has teed off on the next hole, two penalty throws are added to the score for the misplayed hole.
- 3. **Failure to Complete a Hole.** The player has finished the round or thrown on a hole without having completed a previous hole. The score for the misplayed hole is the number of throws made, plus one for completing the hole, plus two penalty throws for the misplay. Intentionally failing to complete a hole constitutes withdrawal from competition.
- 4. **Non-Sequential Play.** The player has completed play on a hole in the wrong order. The player continues to play the course in its proper order. Regardless of the number of holes played in the wrong order during the round, a total of two penalty throws is added to the player's total score for the misplay. The score for any completed hole stands.

5. Absent. If a player is not present at the start of the round for their assigned group, the player is considered absent and does not play the hole. A player is also considered absent if the player has not played the previous hole and is not present when their group is ready to start on a hole. The absent player receives a score of par plus four for each hole not played. **Par** is determined by the Director.
6. Missing. If a player was present with the group and is now missing when it is their turn to throw, the player is given 30 seconds to rejoin the group. If the player remains missing for that time, then the player is considered absent for the hole and receives a score of par plus 4 for the hole. See 802.03.C for exception to this rule.
7. Omitted Hole. The round has been completed, and the player has neglected to play one or more holes. The player receives a score of par plus four for each unplayed hole.
8. Incorrect Hole. The player has completed a hole that is not part of the course for that round, in place of a hole that is part of the course for the round. Two penalty throws are added to the player's score for the hole.
9. Extra Hole. The player has completed a hole that is not part of the course for that round. Two penalty throws are added to the player's total score. Throws made on the extra hole are not counted.
10. Wrong Starting Group. The player has begun play in a group other than the one to which they were assigned. The player must find their assigned group to begin play. Any throws made by a player in the wrong group are disregarded. The player is subject to penalties for being absent from their assigned group.
11. Wrong Starting Hole. The group has begun play on a hole other than the one to which they were assigned. If any player in the group makes more than one throw on the hole, the entire group has misplayed the hole. The group completes the hole, and each player adds two penalty throws to their score for the hole. Otherwise, the players who have made a single throw each receive one penalty throw and the misplayed throw is disregarded. The group then proceeds to the correct hole to begin their round.

812 Courtesy

A. A player must not:

1. Throw if the throw might injure someone or distract another player; or,
2. Throw out of order without consent or when it would impact another player; or,
3. Engage in distracting or unsportsmanlike actions such as:

- a. Shouting (unless warning someone at risk of being struck by a disc),
 - b. Cursing,
 - c. Striking, kicking, or throwing park, course, or player equipment,
 - d. Moving or talking while another player is throwing,
 - e. Advancing beyond the away player; or,
4. Leave equipment where it may distract other players or interfere with a thrown disc; or,
5. Litter, including cigarette butts; or,
6. Allow their smoke to disturb other players.
- B. A player must:
- 1. Perform actions expected by the rules, including:
 - a. Helping to find a lost disc; and,
 - b. Moving equipment when asked; and,
 - c. Keeping score properly.
 - 2. Watch the other members of the group throw in order to ensure rules compliance and to help find discs.
- C. A player receives a warning for the first violation of any courtesy rule. Each subsequent violation of any courtesy rule by that player in the same round incurs one penalty throw. A courtesy violation may be called or confirmed by any affected player, or by an Official. Repeated courtesy violations may result in disqualification by the Director.

813 Equipment

813.01 Illegal Disc

- A. Discs used in play must be approved by the PDGA and meet all of the conditions set forth in the PDGA Technical Standards. For a list of approved discs, see pdga.com/technical-standards/equipment-certification/discs
- B. Allowed modifications to a disc after production are limited to:
- 1. Wear and tear from usage during play;
 - 2. Moderate sanding to address wear and tear or small molding imperfections;
 - 3. Marking with dye or permanent marker ink.
- C. Other modifications to a disc after production make the disc illegal, including but not limited to:

1. Modifying the disc in a way that alters its original flight characteristics;
 2. Excessively sanding the disc;
 3. Etching, carving, or engraving the disc;
 4. Adding a material of a detectable thickness such as paint.
- D. When night or snow play has been announced by the Director, players are allowed to add a material or device to assist in finding the disc.
- E. A disc which is cracked or has a hole in it is illegal.
- F. A disc that is questioned by another player or an Official is illegal unless it is subsequently approved by the Director.
- G. A player who throws an illegal disc during play receives two penalty throws. A player who repeatedly throws an illegal disc may be subject to disqualification in accordance with Section 3.03 of the PDGA Competition Manual.
- H. All discs used in play, except mini marker discs, must be identifiably marked. A player receives a warning for the first throw of an unmarked disc. A player receives one penalty throw for each subsequent throw of an unmarked disc.

813.02 Illegal Device

- A. A player must not use any device that directly assists in making a throw.
- B. Placing an object as a directional aid is not allowed.
- C. Devices that reduce or control abrasion to the skin (such as gloves, tape, bandages, or gauze), items applied to the skin to improve grip (such as talc, chalk, dust, or dirt) and medical items (such as knee or ankle braces) are allowed.
- D. An item such as a towel or a pad may be placed under a supporting point as long as it is not greater than one centimeter in thickness when compressed.
- E. A device that is questioned by another player or an Official is illegal unless it is subsequently approved by the Director.
- F. A player receives two penalty throws if observed at any time during a round to be using an illegal device. A player who repeatedly uses an illegal device may be subject to disqualification in accordance with Section 3.03 of the PDGA Competition Manual.

Appendix A

Match Play

A.01 General

- A. In **match play**, a pair of players competes against each other in an effort to win each hole during the round. The player who wins more holes wins the match.
- B. The **Official Rules of Disc Golf** (which describe **medal play**) are to be used except where superseded by these rules.
- C. A pair of opponents plays in a group with at least one other pair, or an Official.

A.02 Order of Play

- A. The teeing order for pairs of opponents in the same group follows the order on the scorecard.
- B. Within each pair of opponents, the player listed first on the scorecard throws first on the first hole. On all subsequent holes, the player who won the previous hole throws first. Ties do not change the throwing order.

A.03 Penalties

- A. Only a player's opponent may call a violation on or warn a player. Any player in the group or an official may confirm the call.
- B. Penalties and warnings assessed between holes apply to the next hole.

A.04 Scoring

- A. Scoring in match play is recorded in terms of which player has won more holes at any given point. The match starts with the pair tied, or **all square**. As the match progresses, the player who has won more holes is **up** that many holes; their opponent is **down** that many holes.
- B. A player wins a hole by completing the hole in fewer throws than their opponent. The player who won the hole receives a score of 1. The other player receives no score, which can be indicated by a dash. If the two players complete the hole with the same number of throws, the hole is **halved**, and neither player receives a score.
- C. A player may ask their opponent how many throws they have made on the current hole. A player who falsely reports that number loses the hole.

A.05 Conceding

- A. A player may concede a match at any time before the conclusion of the match. The opponent wins the match.
- B. A player may concede a hole at any time before both players have completed the hole. The opponent wins the hole.

- C. A player may concede their opponent's next throw. The throw is considered to have completed the hole.
- D. A pair of players may agree to halve the hole being played.
- E. A concession may not be declined or withdrawn.

A.06 Winning the Match

- A. When a player is up more holes than there are holes remaining to be played, that player has won the match.
- B. If a pair of players is all square at the end of the round, the match is tied. The Director decides if and how ties are to be broken.

Appendix B

Doubles and Team Play

B.01 General

- A. A doubles team consists of two players. Alternative formats with different team sizes are possible and can be extrapolated from these rules.
- B. The **Official Rules of Disc Golf** are to be used except where superseded by these rules.

B.02 Order of Play

- A. The throwing order for the first hole is the order in which the teams are listed on the scorecard(s). Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the team with the lowest score throws first, and so on. Ties do not change the throwing order.
- B. After all teams have a lie other than the teeing area, the team whose lie is farthest from the target is next in the throwing order.
- C. Members of a team who are throwing from the same lie may throw in either order.

B.03 Penalties

- A. Penalties incurred by a throw apply only to the team member who made the throw. All other warnings and penalties are incurred by the team as a whole and are scored against the team regardless of format.
- B. Any throw which cannot possibly improve a team's score is an **extra throw**. A team whose member has made an extra throw receives a warning for the first violation, and a penalty throw for each subsequent violation by any member of the team.

B.04 Lie

- A. In formats where both team members throw from the same lie, a team member who throws from a lie other than the lie played by the first member to throw receives one penalty throw for misplay.

- B. A lie being played by both team members must be marked using the same marker disc. Failure to do so is a marking violation.
- C. If a lie being played by both team members is relocated for any reason, both members must play from the relocated lie.

B.05 Formats

A. *Best Throw*

1. Both team members throw from the teeing area. The team then chooses which of the two positions to play from for the next throw. Both team members throw from the resulting lie, and the team again chooses which of the two positions to play from, and so on.
2. A team completes a hole when either team member completes the hole.
3. The score for a team on a hole is the number of throws for the lies that were played, plus any penalty throws.
4. If a team picks up a thrown disc before a lie has been chosen or marked with a marker disc, the team may not choose that throw. If a team picks up both thrown discs without a lie having been marked, the second disc to have been picked up is replaced to its original position as agreed upon by the group, and the team must play from the resulting lie.
5. If one team member is absent, late, or ceases play, the other team member may play, but no throws are made on behalf of the missing team member. A late team member may join play only between holes.

B. *Modified Best Throw*

1. Modified Best Throw is the same as Best Throw, with the following variation: The Director may set a limit on when the team may use each member's tee throw. The team receives two penalty throws each time that limit is exceeded.

C. *Worst Throw*

1. Both team members throw from the teeing area. The team's opponents then choose which of the two positions the team will play from, with the goal of maximizing the team's score on the hole. Both team members throw from the resulting lie, and their opponents again choose which of the resulting positions the team will play from, and so on.
2. A team completes a hole when all team members complete the hole from the same lie.
3. The score for a team on a hole is the number of throws for the lies that were played, plus any penalty throws.
4. If a team picks up or marks a thrown disc before their opponents have chosen a lie, the disc is replaced to its original position as agreed upon by the group. The opponents then choose between the resulting lie of the moved disc, the lie of the other disc, and the previous lie as the lie for the moved disc.
5. If the opponents choose a clearly favorable lie, they may be disqualified by the Director.

6. If a team member is absent, late, withdraws, or is disqualified, the team is disqualified.

D. *Tough Throw*

1. Tough Throw is the same as Worst Throw, with the following variation:
A team completes the hole when any team member completes the hole.

E. *Alternate Throw*

1. The team chooses which member makes the first throw on the first hole.
Each team member then throws from the lie resulting from the previous team member's throw, and so forth.
2. A team completes a hole when either team member completes the hole.
3. The score for a team on a hole is the number of throws by that team, plus any penalty throws.
4. A throw by the incorrect team member is a misplay and incurs one penalty throw. The throw is disregarded, and the correct team member throws.
If an additional throw has been made after the incorrect team member has thrown, the team receives two penalty throws, and play continues.
5. For any re-throw from the same lie, the same player makes the re-throw.
6. The team receives a score of par plus four for any hole missed by a late or absent team member. If either team member withdraws or is disqualified, the team is disqualified.

F. *Modified Alternate Throw*

1. Modified Alternate Throw is the same as Alternate Throw, with the following variation: The Director may designate which team member makes the first throw on each hole.

G. *Best Score*

1. Each team member plays the hole as an individual player.
2. A team completes a hole when a team member completes the hole with the lowest potential score for the team.
3. The score for a team on a hole is the lowest score on the hole by either team member, including any penalty throws incurred by that player, plus any team penalty throws.

H. *Best Score from Alternating Lies*

1. Each team member throws from the teeing area, which starts two sequences of Alternate Throw.
2. A team completes a hole when either sequence of Alternate Throw completes the hole with the lowest potential score for the team.
3. The score for a team on a hole is the lower of the scores for the two Alternate Throw sequences, including any penalty throws incurred during that sequence, plus any team penalty throws.

Appendix C

Resources

Official Rules of Disc Golf: pdga.com/rules/official-rules-disc-golf

Rules Q & A: pdga.com/rules/official-rules-disc-golf/questions-and-answers

Competition Manual: pdga.com/rules/competition-manual-disc-golf-events

Course Directory: pdga.com/course-directory

Technical Standards: pdga.com/technical-standards

Tournament Director Information and Resources: pdga.com/tdinfo/resources

Appendix D

Conversions

All measurements listed in the rules are given in metric units. The following U.S. customary/imperial unit equivalents are to be used when no metric measuring device is available.

Metric System	English System
10 meters	32 feet 10 inches
3 meters	9 feet 10 inches
2 meters	6 feet 7 inches
1 meter	3 feet 3 inches
30 centimeters	1 foot
20 centimeters	8 inches
1 centimeter	1/2 inch

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Suggestions for improvements to the next revision should be made to the PDGA Rules Committee, who can be reached at rules@pdga.com

Rules Questions and Answers

Application of the Rules

QA-APP-1

Is there a priority order for which violation should count if more than one rule applies?

Yes. The violation with the most severe penalty is applied. Ties are broken by what happened first. A single throw cannot be penalized for more than one violation.

QA-APP-2

When multiple violations have occurred on a single throw, how do I determine which rule was first violated, given that a rule has not been violated until the disc has come to rest?

The meaning of “first” in the rule is the common understanding of when the disc first enters a state where it is in violation of a rule. One common pair of rules that can be violated during a single throw are OB and Mandatory. As soon as a disc enters the restricted space it is considered to have missed the mandatory, whereas a disc is not considered OB until it comes to rest. Therefore, the missed mandatory happened first.

QA-APP-3

Can I appeal a ruling that was made on another player in my group?

Yes. The affected player may then choose to play provisional throws.

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.

QA-APP-5

My group made a ruling that turned out to be wrong. They called me safe when I was actually OB, so I played from an incorrect lie. Do I get penalized?

You are responsible for playing the course properly. If you disagree with the group and an official is not readily available, play a provisional and have the TD make a ruling later.

QA-APP-6

What rules apply if I'm playing in an unsanctioned tournament or any other non-PDGA round?

If you are playing an event where it is announced that PDGA rules apply, then the **Official Rules of Disc Golf** apply, whether the event is sanctioned by the PDGA or not. The **Competition Manual** only applies to PDGA events. If no announcement has been made regarding the rules, you can play by whatever rules your group or the event participants agree on, including the PDGA rules.

QA-APP-7

What if there is no Tournament Director?

All PDGA-sanctioned tournaments have a Tournament Director. For non-sanctioned events or casual play, if anyone has authority over the players, they can take on the responsibilities of the Director. If no one wants to be the Director, then you will have to play without some of the functions of the Director. For example, there may not be any appeals of group rulings. Some Director functions may be available in other ways. For example, the course signage should tell you in what order to play the holes,

where any out-of-bounds is, and other things that are normally covered in the players' meeting or caddie book.

QA-APP-8

Everyone in my playing group is a certified official. Certain rules require either two players in the group or an official to make the call. Can just one of us make these calls since we're all officials?

No. To make calls during tournament play, you must have been authorized by the Director as a Tournament Official. Passing the test does not make you a Tournament Official (referred to throughout the rules as an Official). Additionally, Officials have restrictions on making calls depending on whether they are playing or not. An Official (including the TD) who is playing cannot act as the sole Official for calls that affect players in their division. A non-playing Official can be the sole person to make a call where rules indicate an Official may make the call. A spotter can make calls (for example, regarding the position of a disc that has gone out-of-bounds) if they are also an Official. If they are not, their call should be considered as input for a group decision.

QA-APP-9

Can a player make or confirm a call on themselves?

Yes.

Throw

QA-THR-1

My throwing hand bumped a tree branch during my backswing, knocking the disc to the ground, and the disc rolled forward of my lie. Was that a throw?

No. A throw begins when the disc is moving forward in the intended direction. A disc dropped or knocked out before or during a backswing does not count as a throw.

QA-THR-2

Are there any restrictions on how you throw the disc? For example, can you throw nothing but overhand shots?

There are no restrictions on how you throw the disc. You may throw backhand, sidearm, overhand, thumber, or any other way that occurs to you. You can throw it with your foot if you want.

Teeing Off

QA-TEE-1

How are teeing areas designated?

Directors may use any of several methods to define the teeing areas and drop zones. A single course may use more than one type of tee. When in doubt, ask the Director. Here are some common ways of designating teeing areas.

- If an artificial tee pad is provided and has no markings, the teeing area is the area which contrasts with its surroundings in color, material, height, and/or texture.
- Some tee pads are built with a follow-through area in front. The follow-through area may be a different color, or it may be the part in front of a marked tee line. The part of the pad which is behind the follow-through area is the teeing area.
- If an outline is marked (whether a complete or partial line, or with four markers), the teeing area is the area within the outline. If markers are used, the teeing area is defined by the outside edges of the markers.
- If no artificial tee pad is provided, the teeing area extends three meters perpendicularly behind the designated tee line. If a line marks the tee line, the teeing area includes the marked line. If two tee markers mark the tee line, the teeing area extends forward and outward to the outer edges of the tee markers.
- If there is only a tee sign, or one tee

marker, the tee is to one side of and behind the sign or marker.

QA-TEE-2

I threw my drive off a raised concrete tee pad. When I let go, the front of my foot was hanging off the front edge of the pad. Was that a stance violation?

No. The rule states that all supporting points must be within the teeing area at the time of release. "Supporting point" refers to any point on the player that is in contact with the playing surface (in this case the tee pad), rather than to a complete body part such as a foot. The part of the foot that is hanging off the end is not a supporting point because it is not in contact with the playing surface, so no violation has occurred.

Lie

QA-LIE-1

My throw landed on a bridge that spans an OB creek. Do I play from the bridge, or is my disc OB since it's above the creek? What if I'm on the bridge but over land?

A bridge is an example where one playing surface is vertically stacked above another playing surface. Each playing surface is treated independently. The bridge is in-bounds unless the TD has declared it to be OB, regardless of whether a playing surface above or below it is OB. If the two-meter rule is in use, it does not apply because your disc is on, not above, the playing surface. You mark your lie on the bridge, and there is no penalty.

Marking the Lie

QA-MAR-1

An inexperienced player in my group flipped their disc to mark it and threw from there. What's the call?

That is a marking violation since an improper method was used to mark the lie. A player's first marking violation results in a warning.

QA-MAR-2

My disc is stuck in a tree, directly above the trunk. How do I mark it?

If there is room to mark your disc directly below it, that is what you do. If not, you mark at the first available spot back along the line of play.

Stance

QA-STA-1

A supporting point is defined as "any part of the player's body" that touches the playing surface. However, there's almost always a layer of clothing such as a shoe between the player's body and the playing surface. Does that count?

Yes. The phrase "part of the player's body" should be interpreted to include not only clothing but also mobility devices such as canes or crutches (as long as they are providing support).

QA-STA-2

Can I hold onto a branch or other object behind my lie while putting?

Holding on to something behind your lie for support is not prohibited by the rules, provided that the object is in-bounds. It also must not be moved, since you are required to take the stance that results in the least possible movement of obstacles on the course. You are not allowed to hold onto another person for support, as that person is not part of the course.

QA-STA-3

Our course has two horizontal rainwater run-off culverts that exit from the side of a hill into the fairway. They are about two feet in diameter with metal grills over their exits that have gaps big enough for discs to enter but not a player. If a disc enters a culvert, can the player simply mark on the hillside directly above their disc's location in the culvert with no penalty since the disc is below the playing surface?

Yes. Inside the culvert is not a playing surface, but the hillside above it is. If the TD has not provided guidance on how to handle discs entering these culverts, then players can mark on the hillside directly above their disc with no penalty.

QA-STA-4

I have an uphill lie for a short putt. Can I place my back foot on the lie and my front foot on the ground ahead of the lie, then lift my front foot just before releasing? After throwing the disc my momentum takes me behind the lie. I call this a "fade-away" putt.

Yes, that is allowed. Your stance was legal when you released the disc, and you did not go past your lie (closer to the hole) after releasing.

Obstacles and Relief

QA-OBS-1

My drive ended up under a picnic table. Can I play from behind it? On top of it?

Picnic tables, along with any other park or course equipment, are obstacles on the course. They are to be treated as any other obstacles, for example a bush or a tree. How you play your next throw depends on the picnic table. If there is room for you to take a stance under it, even by sticking your leg underneath, that's what you do. If your disc is on top of the picnic table and there is room underneath, it is a lie above ground, and you mark directly below it and play from there. If the disc is on top and there's no room underneath, the table is treated as a solid obstacle, and you mark directly behind it on the line of play.

QA-OBS-2

A large broken branch (a foot in diameter and eight feet long) is in my stance. Am I allowed to move it?

Yes, if you are able. There is no limit on the size of a casual obstacle as long as it meets the definition. You can

move it as long as that's practicable and you throw within the 30 seconds allowed by the Excessive Time rule.

QA-OBS-3

My disc came to rest under a long fallen tree branch. The branch is clearly detached from the tree, and extends from behind my disc to in front of it. Can I move the branch?

Yes. If part of the branch is anywhere you could put a supporting point when taking a stance, you're allowed to move it, even if another part is closer to the hole than the back of your marker.

QA-OBS-4

A loose, broken branch is hanging down just behind my marker, making it difficult for me to take a stance. It is not touching the ground. Am I allowed to move it? Do I get casual relief?

No. Since it is not on or the playing surface where a supporting point may be placed, it has the same status as a healthy, connected branch. You will have to play around it.

QA-OBS-5

Can I get relief from irritating plants such as poison ivy, poison oak, or nettles?

No, unless the Director has declared casual relief for them. Those plants affect players differently, and very rarely pose a serious health risk. If your disc goes into some plants and you don't want to play from there, you can take optional relief, or abandon the throw, at the cost of a penalty throw.

QA-OBS-6

How do I mark my lie when my disc lands in an area of the course that has sensitive, protected, endangered, or valuable foliage?

The Director may declare an area to be OB or a Relief Area, in which case you mark your lie according to the relevant rule. If no special handling of the area has been

announced by the Director, and you are prohibited from entering it, then it is a Relief Area, and you play according to the applicable rule. Note that you can take optional relief, or abandon the throw, at the cost of a penalty throw.

QA-OBS-7

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

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-8

There's a huge spider web right in front of me where I want to throw. Can I knock it down?

Only if at least some of it is on the playing surface where a supporting point may be placed, in which case it is debris and can be removed as a casual obstacle. If it's only in your flight path or it doesn't touch the ground, it cannot be moved.

QA-OBS-9

A player taking relief from obstacles or from a Casual Area can move back along the line of play to the first available lie. What is the "greater relief" that the Director can announce?

Greater relief could be a drop zone, a re-throw, or the ability to move the lie. Relief (moving the lie without penalty) is granted for situations that are out of the ordinary, so the Director has a lot of leeway to deal with exceptional situations.

Regulated Routes

QA-MAN-1

My throw went past the mandatory on the incorrect side, then rolled back around the other side and ended up short of the mando. Have I still missed it?

Once your disc has entered the restricted space, the rest of the flight does not matter. You have missed the mandatory.

QA-MAN-2

I missed the mandatory, and no drop zone has been marked. Where is my lie?

You go back to your previous lie.

Establishing a Position

QA-POS-1

How do I mark a disc in an inaccessible location below the playing surface like a crevice? Is there a penalty?

The rules that apply to a disc above the playing surface also apply to a disc below the playing surface. If you can locate your disc in the crevice and no reasonable stance can be taken there, you can mark your lie directly above it on the playing surface without penalty. If the point directly above the disc is in the air or within a solid object, mark your lie at the first available spot back along the line of play.

Disc Above Two Meters

QA-2M-1

Is the two-meter rule still in effect?

By default, the two-meter rule is not in effect. The TD may choose to put it into play for as much of the tournament as they choose, including for particular obstacles. If that happens, it will be covered in the players' meeting and/or the caddie book.

QA-2M-2

A disc supported by the target is not subject to the two-meter rule. What about a disc supported by other course equipment such as a tee or course sign?

That is still subject to the two-meter rule, as it is not a target. The only exception is the target for the hole being played, so if you somehow manage to get your disc stuck above two meters on a target for another hole, it is subject to the two-meter rule.

QA-2M-3

An Official ruled that my disc was more than two meters above the playing surface before I got there to take a look at it. Another player shook my disc down before I could mark the lie. The two-meter rule was in effect. What's the ruling?

Since an Official has ruled, the two-meter penalty is applied, and the lie is placed directly below where your disc had stuck, as can best be determined by the Official and your group.

Lost Disc

QA-LOS-1

My throw was headed toward an OB lake when it went out of sight, and we never found it. Do I play it as lost, or as OB?

If your group agrees that there is compelling evidence that the disc went into the OB lake, then you assume that that is what happened, and play it as OB. If there is uncertainty about whether it went in the lake, then you play it as lost.

Putting Area

QA-PUT-1

If I'm straddle putting, does my other foot have to be on a line perpendicular to my lie?

No. Your other foot can be as close to the target as the back of your marker. So, your other foot does not have to be directly to the side of the foot behind the marker. In fact, the foot behind your marker can be as much as 30cm back (the length of the lie)

and/or 10cm to the side (half of the lie's 20cm width), which means that your other foot can actually be closer to the target. It just can't be closer than the back of your marker. Also remember that the shape that marks the same distance to the target as the back of your marker is a circle whose center is the target.

Out-of-Bounds

QA-OB-1

My favorite driver went OB. Can I retrieve it for my next shot?

Yes, as long as you make your next throw within the 30 seconds allowed by the Excessive Time rule.

QA-OB-2

My drive went into an OB pond which is surrounded by tall reeds. One meter from where the disc was last in-bounds puts me in the middle of the reeds. Can I just go back to the tee?

Yes. Going back to the previous lie is one of the OB options. Alternatively, you could declare an abandoned throw with the same result. You can also take optional relief back along the line of play (without it costing you an additional penalty throw) because you would be taking optional relief following a penalty for out-of-bounds. That is probably your best option.

QA-OB-3

My disc hit a flexible fence from the OB side. Was the disc briefly over in-bounds when the fence flexed, or perhaps by having slightly penetrated a hole in the fence?

No. The fence defines an OB plane which flexes as the fence flexes. Unless the disc has penetrated and remained lodged within the fence, the fence is considered to be a continuous impenetrable surface. Your disc was not in-bounds at any point when it struck the fence.

QA-OB-4

My disc went OB. Can I use the optional relief rule to mark my lie back along the line of play, instead of one meter from OB?

Yes. Optional relief is available for free (without adding a penalty throw) after a throw that results in a penalty throw and that requires placement of a lie (such as OB or above two meters).

QA-OB-5

My throw landed next to an OB creek. It's hard to tell whether the disc is in the creek or not since the edge of the creek comes up into some mud and grass. Another player went up to my disc and pushed it down to see if there's water underneath. Is my disc now automatically in-bounds because another player touched it?

No. Note that the interference and position rules are written in terms of a disc being moved rather than merely touched. The other player did not change the location of your disc. In fact, a disc must sometimes be manipulated in order to determine its status or whose it is. If you move your possibly OB disc, it is automatically OB. But there is no corresponding rule that makes it in-bounds if someone else moves it. If that happens, you restore your disc to its approximate position as agreed upon by your group.

QA-OB-6

A player in my group foot-faulted and was called on it (and seconded). Their throw went OB. Do they get a warning, a penalty, or two penalties?

A player's first stance violation results in a penalty throw. In this case, there were multiple violations. Normally, the first violation to occur is the one that counts. In this case, that's the foot fault (though it doesn't really matter as it's one penalty throw either way). There's no re-throw, so the disc is played as OB. Since a player cannot receive penalty throws for multiple

violations on a single throw, there's just one penalty throw.

QA-OB-7

The rules say you can mark relative to where the disc "last crossed into OB". At what point does that happen? For example, a disc may fly above the OB line for a while. Is that point where part of the disc first crossed the line, or when the entire disc crossed the line?

It's when the entire disc crossed the line. To be super-technical, since the disc is a circle, there will be a single point of last contact with the inner edge of the OB line. That is the point you use for marking.

Casual Area

QA-CAS-1

My disc landed in a creek that has been declared casual. May I place a rock or a broken limb behind my mark, to stand on in order to keep my feet dry?

No. If you choose not to take casual relief back along the line of play, then you must take your stance as you would anywhere else on the course. The only time you are allowed to move obstacles is to move casual obstacles out of your lie. If you do not want to play the lie as is, or take casual relief, you can take optional relief, or abandon the throw, at the cost of a penalty throw.

QA-CAS-2

Does the term "body of water" in the casual relief rule include bodies of ice and snow?

No. "Casual water" as listed in the rules is water as it's commonly understood, in its liquid form. The rules do not grant casual relief from snow, ice, or even steam should you encounter it. Note that the Director can announce that ice or snow are casual obstacles, in which case they may be moved if they are on or behind your lie.

Completing the Hole

QA-COM-1

If I have a drop-in, do I need to throw the disc in, or can I just place it in the tray and let go?

You can place it in the tray, but you must release it and let it come to rest before retrieving it. A release is a required part of a throw, so merely touching the chains or the tray with your putter is not a throw and does not complete the hole.

QA-COM-2

I putted and my disc stayed on top of the basket. Now what?

You have not completed the hole. Mark your lie below the disc and continue.

QA-COM-3

I putted and my disc wound up in a horizontal position on top of the tray's rim, spanning two nubs. Does it count?

Yes.

QA-COM-4

Everyone in my group watched my soft putter push through the side of the basket and come to rest completely inside of it, not wedged at all. They said the putt was no good. Is it a made putt?

Yes. The flight of the disc does not matter. If it is supported by the tray or the chains below the chain support, the hole is complete.

QA-COM-5

As I release a putt, I push off from my back foot so that after release I am balanced on my front foot. I typically freeze there for a couple of seconds, then swing my back foot forward and continue toward the hole. Is that a foot fault?

It's hard to say. To demonstrate "full control of balance" the player must perform some action that breaks up the flow of movement toward the target after release, before proceeding toward the target. Some examples

of actions that could demonstrate balance might be: (1) a clear pause and display of balance, (2) placement of the back foot on the ground behind the mark, or (3) retrieval of the marker disc. The key to all of those is to show balance and control of your body behind the mark before moving forward. The best course of action is to leave no room for doubt, which is easy to do if you are indeed in control of your body after you've released the putt.

QA-COM-6

My disc was resting in the chains, and I let the next player putt. Their putt knocked my disc out of the basket and onto the ground. Do I need to make another throw to complete the hole?

No. Once your disc came to rest supported by the basket, you completed the hole. You can pick up your disc and go to the next hole.

QA-COM-7

On a blind hole, I threw a fast, stable disc that skipped hard toward the basket. When we walked up, we found it wedged in the front of the tray. Does it count as completing the hole?

Yes. If the disc is supported by the tray or the chains below the chain support, the hole is complete.

Scoring

QA-SCO-1

Is there a penalty for failing to record a score for a particular hole, even if the total is correct?

Yes. Scorecards submitted without a score marked for a hole are incorrect and will have two penalty throws added to the correct total score.

Abandoned Throw

QA-ABA-1

How does Abandoned Throw work? How is it different from the old Optional Re-throw?

Abandoning a throw means that (except for being added to the score) the throw never happened. The original throw plus one penalty throw are counted in your score. When you abandon a throw, the resulting lie is disregarded and any penalties incurred by that throw are disregarded as well.

QA-ABA-2

On a short, easy hole, I shanked my drive into a dense forest, and it stuck high up in a tree. The two-meter rule is in effect. I'd rather re-tee than play from in the forest. Will I be throwing 3, or 4?

You will be throwing 3 after declaring that you are abandoning your drive. You count your original throw and add one penalty throw for abandoning that throw. Penalties incurred by an abandoned throw are not counted.

QA-ABA-3

After throwing and picking up my marker I realize that I want to abandon the throw. Can I still do that even though that lie is no longer marked?

Yes, just have your group agree on an approximate lie from which the abandoned throw was made and play from there.

Provisional Throw

QA-PRO-1

What is the provisional throw rule and when should it be used?

A provisional throw is used when a player disagrees with the group's ruling and no Official is available, or when it might save time in case of a possible lost or OB disc, or missed mandatory. Provisional throws allow play to continue by deferring the ruling until the status of the disc in question can be determined, or an Official is available to settle the matter. In the case where a ruling is disputed or uncertain, a player may have to play out from both the original and the provisional

throws, essentially completing two legs. Once a ruling has been made, only the throws for the correct leg are counted.

Practice Throw

QA-PRA-1

After marking my lie I lobbed my putter about 3 meters toward my bag. It hit my bag, kicked up, and rolled about 10 meters down a hill. Was that a practice throw?

No. A throw of less than five meters (in the air) to return a disc is not a practice throw.

QA-PRA-2

My friend left an unused disc near the tee. I picked it up and saw them on the next hole, so I threw it to them. They were about 30 meters away. Was that a practice throw?

Yes. It traveled more than five meters in the air, so it was a practice throw, regardless of the purpose of the throw.

QA-PRA-3

A player in my group was angry after having missed a short putt. After completing the hole, they putted hard into the chains from about two meters away. Was that a practice throw?

Yes. The throw was not made as a competitive throw, nor was it made to set aside an unused disc or to return a disc to a player. That makes it a practice throw.

Interference

QA-INT-1

My disc was stuck in a tree far above two meters (with the two-meter rule in effect), when another player's throw knocked it to the ground. Where is my lie, and am I subject to a two-meter penalty throw?

The interference rules state that a disc that has been moved is played relative to where it first came to rest. Since that was clearly above two meters, you are subject to a penalty throw just as if the disc had stayed in the tree.

Misplay

QA-MIS-1

My group played a hole that is not part of the tournament course. What is the penalty?

If the hole was played in place of a hole that is part of the course, then two penalty throws are added to each of the scores for that hole. If the hole was played in addition to the holes that make up the course, two penalty throws are added to each player's total score (the scores for the extra hole are disregarded).

QA-MIS-2

I threw from another player's disc by accident. Was that a foot fault, or a misplay?

That's a misplay because the wrong lie was used. A foot fault, or stance violation, presumes that the correct lie is being used but that the player missed it when throwing.

QA-MIS-3

I missed a mandatory on my drive, but we didn't realize it until after I had made another throw. What do I do?

Your second throw was a misplay because you made it from an incorrect lie. It should have been made from the drop zone (or from the tee if there is no drop zone). Since you caught your mistake after a single misplayed throw, you don't count or play that misplayed throw. Instead, you get one penalty throw for the misplay. Your next throw is from the correct lie for the missed mandatory. The penalty for missing the mandatory still applies since it was made before the throw that was a misplay.

QA-MIS-4

After the scorecard was submitted, I realized that I had not finished a hole that I had started. What's the penalty?

The penalty is two throws, as stated in 811.C. An additional throw is added (based on 811.F.3) to represent the final

throw on the hole that was not completed. The score for that hole is the number of throws that were made, plus two throws for the penalty, plus one more for completing the hole.

QA-MIS-5

I had stomach pains in the middle of my round and had to find a restroom. I was in there long enough that my group played a hole without me. Can I rejoin them and take a penalty for the hole I missed?

Yes. See 811.F.5 and 811.F.6 on how to handle this.

QA-MIS-6

I got to the course late, after the two-minute signal, and found out I had been assigned to hole 12, which is all the way on the other side of the park. There's no way I could get there in time, so I was looking at getting par plus four for missing the hole. Then I noticed that hole 3, which is close, only had a threesome. If I join them, I get two penalty throws for starting on the wrong hole and/or in the wrong group, saving two strokes. Clever, right?

Not so much. Intentionally misplaying a hole to your advantage can get you disqualified. Any throws played with the wrong starting group are disregarded. You need to find your assigned group.

Courtesy

QA-COU-1

A rival of mine likes to play head games, for example by telling me my score for the round, that they think I will make or miss a putt, etc. Can I call a courtesy violation on them?

Maybe. Though being a jerk isn't explicitly listed as a courtesy violation, any action that is "distracting or unsportsmanlike" can be penalized. You will need to decide if the player's behavior is bad enough to call. Short of that, it is something you, your group, and/or other players will have to work out with them. If the behavior is bad

enough, or there's a pattern of it for that player, you can notify the TD and/or the PDGA Disciplinary Committee.

Equipment

QA-EQU-1

Can I use rangefinders?

Yes, but you must still throw within the 30 seconds allowed by the Excessive Time rule.

QA-EQU-2

Are remaindered discs (X-ed out discs, factory seconds, hot stamp rejects, etc.) of PDGA-approved models legal for use in PDGA competitions?

Yes. They are legal for PDGA play as long as they also meet the overall restrictions (weight, rim sharpness, flexibility, etc.) as outlined by the PDGA Technical Standards document. Players always have the right to question the legality of a disc used in competition. In such cases the TD will make the final call.

QA-EQU-3

I left my favorite putter in the car. Can my friend go get it for me during the round?

Yes. You are allowed to add discs to your bag after the round has started. Make sure the errand does not distract other players and that you don't violate the Excessive Time rule. The best time to do that is between holes.

QA-EQU-4

I'm a converted ultimate player and I like to wear friction gloves when I play disc golf. Are those allowed?

Yes. Gloves are specifically allowed by 813.02.C as a device that controls abrasion.

QA-EQU-5

My disc landed in a spot that has very hard, rocky ground. May I place a towel or pad down in order to protect my knee?

Yes. You may place a towel or a small pad which is less than 1 cm thick when compressed on the lie, including within a drop zone or teeing area.

Match Play

QA-MAT-1

My opponent conceded a putt, but I'd still like to throw the putt to keep my putting stroke fresh. Can I do that?

No. Once your opponent concedes a putt, you have completed the hole. A putt thrown after that is an extra throw. The first extra throw incurs a warning; subsequent ones incur penalty throws.

Doubles and Team Play

QA-DOU-1

My doubles partner threw an approach shot using the thrown disc as the marker. Can I mark it with a mini for my throw?

No. Team members must use a single marking method to mark the lie, and mark the lie only once.

Competition Manual

QA-CMP-1

Can women play in any division?

A woman may play in any division as long as she meets the qualification criteria for that division. There are no divisions that are restricted to males only.

QA-CMP-2

What happens if a group starts play before the official signal is given?

If a group mistakenly starts play early and then hears the official start signal, they return to the tee and start over. None of those throws count as practice throws even if made after the two-minute signal. If the group actually started early but never heard the official start signal, their scores stand as thrown with no penalties.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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Suggestions for improvements to the next revision of the Competition Manual for Disc Golf Events should be made to the PDGA Competition Committee, who can be reached at competition@pdga.com.

COMPETITION MANUAL FOR DISC GOLF EVENTS

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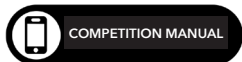
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Scan this code for the online version of this document, which is the most current version and will indicate the most recent changes. Deletions are marked with a strike-through and insertions are underlined.



Please visit **www.pdga.com**
for all referred policies and documents
not printed in this manual.

Competition Manual for Disc Golf Events

Introduction

The PDGA Competition Manual for Disc Golf Events outlines procedures and guidelines for PDGA events and is to be used in conjunction with the **Official Rules of Disc Golf** and the **Tour Standards** document. These procedures and guidelines are required for all PDGA-sanctioned events unless specified otherwise. If a Tournament Director finds any provision in any of these documents unacceptable, they may request a waiver by contacting the PDGA Director of Event Support at eventsupport@pdga.com or by calling 762-253-2200.

The Spirit of the Game

Disc golf is typically played without the supervision of a referee or umpire. The game relies on the player to show sportsmanship, integrity, consideration for other players, and to abide by the **Official Rules of Disc Golf**. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be.

*Make the call. Accept the call. It's not personal;
it's the rules. That is the spirit of the game of disc golf.*

Disc Golfer's Code

1. Play Smart:

NEVER throw into a blind area or when players, spectators, pedestrians or other facility users are within range. Use a spotter.

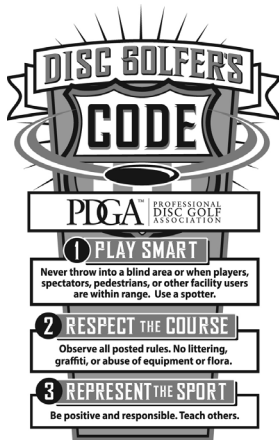
2. Respect the Course:

Observe all posted rules. No littering, graffiti, or abuse of equipment or flora.

3. Represent the Sport:

Be positive and responsible. Teach others.

*Read more about disc golf rules
and events at pdga.com*



Section 1: Tournament Procedures

1.01 Player Eligibility

- A. All members in good standing of the PDGA are eligible to compete in any division for which they qualify based upon class (Professional or Amateur), age, gender, and player rating. Exceptions must be approved in advance by the PDGA Director of Event Support. Please see Section 2: Division Qualifications for more specific information on division eligibility.
- B. Membership Requirements:
 - 1. Current PDGA Membership is required to compete in any Major, Elite Series, A-Tier, or B-Tier event.
 - 2. In all other PDGA-sanctioned events, players who are not current members may compete by paying a non-member fee (not required for Leagues, see 1.14.C.1).
 - 3. In PDGA-sanctioned events which permit non-members or non-current members to compete by paying a non-member fee, such a fee will not apply to players competing in Junior divisions or where the requirement has been waived by the PDGA Director of Event Support (e.g., WGE or Competition Endowment Program events).

1.02 Tournament Registration

- A. Pre-registration is required for PDGA Majors, Elite Series, and A-Tier events, and is recommended for all other Tiers.
- B. A player is not officially entered in the event until their entry fee has been received and confirmed by the event.
- C. All openings in the field of play will be filled on a first-come, first-served basis unless divisional or Pro/Am class caps have been publicized up front with registration, in which case each division or class will be filled on a first-come, first-served basis. See exceptions to first-come, first-served below.
 - 1. Exceptions

Some exceptions to first-come, first-served are appropriate to reward local clubs and volunteers for their grassroots work and service, to give the Tournament Directors (TD) a useful tool to raise money for a tournament that benefits all of the event's players, and to allow TDs to prioritize growing specific demographics of the sport in their area as they find appropriate.

 - a. None of these exceptions apply to PDGA Majors or PDGA Elite Series events, as those events already have established registration criteria through their event agreements with the PDGA. A-Tiers that are held concurrently with an Elite Series event may utilize these exceptions.

- b. In all cases, any use of Exceptions must be completely transparent and publicly posted in a timely fashion and in a manner that provides the opportunity for any player to meet the requirements to be included within the specific Exception(s).
- c. The below-listed permitted exceptions (2, 3, & 4) classed as Unlimited, Limited, and PDGA Affiliate Club, are the ONLY exceptions allowed for PDGA sanctioned events beyond a complete 100% first-come, first-served registration.

2. Unlimited Permitted Exceptions

These Unlimited Permitted Exceptions are not limited by percentage of event spots, but the specific early registration tiers for the Unlimited Permitted Exception must be first-come, first-served to any player who meets the specific requirements of that registration tier.

- a. TDs may offer early registration tiers based on PDGA Player Ratings to give higher-rated players priority (Examples: Elite Series events, USADGC).
- b. TDs may offer early registration tiers based on qualification through PDGA-sanctioned qualifier events that were publicly available to all players. (Example: PDGA Worlds, USDGC, USADGC, or a Points Series Finale).
- c. TDs may offer early registration tiers based on specific divisions that are otherwise underserved. These are limited to female-only divisions, junior divisions, or senior (age 50 and older) age-based divisions.

3. Limited Permitted Exceptions

Usage Requirements:

- a. TDs may use one or more of the three below-listed Limited Permitted Exceptions, but at no time may they allocate more than one-third (33%) of an event's player spots in total to any combination of the Limited Permitted Exceptions used. Two-thirds (67%) of the event spots must remain for first-come, first-served registrations.
- b. If the event has assigned Pro/Am class caps for registration, no more than one-third (33%) of the Pro spots and one-third (33%) of the Amateur spots may be allocated in total to any combination of the Limited Permitted Exceptions used. Two-thirds (67%) of the event spots must remain for first-come, first-served registrations for both Pro and Amateur.
- c. If the event has divisional registration caps, no more than one-half (50%) of the spots in any division may be allocated to any combination of the Limited Permitted Exceptions used. One-half (50%) of the event spots must remain for first-come, first-served registrations within any offered division.

d. The Limited Permitted Exceptions are as follows:

1. Affiliate Club Membership Exception

TDs may offer early registration to the paid members of local disc golf clubs who are hosting, running, or otherwise facilitating the event's success and who are registered as PDGA Affiliate Clubs. Club membership must not be exclusive and must be publicly posted so anyone can meet the requirements to be part of the Affiliate Club Membership Exception if they so choose.

2. Event Sponsorship Exception

TDs may offer early registration to players who agree to sponsor the event (or an event sponsor's designated player) at a level determined by the Tournament Director. The sponsorship opportunity must not be exclusive and must be publicly posted so anyone can meet the requirements to be part of the Event Sponsorship Exception if they so choose.

3. Volunteers Exception

TDs may offer early registration to volunteers for their work in prepping the course etc., for the event at a level determined by the TD. That volunteer opportunity must not be exclusive and must be publicly posted so anyone can meet the requirements to be part of the Volunteer Exception if they so choose.

4. PDGA Affiliate Club Permitted Exception - "Club Members Only" Events

- a. PDGA Affiliate Clubs with large numbers of members may run a PDGA-sanctioned event where registration is open only to the paid members of the PDGA Affiliate Club.
- b. Club membership must not be exclusive and must be publicly posted so anyone can meet the requirements to be part of the Affiliate Club if they so choose.
- c. Registration must be first-come, first-served to all the Affiliate Club members.
- d. Since they are not open to the general public, such events will be designated as an "X" Tier (XC, XB, XA, etc.), and the event name must include the phrase " - Club Members Only Event" (example: "Shooting the Breeze with the Augusta DGC - Club Members Only Event").

D. Waitlists will be maintained (overall, by class, or by division) based on the caps that have been publicized in advance.

E. Entries received via online entry shall be date- and time-stamped based on the actual time the entry fee was received at the online entry point.

- F. In the event that multiple entries are received simultaneously, the player with the lowest PDGA number shall have priority.
- G. Events must post pre-registration lists and waitlists on pdga.com and/or the official tournament registration site, and update those lists at least weekly.
- H. Only paid registrants should be listed on the published tournament list.

1.03 Withdrawals and Refunds

Event Policy

- A. Players **MUST** email or phone their withdrawals to the Tournament Director only at the contact information posted for the tournament. Discussions with persons other than the Tournament Director, including other tournament staff, shall not be considered official.
- B. Players who have paid **MORE** than a nominal waitlist fee of \$10 to be on an event's waitlist who do not get into the event, or who officially request to withdraw from the waitlist prior to the event's published closure of registration and waitlist replacements (within one week is recommended), will receive a 100% cash refund minus the \$10 waitlist fee. Waitlist players who **ONLY** paid a nominal non-refundable waitlist fee of \$10 will not receive a refund.
- C. Players who officially request to withdraw from an event at least 30 days before the start of the event will receive a 100% cash refund (minus up to a \$10 handling fee).
- D. Players who officially request to withdraw from an event 15 to 29 days before the start of the event will receive a 100% cash refund minus up to a \$10 handling fee **ONLY** if their spot in the tournament is filled through either the waitlist or a walk-up entry (if offered). If the player's spot is **NOT** filled, the TD has the choice to provide **EITHER** a 50% cash refund **OR** just the player's pack the player would have received if they had attended (minus the cost of shipping). In the case of a player in a Pro division for an event without a Pro player pack worth at least 25% of the Entry Fee, the TD will provide the 50% cash refund.
- E. Players who officially request to withdraw from an event within 14 days of the start of the event and prior to the event's published closure of registration and waitlist replacements (within one week is recommended) will receive a 100% cash refund minus up to a \$10 handling fee **ONLY** if their spot in the tournament is filled through either the waitlist or a walk-up entry (if offered). If the player's spot is **NOT** filled, the TD has the choice to provide **EITHER** a 25% cash refund **OR** just the player's pack they would have received if they had attended (minus the cost of shipping). In the case of a player in a Pro division for an event without a Pro player pack worth at least 25% of the Entry Fee, the TD will provide the 25% cash refund.

- F. Players who do NOT officially request to withdraw from a registered spot playing in the event prior to the published closure of registration and waitlist replacements and don't play (aka a no-show), forfeit their entry fee and do NOT receive a refund or player's pack. This does NOT apply to a waitlist player; see 1.03.B.
- G. Tournament Directors for Major, Elite Series, and A-Tier events may petition the PDGA Director of Event Support to change the timeline for items C, D, and E.
- H. If granted, the policy must be clearly published with all registration materials.
- I. If a TD vacates an offered division due to a lack of registered players for the division (see 2.01.K), any player for that division that does not wish to move to a different division that they are eligible for will be provided a full refund.

Note: It is highly recommended that high-capacity events do NOT include personalized items within their player packs due to the complexity that creates for withdrawals and refunds. Personalized items should only be offered as merchandise for purchase during registration for a separate non-refundable fee that is not part of the tournament entry fee.

1.04 Event Check-In

- A. Pre-tournament check-in is required for players in Majors, Elite Series, and A-Tier events and is suggested for all other Tiers.
- B. Any player who does not check in by the time specified by the Tournament Director shall forfeit their official place and entry fee. Exceptions will be made only at the sole discretion of the Tournament Director.

1.05 Practice Rounds, Beginning Play, Late Arrivals

- A. Players are responsible for scheduling their practice rounds prior to the event. Availability of the course and its tournament set-up for practice rounds may vary (see Tour Standards for details). The course or courses are closed to practice during the tournament and at all other times designated by the Tournament Director.
- B. Two types of starts are used to begin competitive play:
 - 1. Shotgun Starts (rounds where multiple groups start simultaneously): At a scheduled time, scorecard(s) shall be distributed to the players at Tournament Central. After the scorecards have been distributed, groups shall be given adequate time to reach their assigned holes. A loud noisemaker, such as an air horn, shall be used to indicate that there are two minutes remaining until play starts. The signal shall be a series of two short blasts. At that time, players are to end practice and move promptly to their starting hole's tee. An extended blast of the noisemaker begins the round and signals the scorekeepers to call the throwing orders.
 - 2. Staggered Starts or Tee Times (rounds where groups start one after another on a certain hole): The player shall start at the time announced by the Tournament Director. Players are recommended to check in with the starter ten

minutes before their tee time. Players may practice until the starter indicates the two-minute signal for their group provided their practice does not distract players on the course.

- C. 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. 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.
- D. It is the sole responsibility of the player to know the course rules, be at their starting hole, and be ready to play in time for the start of their round.
- E. Players who are absent for their starting hole or any subsequent hole have committed misplay (see 811.F.5 and 6, Misplay). If a complete round is missed, or if a player does not finish a round, the player may, at the discretion of the Tournament Director, be disqualified.
- F. Late-arriving players, for either Shotgun or Tee Time rounds, are responsible for checking with the TD, Tournament Central, or the Tee Time Starter to learn their correct starting group and are solely responsible for starting play with that playing group or the group created by the TD due to the player's absence. Failure to do so is a misplay (see 811.F.10, Misplay).
- G. The Tournament Director must provide two scorecards to each group, to be kept independently of one another. These scorecards may be of the same medium or of different media. The two scorecards must be reconciled by the group and submitted by whichever method the Tournament Director has designated as the official scoring method for the tournament.
- 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.

1.06 Grouping and Sectioning

- A. Professional and Amateur players should not be grouped together. Divisions should be grouped together as much as practicable.
- B. All players within a division should be grouped for the first round via one of the following methods:
 - 1. Random grouping; players within a division may be randomly grouped for the first round.
 - 2. Player Rating grouping; players within a division may be grouped by player rating to set first round groups. Highest-rated player starting on the lowest number hole, the second-highest-rated player starting on the following hole, etc. This process would continue until all starting holes have been filled.

For example, a division of 12 players across 3 holes set by the ranking of their ratings would be:

- Hole 1: Players 1, 4, 7, and 10
- Hole 2: Players 2, 5, 8, and 11
- Hole 3: Players 3, 6, 9, and 12

3. In the case of a division that is large enough to be in multiple pools or sections, the players should be split by rating (example: 72 highest ratings in Pool A and 72 lowest ratings in Pool B) and then randomized within each pool for the first round.
 4. C-Tier events have the option to randomly mix divisions for groupings (first round ONLY) with the exception that Junior ≤ 15 , Junior ≤ 12 , Junior ≤ 10 , Junior ≤ 08 , and Junior ≤ 06 divisional players should only be mixed with other players from those same divisions.
- C. For all subsequent rounds, players should be grouped by division as much as practicable.
 - D. Within a division, players should be grouped by lowest score (see 1.09 for breaking ties). The group with the lowest scores starts on the lowest-numbered hole, and so on. If tee times are in use, the group with the lowest scores has the latest tee time.
 - E. Ties breakers for same total score (see 1.09).
 - F. 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.
 - G. Groups shall not be more than five players and should be limited to four players whenever possible.
 - H. When there are more entrants than can play together in one round, the field of competitors may be split into sections or pools. Players within a division must play the exact same layouts during competition.
 - I. If conditions affect play differently among sections, the Tournament Director may consider using a sectioning procedure to determine advancement. In that case, a proportionate number of advancing players would be taken from each section by score and their scores would not be carried forward.
 - J. First round "Super 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 Event Support.
 - K. A ghost group is a designation for a secondary group of players that is assigned a starting hole already occupied by a group of players. Ghost groups are only

to be used to resolve emergency situations, such as a hole being unexpectedly rendered unplayable by flooding, downed power line, or other circumstances outside the control of the Tournament Director.

1. A ghost group will always tee second on the hole as the lowered-numbered hole for both first-round groupings (see 1.06.B) and subsequent rounds (see 1.06.D).
2. Ghost groups should start on a shorter length hole after a longer/more difficult hole to minimize the impact on course-flow and speed of play.

1.07 Suspension of Play

The safety of everyone at PDGA-sanctioned events is of paramount importance. TDs are highly encouraged to make use of all available resources such as lightning detectors and online weather maps (that display storms and lightning strikes moving into the area) in order to suspend play before conditions become dangerous to the players, staff, and spectators (see PDGA Mid-Event Weather Suspension & Cancellation Guidelines Policy)

- A. If, in the opinion of the Tournament Director, lightning, 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 made in the same fashion as the signal to start but using three short blasts. These blasts should be repeated at least once within one minute and the Tournament Director should make any necessary efforts to ensure all groups can hear the signal.
- B. Players must 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 take shelter. When appropriate, players should return to the first tee area, clubhouse, Tournament Central or to an area designated by the Tournament Director. There will be a minimum thirty-minute suspension of play after the suspension signal.
- C. Players shall resume play from their approximate lies as established when the round was suspended. The approximate lie is determined by a majority of the group.
- D. The Tournament Director will evaluate the conditions and assign a time not less than thirty minutes from the suspension signal for the players to return for a resume time or delay renewal.
- E. Play shall be resumed using the same signals as at the start of the round: a two-minute signal consisting of two short blasts, then a single extended blast two minutes later to indicate the round has restarted.
- F. The Tournament Director may postpone the incomplete portion of the round for a later date within the scheduled tournament if, in the Tournament Director's opinion, the conditions will not improve or if darkness will fall prior to the projected finish time (see PDGA Mid-Event Weather Suspension & Cancellation Guidelines Policy).

- G. Partial round scores shall be carried forward to the completion of the round whenever the round is resumed.
- H. A player who stops playing before a signal to stop has been given shall receive two penalty throws if, in the opinion of the Tournament Director, the player stopped playing prematurely.
- I. The Tournament Director will make every effort to ensure all rounds of the tournament are completed as scheduled.
 - 1. If a total of three full preliminary rounds or less are scheduled, all players must complete a minimum of one round for the event to be considered official.
 - 2. If a total of four full preliminary rounds or more are scheduled, all players must complete a minimum of two rounds for the event to be considered official.
 - 3. If those criteria are not met, the event should be rescheduled. If rescheduling is impossible and/or players are unable to participate, a full refund will be issued minus player's package, PDGA, and other associated event fees.
- J. All suspended rounds shall be completed, unless conditions exist that make it impossible. If such conditions exist, the results shall be final as of the last completed round as long as the necessary round requirements are met (see PDGA Mid-Event Weather Suspension & Cancellation Guidelines Policy).
- K. The completion of a suspended round is a higher priority than a future round and thus future rounds shall be canceled in order to complete a suspended round.

1.08 Reduction of Field Size (Cuts)

- A. The field may be reduced (cut) for a semi-finals or finals at the discretion of the Tournament Director, provided that is announced prior to opening player registration for the event. The only exception may be due to the PDGA Mid-Event Weather Suspension & Cancellation Guidelines Policy being invoked to finish an event.
- B. Unless otherwise announced in advance by the Tournament Director, all ties for a semi-final or final cut will be broken by the use of a tiebreaker (see 1.09).
- C. Making the cut line at or above the payout line is required so that all payout positions making the cut get paid. 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 exception may be due to the Severe Weather Policy being invoked to finish an event (see PDGA Mid-Event Weather Suspension & Cancellation Guidelines Policy).
- D. Any eligible player who chooses not to participate in a semi-final or final shall receive ranking and cash or prizes equal to finishing last in the remaining field.
- E. Consolation rounds for players not making a tournament cut are discouraged as consolation rounds are post-event and are NOT official and will NOT be reported or affect the rankings of the players in the tournament. Any such consolation rounds may NOT affect the scheduling of official tournament rounds.

1.09 Ties

- A. 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 positions are reset. In the event of ties for lowest score across all previous rounds, the ties shall be broken by the lower PDGA number having the higher ranking amongst the tied players and then alphabetical by last name for any tied players without a PDGA number.
- B. Except as noted in 1.09.D, final ties for first place in any division must be broken by sudden-death play. Also, if ties are being broken for the reduction of field size, they must be broken by sudden-death play. Under no circumstances should any other method such as hot round, head-to-head scores, etc. be used to break a tie for first place.
1. Sudden-death play shall begin, wherever possible, on the same course as the previous round on hole number one unless a different course, hole, or series of holes is designated by the Tournament Director prior to the start of the tournament. Team Play must use the same format as the previous round.
 2. The specific order in which players tee off for sudden-death play shall be determined by random draw (e.g., numbered playing cards, selecting tee positions from a hat, etc.).
 3. In the case of a tied hole during sudden-death play, the teeing order for the next hole will rotate from the order used on the just completed hole.
- C. First place cash or prizes must be awarded to the division winner and listed in the event results. Cash or prizes may not be evenly split between any players tied for first place except as noted in 1.09.D.
- D. Exceptions to the requirement for first place tiebreakers:
1. A tie for first place at a flex start event where a tied competitor has already left the event.
 2. A tie for first place caused by the necessity of calling an event due to dangerous conditions where there is no time left on the regularly scheduled final day of competition to complete the event or break a tie for first place. Under no circumstances should players be expected, or asked, to return on a day following the last day of the regularly scheduled rounds to finish the event (see PDGA Mid-Event Weather Suspension & Cancellation Guidelines Policy).
- If a sudden-death playoff cannot be held during the last day of regularly scheduled rounds for the competition, the tie for first place will stand with the players declared co-champions and the cash and prizes for the ranked places split between the players (if two players are tied for first place, they split the first and second place cash or prizes).

- E. Final ties for other ranks shall be officially recorded as ties. Prize money distribution to tied players (other than for first place) 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 Tournament Director, but only for the purpose of awarding trophies; the players must remain officially recorded as tied in the results.

1.10 Distribution of Prizes

- A. Any player accepting cash in a Pro division at a PDGA-sanctioned event (except Leagues, see 1.14.C.2) must have a PDGA number for tracking purposes prior to the start of the event (players receiving a PDGA number after event registration must alert the TD prior to the event). Non-PDGA-numbered players are only eligible for trophies, and any cash payouts at or below that place would move down one place causing an additional place to be paid.
- B. An Amateur playing in a Pro division may NOT accept merchandise in lieu of cash in A-Tier and above events; they may only accept a trophy (if one is available). All cash payouts at or below that place would move down one place causing an additional place to be paid.
- C. The required Added Cash for a Tier level must be allocated across all Pro divisions based on the percentage of entry fees brought into the overall Pro portion of the event by each division. Added cash above the minimum may be allocated at the TD's discretion.
- D. Events with more than two rounds must post payout (including all added cash) prior to the start of the last round.
- E. Any prizes (money or merchandise) declined by a player must pass down to the next finishing position (example: If a player placing third declines their prize, the player in fourth place will receive the third-place prize, the player in fifth will receive the fourth-place prize, etc.). Tournaments are allowed to retain prizes that have been declined by all players within a division only after the declined prizes have been passed through all finishing positions.
- F. The usage of skins (and other similar formats) is permitted at PDGA events, but those scores are not allowed to determine a player's overall standing in the event and prizes are not credited towards a player's winnings.
- G. Any prizes that a player has earned will be distributed at the completion of the event once the results have been tabulated and verified.
 - 1. Tournament Directors may award prizes earlier at their discretion.
 - 2. Players who leave before the official distribution of prizes do not relinquish their winnings, but they are responsible for contacting the TD as soon as possible to arrange for claiming those winnings and are also responsible for any associated shipping costs.

3. If a TD uses electronic payments (such as PayPal) for Pro cash prizes, those prizes must be distributed within two business days of the completion of the event. TDs must provide cash or checks to those who do not have the ability to receive payment electronically.
4. If a TD uses merchandise vouchers for Amateur payout, they must be redeemable at the event or afterwards via online fulfillment.
5. Any prizes (cash or merchandise) that remain unclaimed (through no fault of the TD) six months after the completion of the event are then relinquished by the player. TDs must make a reasonable effort to provide the payout to the player by contacting them, offering to ship, etc.

1.11 Officials

- A. To be a Certified Official, an individual must be a current PDGA member, pass the PDGA Certified Rules Official's exam, and register as an official with the PDGA. Upon significant changes to the **Official Rules of Disc Golf**, the PDGA Board of Directors may require Certified Officials to pass an updated exam to retain their Certified Official status.
- B. Tournament Directors (and Assistant TDs) are required to be current Certified Officials in order to sanction or run any PDGA event.
- C. All players must be Certified Officials in order to compete in any Elite Series or Major PDGA-sanctioned event. The exam is based upon the **Official Rules of Disc Golf** and the **Competition Manual**.
- D. Being a Certified Official does NOT make an individual a Tournament Official who can make rulings at PDGA events.

1.12 Tournament Officials

- A. Only the Tournament Director, those Certified Officials that have been designated by the Tournament Director, or a designated PDGA Marshal, are Tournament Officials for a given event.
- B. Only Tournament Officials may make rulings at PDGA-sanctioned events beyond those calls allowed by the rules to be made by the players or playing group themselves.
- C. Spectators are not Tournament Officials and may NOT make rulings. Players in the event who are not designated Tournament Officials and are not actively playing in the round (either have finished or have not yet started) are considered spectators.
- D. Each Tournament Official must carry copies of the tournament/course rules, the **Official Rules of Disc Golf**, and the **Competition Manual** at all times.
- E. If an appointed Tournament Official competes in the tournament, they may NOT officiate for any ruling within their own division other than as a member of a playing group as allowed by the rules.

- F. A Tournament Official's ruling supersedes the ruling of the playing group, but an appeal may be made to the Chief Official who is the Tournament Director, or their appointed Chief Official.
- G. The Tournament Director may empower volunteers to act as spotters for a specific spotting purpose, but the ruling of a spotter does NOT supersede the ruling of the group.
- H. Video evidence or other media is not allowed for the purpose of making rulings for sanctioned play. Such evidence can only be used to document player misconduct (as defined in 3.03). Evidence of player misconduct may be evaluated at any time by the PDGA Disciplinary Committee.

1.13 Youth Safety

- A. Parents/guardians must be responsible for their children during PDGA-sanctioned events. Neither the PDGA staff nor the event staff are responsible for the children of tournament players, spectators, etc. during events. Parents/guardians may not leave unaccompanied children at or near the scoring area, clubhouse, or any other tournament venue. Any child younger than 13 years of age who is accompanying any player group and is not a caddie must be supervised by an adult who is not part of that player group and not a caddie.
- B. Players in the Junior ≤ 12 , Junior ≤ 10 , Junior ≤ 08 , and Junior ≤ 06 divisions must be accompanied by a parent or guardian during tournament rounds. Additionally, any player younger than 13 years of age must be accompanied by a parent or guardian regardless of the division they play in. A single parent or guardian may be responsible for multiple junior players in the same group if agreed upon by all of the parents/guardians prior to the start of the round. Players in the Junior ≤ 18 and Junior ≤ 15 divisions may be accompanied by a parent or guardian during tournament rounds.
- C. During PDGA-sanctioned tournament rounds, parents/guardians accompanying junior division players:
 - 1. MAY assume the roles of a caddie; assist junior players with disc selection, throw selection, rule interpretations, or scorekeeping.
 - 2. MAY NOT make or second rulings such as foot faults, courtesy violations, etc.
 - 3. MUST encourage good sportsmanship by demonstrating positive support for all junior players in the group.
 - 4. MUST place the emotional and physical well-being of all junior players in the group above the personal desire to win.
 - 5. MUST refrain from the use of abusive or profane language.
 - 6. MUST refrain from using drugs, alcohol, or tobacco.

- D. Failure to adhere to the parent/guardian responsibilities outlined in section 1.13 shall result in the disqualification of the junior player or removal of the offending player, caddie, or guardian. Junior players under 13 years of age whose guardian has been removed may continue to play if a substitute guardian volunteers to take their place with the consent of the removed guardian.
- E. The PDGA highly recommends that Tournament Directors create their tournament schedules to ensure that all players in the two youngest age groups, Junior ≤08 and Junior ≤06, be scheduled to play no more than 18 holes in one day. Additionally, TDs should use their discretion to possibly limit the amount of daily play concerning the Junior ≤10 divisions (age 10 and younger) depending on the length and strenuousness of their course.

1.14 Leagues

- A. PDGA Leagues are the lowest Tier of PDGA-sanctioned events. Rather than a single tournament, Leagues feature one round per week, on the same day of the week each week, for six to ten consecutive weeks (e.g., eight consecutive Mondays, or ten consecutive Fridays). Leagues may skip a week due to weather or other extenuating circumstances upon approval of PDGA staff.
- B. Every player must play the same layout during a given League round, but layouts and courses may vary week to week.
- C. The **Official Rules of Disc Golf** and the **Competition Manual** apply to PDGA League play, with the following exceptions:
 - 1. Non-current members and non-members do not pay a non-member fee to compete in Leagues (see 1.01.B.2).
 - 2. Players may win cash prizes without having a PDGA member number (see 1.10.A).
 - 3. Amateur players may accept cash prizes without affecting their Amateur status (see 2.01.F).
 - 4. Where 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 turning in their scorecard (see 3.03.B.5). However, players still may not drink to excess or be publicly intoxicated (see 3.03.B.6).

Section 2: Division Qualifications

2.01 General

- A. Players are not allowed to enter a division for which they are ineligible due to their membership status, player class, gender, age, or player rating. Please see the Divisions, Ratings, and Point Factors table for specifics.

- B. A player is solely responsible for knowing what division(s) they are eligible to compete in. Entry into an ineligible division may result in disqualification from the event and/or suspension from PDGA events (see 2.02 for exceptions).
- C. If, after the start of an event, a Tournament Director discovers that a player is in a division they are not eligible for, they may move that player to the correct division for subsequent rounds, but ONLY if both of the divisions played the exact same layout. If not, the player must be removed from the event.
- D. Players may only register and compete in their scheduled round(s) once per event, unless the event:
 - 1. has different divisions competing on different days; and
 - 2. those days are listed as distinct entries in the PDGA calendar.
- E. A player must properly identify themselves by name and PDGA number when competing in a PDGA-sanctioned event. Players who wish to remain anonymous or who assume a false identity will be disqualified from the event and face potential suspension from the PDGA tour.
- F. Professional players playing in a Professional division compete for money. Amateur players playing in a Professional division may only accept money by becoming a Professional, or they may decline money and accept only a trophy (if one is available) to retain their Amateur status (see 1.10.A and 1.10.B). However, Amateurs who accept cash at PDGA Leagues do not become a Professional or lose their Amateur status by doing so (see 1.14.C.3).
- G. Players playing in an Amateur division compete for trophies and/or prizes.
- H. Female players may compete in mixed divisions if they wish, but male players may not compete in female divisions (see the PDGA Policy on Eligibility for Gender-Restricted Divisions).
- I. An Amateur player may compete in any Professional division for which they are eligible based on age, gender, and event format.
- J. A PDGA Professional member may only compete in Amateur divisions in select cases (see 2.04).
- K. A Tournament Director may, by indicating it on the registration form, restrict the divisions offered in their event. Absent such notice, the Tournament Director shall offer for competition any division which has four or more players that are eligible and who wish to compete. Tournament Directors may offer divisions with fewer than four players at their discretion (see 1.03.I).
- L. PDGA members shall be allowed to play in any division that they are eligible for, if that division is offered by the Tournament Director. All local rules which force a player to move up divisions based on previous performance are invalid and are not applicable at PDGA-sanctioned events.

2.02 Exceptions

- A. Players are allowed to enter a ratings-based division they would otherwise be ineligible to participate in only under the following circumstances:
 - 1. If approved before the event by the PDGA Director of Event Support.
 - 2. Players who have become ineligible for a division due to a ratings update may participate for two weeks following the update, provided they are pre-registered for the event in question, at the discretion of the Tournament Director.
 - 3. If competing in an applicable points Series (see 2.02.B).
- B. Players may be allowed to enter a ratings-based division they would otherwise be ineligible to participate in as part of a points Series provided that:
 - 1. The Series Director has contacted the PDGA and received prior approval from the PDGA Director of Event Support.
 - 2. The Series allows players to stay in the division for the entire Series.
 - 3. The player has not competed in a higher division at any time during the Series.
 - 4. The player's rating does not exceed 20 points above the rating ceiling for the division they wish to compete in.

2.03 Reclassification of Professional / Amateur

Professional to Amateur

- A. Players registered with the PDGA as Professionals may petition the PDGA Memberships Manager or PDGA Director of Event Support for reclassification as Amateurs, but they must meet all requirements to reclassify.

Amateur to Professional

- A. An Amateur wishing to change their classification to Professional may do so by contacting the PDGA Memberships Manager.
- B. An Amateur player is automatically reclassified as Professional when the player has accepted cash while competing in a Professional division (see 1.10.A and 1.10.B). Accepting cash for winning an ancillary contest such as an ace pool, top-of-the-card round prize, or CTP contest does not cause a player to relinquish their amateur status.

2.04 Pros Playing Am / Ams Playing Pro

- A. Professionals may compete in Amateur divisions offered at PDGA A-Tier, B-Tier, and C-Tier events, for which they qualify based on player rating, age, and gender as detailed in the Pros Playing Am section of the Divisions, Ratings, and Points Factors table.

- B. Such players are awarded Amateur points for their performance, but these points are not eligible for Pro year-end awards or Pro Worlds invitations.
- C. Amateur players competing in Pro divisions are awarded Pro points for their performance, but those points are not eligible for Amateur year-end awards or Amateur Worlds invitations.

2.05 True Amateur

True Amateur is the designation used by the PDGA in reference to those amateur events, or the amateur portion of an event, which promote the true spirit of amateur athletics by presenting only trophies to the top finishers of the tournament rather than a payout in merchandise. Instead, all players in the event receive equal value through their tournament experience due to the tournament amenities that are provided (see the True Amateur Guidelines).

Section 3: Player Code of Conduct

3.01 General

- A. All PDGA members should refrain from any conduct which is detrimental to the game of disc golf and to the PDGA, both on and off the course.
- B. All players must abide by the **Official Rules of Disc Golf** and the **Competition Manual**.
- C. Players are not permitted to have audible mobile phones or audible pagers on the course during any competitive round. In addition, personal music players and other devices must be used exclusively with personal headphones and the volume must be kept at a level so as not to be heard by other players, prevent the player from effectively interacting with their group during scorekeeping tasks, or provide a safety hazard for the player by not hearing “Fore!” calls from other players or warning blasts by the Tournament Director. Failure to interact fully with your playing group due to personal music players and other devices is considered a courtesy violation subject to courtesy violation rules and penalties.
- D. Animals may not accompany players with the exception of players whose disability or medical condition requires the use of an accredited service animal. Players are required to notify the Tournament Director of accredited service animal usage during play.
- E. The PDGA reserves the right to determine and enforce further disciplinary action upon its players and members, which may result in probation or suspension from PDGA-sanctioned events or permanent loss of PDGA membership. For more information see the PDGA Disciplinary Process.

3.02 Pace of Play

- A. All competitors shall play without undue delay and make every effort to keep up

with the group in front of them. Players are expected to quickly move from the completion of one hole to the tee area of the next hole. Any undue delay should not affect the pace of play within the group behind them. Also, while advancing down the fairway, a player shall not unduly delay play by their actions.

- B. A player causing undue delays may be issued an excessive time violation by agreement of the playing group or a Tournament Official (see 802.03, Excessive Time).

3.03 Player Misconduct

- A. All players must adhere to a professional standard of sporting ethics, courtesy, and integrity while participating in a PDGA-sanctioned event and when commenting to the media. Conduct that violates this standard is subject to courtesy violations called by players (see 812, Courtesy), penalties issued by the Tournament Director, and any further disciplinary action deemed appropriate by the PDGA.
- B. If a player violates the above standard, the Tournament Director may opt, in their sole discretion, to issue a tournament warning for a first offense (except as specified in 3.03.C). Otherwise, the Tournament Director will immediately disqualify the player. Actions that violate this standard include, but are not limited to:
 - 1. Repeated and overt use of abusive or profane language.
 - 2. Throwing items in anger (other than discs in play).
 - 3. Overt rudeness or threatening behavior to anyone present.
 - 4. Willful and overt destruction, abuse, or vandalism of property, including animal and plant life (see 803.03, Damaging the Course).
 - 5. Public display or use of alcohol, even where otherwise lawful or permitted, from the two-minute signal until the player's scorecard is submitted at an event sanctioned at C-Tier level or below (see 3.03.C.4 for penalties at events sanctioned at B-Tier or above). This rule does not apply to Leagues, where, if local law and event venue rules permit it, players of legal age to do so may consume alcohol during the round (see 1.14.C.4).
 - 6. Excessive use of alcohol or public intoxication at the tournament site.
 - 7. Overt failure or refusal to enforce the rules of disc golf during competition (see 801.02.B, Enforcement).
 - 8. Obstruction of, or failure or refusal to cooperate with, any investigation by an official into the player's conduct or the conduct of another player.
 - 9. Deliberately seeking to manipulate one's player rating through intentional misplay or withdrawal (see 811.E, Misplay).
 - 10. Activities not listed here or in 3.03.C which are in violation of federal, state or local laws or ordinances, park regulations or disc golf course rules.

- C. The following actions also violate the above standard. Players who commit one or more of these violations will not receive a warning, and will be immediately disqualified by the Tournament Director:
1. Cheating: a willful attempt to circumvent the rules of play.
 2. Physical attacks upon anyone present.
 3. Public display or use of illegal or prohibited substances in violation of any applicable law (national/federal, state/provincial, local/city/county, et al) from the two-minute signal to the time the player's scorecard is submitted.
 4. Public display or use of alcohol at PDGA events sanctioned at B-Tier or higher, or of marijuana at PDGA events sanctioned at any Tier level, even where otherwise lawful or permitted, from the two-minute signal to the time the player's scorecard is submitted.
- D. Players are required to report any player misconduct to a Tournament Official when available or to the Tournament Director directly at the completion of the round.
- E. Tournament Directors are required to report any disqualifications and player misconduct to the PDGA as quickly as possible.
- F. Disqualified players shall forfeit any prize money or merchandise and shall not receive a refund of entry fees.
- G. The public display or use of tobacco products by event staff, players, and by extension their caddies, is prohibited at all times at PDGA events of any Tier that solely offer Junior divisions (i.e., divisions beginning with MJ and/or FJ prefixes), including the PDGA Junior World Championships.

Such public display or use is also prohibited at all other PDGA Majors and Elite Series events, as well as those events held concurrently with those Major and Elite Series events, from the two-minute signal until their scorecard is submitted.

1. This prohibition includes all smoking and chewing tobacco products, as well as electronic and vapor cigarettes, whether tobacco-based or not. This prohibition does not apply to smoking cessation products that do not produce vapor, such as nicotine gum, nicotine patches, or nicotine lozenges.
2. For players and their caddies, any violation of these prohibitions will be treated as a courtesy violation, and violators will be asked to put away the product until after the round has concluded. Subsequent violations are courtesy violations which receive penalty throws (see 812, Courtesy). Repeated violations may result in disqualification (see 3.03.B).
3. At all non-junior events to which this policy applies, the Tournament Director may opt to provide designated smoking areas out of the public eye for players, caddies, and event staff to use during the round, and all rules concerning the pace of play still apply (see 3.02).

4. At PDGA events of any Tier that solely offer Junior divisions, including the PDGA Junior World Championships, no designated smoking areas will be provided.
5. In cases where local laws and policies conflict with this policy, please contact the PDGA Director of Event Support for guidance.

3.04 Dress Code

- A. All violations of the Dress Code Policy shall be considered a courtesy violation (see 812, Courtesy).
- B. All competitors and staff are required to wear a shirt.
- C. All competitors and staff are required to wear shoes or other foot coverings. Players will not be allowed to play in bare feet. Sandals or slides are allowed.
- D. The following dress code for all competitors will be enforced at all PDGA Elite Series and Major Events. The PDGA also recommends that this dress code be enforced at A-Tier and lower Tier events, but that decision lies solely with the Tournament Director:
 1. All players in PDGA-sanctioned competition and tournament staff are expected to dress appropriately and to maintain a clean and well-groomed appearance at all event sites and associated functions.
 2. All players must wear a shirt covering their upper chest area. A well-tailored shirt with a collar and sleeves covering the upper arm shall be considered acceptable. Tank tops are not allowed for any competitor, but women may wear sleeveless shirts with collars. Women may also wear well-tailored one-piece tennis dresses with minimum one-inch-wide shoulder straps.
 3. No tee shirts will be allowed, except for competitors in the Junior and Amateur divisions during preliminary rounds. Juniors and Amateurs shall not wear tee shirts during semifinal or final rounds. Crew neck or v-neck shirts made of high-performance or high-tech materials, such as Dry-Fit, Cool-Max, and others will be allowed.
 4. Shirts that hang down lower than the bottom hemline on the player's shorts shall be tucked in.
 5. No ripped shirts, shorts, or pants will be allowed on the course. That includes unhemmed, torn or cut "vents" at the shirt collar.
 6. No offensive, profane, or obscene slogans or logos shall be allowed on any clothing. Junior players may not wear slogans or logos referring to alcohol, tobacco, or drugs.
 7. This dress code will be in effect from start to finish at each event, including all tournament rounds.

8. Players who do not make a cut, but wish to remain on site through the duration of the tournament, will be considered spectators and will not be required to conform to the Tour's dress code.

3.05 Carts, Caddies and Groups

- A. Players are required to walk during their tournament rounds at all PDGA events unless alternate transportation such as golf carts are provided within the regular event entry fee (not as an opt-in) to all players within a single competitive division.
- B. A caddie is a person who carries a player's equipment or provides other assistance during the round. Players may designate one caddie at a time during their round. A caddie must be at least 13 years of age and must comply with the same **Official Rules of Disc Golf** and **Competition Manual** their player must follow, including the dress code, although a caddie need not be a PDGA member nor Certified Official.
- C. Players choosing to use a caddie will be solely responsible for their caddie's conduct from the two-minute signal until the player's scorecard is submitted. Any penalties for misconduct by a caddie (as defined in this section and in 3.03) will be applied to both player and caddie.
- D. Caddies are not part of the player group for the purposes of making group calls or rulings.
- E. Players must instruct their caddies to maintain a reasonable distance and not to interfere with a competitor's throw.
- F. For those players wishing to use a carrying device, approved carrying devices include disc golf bags, foldable chairs and push cart companions. No animals, motor-driven or bicycle-type devices shall be allowed as a carrying device at any PDGA events.
- G. In PDGA Majors and Elite Series events, the group consists of the players themselves, each player's individual caddie, any active Tournament staff such as leaderboard attendants, Tournament Officials, etc. and any credentialed media ONLY. 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.

3.06 Tour Player Media and Sponsor Relations

- A. All participants agree that the PDGA and its agents may publish photographs and images of their participation at PDGA-sanctioned events.
- B. All players at PDGA Elite Series and Major events are requested to be available to any and all media while on site except during or within 30 minutes of the start of a competitive round.

- C. Media personnel should refrain from interviewing a player until AFTER they have officially submitted their scorecard to tournament officials.
- D. The most current information about media at PDGA events can be found in the PDGA Media Policy document.

3.07 Tour Vendor Policies

- A. The Tournament Director may refuse to allow any vendor access to the tournament venue and its environs at their sole discretion.
- B. If applicable, sponsors/vendors are responsible for obtaining the required permits from the appropriate agencies/jurisdictions and must make permits available to the Tournament Director upon request.
- C. Failure to comply with this policy by a vendor may result in further disciplinary actions by the PDGA.

3.08 Tournament Director Rights and Responsibilities

The PDGA recognizes that the strength of the organization and the sustainability of tournament disc golf are reliant on the partnership between the PDGA and the Tournament Director. In order to help the Tournament Director to better perform their job, the PDGA has endowed them with certain rights. The Tournament Director also has responsibilities to the PDGA and its players, including but not limited to the following:

- A. Any qualified, current PDGA member interested in running a PDGA-sanctioned event may be required to take and pass an online tournament procedures assessment test before being able to direct that event. That test will be based upon the **Official Rules of Disc Golf** and the **Competition Manual**.
- B. Tournament Directors agree to follow PDGA **Tour Standards** and Sanctioning Requirements for the event's designated Tier level.
- C. Tournament Directors may be required to sign a statement acknowledging that they have read the **Official Rules of Disc Golf** and the **Competition Manual** and agree to abide by and enforce their contents before being able to direct any PDGA-sanctioned event.
- D. Tournament Directors must disclose the financial information for their tournaments as listed in the PDGA Sanctioning Agreement. However, beyond the PDGA-required disclosures, any additional release of tournament-related financial information is solely at the discretion of the Tournament Director.
- E. Per Section 2.4 of the PDGA Bylaws, Tournament Directors may not refuse service to anyone based on their race, age, religion, sexual orientation, color, national origin, disability, gender, gender identity, or ancestry.
- F. Tournament Directors must abide by active PDGA player disciplinary actions.
- G. Any issues that may arise during a tournament, whether or not covered in any existing PDGA document, including allegations of abuse of responsibilities by a

Tournament Director, may be brought to the attention of the PDGA through the PDGA Disciplinary Process.

- H. Where an event does not meet the criteria or a Tournament Director does not meet the responsibilities set forth in the Sanctioning Agreement, Tour Standards, PDGA Privacy Policy, and Competition Manual, the PDGA reserves the right to demote the event in the future, or to suspend the Tournament Director from running future events.
- I. Failure to properly report the results of an event or to meet the financial obligations of the event may lead to further disciplinary action including the suspension of the Tournament Director's PDGA membership and privileges.

Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.