

Professional Disc Golf Association's

A woman wearing a plaid shirt and a cap is shown in a dynamic pose, holding a disc golf disc. The background is a blue-tinted image of a disc golf course with trees and a large number '13' visible.

Official Rules of Disc Golf

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A man in a dark shirt is shown in a dynamic pose, throwing a disc golf disc. The background is a blue-tinted image of a disc golf course with trees and a large number '13' visible.

Competition Manual

for Disc Golf Events

Professional Disc Golf Association's

Official Rules of Disc Golf



www.pdga.com

PDGA Official Rules of Disc Golf

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PROFESSIONAL DISC GOLF ASSOCIATION

Table of Contents

- [800 Introduction](#)
 - [800.01 Description of the Game](#)
 - [800.02 Definitions](#)
 - [800.03 Conversions](#)
 - [800.04 Links](#)
- [801 General](#)
 - [801.01 Application of the Rules](#)
 - [801.02 Discs Used in Play](#)
 - [801.03 Artificial Devices](#)
 - [801.04 Courtesy](#)
 - [801.05 Order of Play](#)
 - [801.06 Practice Throws](#)
- [802 Basic Rules of Play](#)
 - [802.01 Teeing Off](#)
 - [802.02 Establishing Position](#)
 - [802.03 Marking the Lie](#)
 - [802.04 Throwing from a Stance](#)
 - [802.05 Holing Out](#)
- [803 The Lie](#)
 - [803.01 Obstacles and Relief](#)
 - [803.02 Optional Relief and Optional Re-throw](#)
 - [803.03 Misplay](#)
- [804 The Throw](#)
 - [804.01 Excessive Time](#)
 - [804.02 Mandatories](#)
 - [804.03 Interference](#)
 - [804.04 Out-of-Bounds](#)
 - [804.05 Lost Disc](#)
 - [804.06 Provisional Throws](#)
- [805 Tournament Procedures](#)

- [805.01 Appeals](#)
- [805.02 Scoring](#)
- [805.03 Special Conditions](#)
- [806 Discretionary Rules](#)
- [807 Experimental Rules](#)
- [808 Rules Q & A](#)

800 Introduction

800.01 Description of the Game

The object of the game of disc golf is to traverse a course from beginning to end in the fewest throws of the disc. The competitor who plays the stipulated round or rounds in the fewest throws plus penalty throws is the winner.

Play on each hole begins at the teeing area 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. These natural obstacles are very much a part of the game and must not be altered by a 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 allowed otherwise by these rules.

800.02 Definitions

Approximate Lie

A lie established by the player's group in order to resume play from a lie which is not marked.

Approximate Position

A position established by the player's group that is as close as possible to the original position of the disc.

Away Player

The player whose lie is farthest from the target.

Casual Water

A body of water which is not out-of-bounds, and which has not been declared by the Director to not be casual water.

Chains

A deflection assembly which is designed to direct a thrown disc down into the tray component of a basket target.

Chain Support

The structure from which the chains are suspended; a deflector support which often forms the top of a basket target.

Director

The person in charge of the tournament or event. The term Director may refer to the Tournament Director, or to a Course Director in a tournament played on multiple courses.

Drop Zone

An area on the course, as designated by the Director, from which play is resumed as an alternative to or in replacement of play from the lie. The throwing area from within a drop zone is marked and played in a manner similar to the marking and playing of a teeing area. A teeing area may be used as a drop zone. A drop zone is a lie.

Group

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

Hole

A numbered segment of the course that is a separate unit for scoring.

Hole Out

To successfully complete play of a hole.

In-bounds

Any area of the course that is not out-of-bounds.

Lie

The spot on the playing surface behind the marker, upon which the player takes a stance in accordance with the rules. It is a line 30 centimeters in length extending back along the line of play from the rear edge of the marker disc. The lie for the first throw on a hole is the teeing area. A drop zone is also a lie.

Line of Play

The imaginary line on the playing surface extending from the center of the target through the center of the marker disc and beyond.

Mandatory

An object or objects that the disc must pass in a designated manner. A mandatory functions to limit the allowable path the disc may take to the target.

Marker (or Marker Disc)

The mini marker disc or the thrown disc at rest, either of which may be used to indicate the lie from which the next throw is to be made.

Mini Marker Disc (or Mini)

A small disc, not used in play, which may be used to mark the location of the lie.

Obstacle

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

Official

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

Out-of-bounds

An area designated by the Director from which a disc may not be played, and within which a stance may not be taken. The out-of-bounds line extends a plane vertically upward and downward. The out-of-bounds line is part of the out-of-bounds area.

Par

As determined by the Director, the score an expert disc golfer

would be expected to make on a given hole with errorless play under ordinary weather conditions, allowing two throws from close range to hole out.

Penalty Throw

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

Players' Meeting

A meeting of players with the Director prior to a tournament, where players are given instructions about tournament procedures, the course, and any special conditions which will apply during the tournament.

Playing Surface

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. In cases where it is unclear whether a surface is a playing surface, the decision shall be made by the Director or an official.

Pole

A central pipe or post which supports the other components of a basket target.

Position

The location of the disc after it has been thrown and has initially come to rest.

Practice Throw

A throw of more than two meters during a competitive round that does not change the lie. Provisional throws, misplayed throws, and stance violations are not practice throws.

Previous Lie

The lie resulting from the most recent throw, as evidenced by the marker disc or, if the marker disc has been moved, the corresponding approximate lie.

Provisional Throw (or Provisional)

An extra throw, sanctioned by the player's group or an official, that is part of an alternative sequence of throws that may be used in the case of a disputed ruling or to save time. Only one set of throws will be counted in the player's score once a final ruling is made.

Putt

Any throw from 10 meters or less as measured from the rear of the marker disc to the base of the target.

Relief

A change made to the player's lie or surrounding area, such that an obstacle is removed from the vicinity, or when that is impractical, the lie is relocated away from the obstacle.

Re-throw

An additional throw from the same lie which is played instead of the previous throw from that lie.

Supporting Point

At the time of release, any part of a player's body that is in contact with the playing surface or some other object that provides support.

Target

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.

Tee Line

The line at the front of the teeing area, or the line between the outside edges of two tee markers.

Teeing Area (or Tee)

The area bounded by the edges of a tee pad, if provided. Otherwise, the area extending three meters perpendicularly behind the designated tee line. The teeing area is also a lie.

Throw

The propulsion of a disc by a player that results in a new lie.

Tray (or Basket)

An open-topped receptacle into which the disc may fall or be thrown.

Warning

Where prescribed by a rule, the initial advisement a player is given for violating that rule, making the player susceptible to receiving a penalty throw for subsequent violations of that rule within the same round.

800.03 Conversions

All measurements listed in the rules are given in metric units. The following English System equivalents are to be used when no metric measuring device is available. Under no circumstances shall players or officials use independent conversion calculations.

Metric System	English System
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10 meters	32 feet 10 inches
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5 meters	16 feet 5 inches
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3 meters	9 feet 10 inches
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2 meters	6 feet 6 inches
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1 meter	3 feet 3 inches
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30 centimeters	11 and 3/4 inches
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800.04 Links

- Rules: pdga.com/rules
- Rules Q & A: pdga.com/rulesqa
- Competition Manual: pdga.com/rules/competition-manual

- Course Directory: pdga.com/course-directory
- Technical Standards: pdga.com/tech-standards

801 General

801.01 Application of the Rules

- A. These rules have been designed to promote fair play for all disc golfers. In using these rules, players shall apply the rule that most directly addresses the situation at hand. If any point in dispute is not covered by the rules, the decision shall be made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness.
- B. Players are expected to call a violation when one has clearly occurred. Calls must be made promptly.
- C. If in doubt, players may attempt to consult an official. If none is available, players have the option of proceeding with provisional throws as described in [804.06](#).
- D. A player shall not receive a warning for a rules violation unless the rule specifically provides for a warning. Warnings do not carry over from one round to the next round or to a playoff.
- E. A rules violation that results in a warning may be called by any player in the group, or by an official. All players in the group shall be advised of the warning, and it shall be noted on the scorecard.
- F. A rules violation that results in one or more penalty throws may be called by any player in the group, or by an official. If called by a player, it must then be seconded by another player in the group.

- G. Unless otherwise stated, any determination made by the group as a whole shall be made by a majority of the group, or by an official.
- H. A throw or an action that is subject to penalty under more than one rule shall be marked and/or penalized in accordance with the rule that results in the most penalty throws, or, among rules that call for an equal penalty, the rule that was first violated.

801.02 Discs Used in Play

- A. Discs used in play must meet all of the conditions set forth in the [PDGA Technical Standards](#).
- B. A disc which has been modified after production such that its original flight characteristics have been altered is illegal, excepting wear from usage during play and the moderate sanding of discs to smooth molding imperfections or scrapes. Discs excessively sanded or painted with a material of detectable thickness are illegal.
- C. A disc which is cracked or perforated is illegal.
- D. A disc that is questioned by another player or an official is illegal unless it is subsequently approved by the Director.
- E. A player who throws an illegal disc during play shall receive two penalty throws, without a warning. A player who repeatedly throws an illegal disc during the round may be subject to disqualification in accordance with [Section 3.3](#) of the PDGA Competition Manual.
- F. All discs used in play, except mini marker discs, must be

uniquely marked. A player shall receive a warning for the first instance of throwing an unmarked disc. Each subsequent throw by the player with an unmarked disc shall incur one penalty throw.

801.03 Artificial Devices

- A. During a round, a player shall not use any artificial device that may directly assist in making a throw, except those devices that reduce or control abrasion to the skin (such as gloves, tape, bandages, or gauze) and medical items (such as knee or ankle braces). Placing an object as a directional aid is not allowed. An item such as a towel or a pad may be placed on the lie as long as it is not greater than one centimeter in thickness when compressed.
- B. A device that is questioned by another player or an official is illegal unless it is subsequently approved by the Director.
- C. A player shall receive two penalty throws, without a warning, if observed at any time during a round to be using an illegal artificial device. A player who repeatedly uses an illegal device may be subject to disqualification in accordance with [Section 3.3](#) of the PDGA Competition Manual.

801.04 Courtesy

- A. Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present.
- B. Players should watch the other members of their group throw in

order to aid in locating errant throws and to ensure compliance with the rules.

- C. Players should take care not to produce any auditory or visual distractions while other players are throwing. Distracting actions include: shouting, cursing, freestyling, striking course equipment, throwing out of turn, throwing or kicking golf bags, throwing minis, and advancing on the fairway beyond the away player. Shouting at an appropriate time to warn someone in danger of being struck by a disc is not a courtesy violation.
- D. Refusal to perform an action expected by the rules, such as assisting in the search for a lost disc, moving discs or equipment, or keeping score properly, is a courtesy violation.
- E. Littering is a courtesy violation.
- F. Courtesy dictates that players who smoke should not allow their smoke to disturb other players. Disposing of a cigarette butt by dropping it on the ground is littering.
- G. A player violating a courtesy rule may be warned by any affected player, even if from another group, or by an official. The player shall be assessed one penalty throw for each subsequent courtesy violation of any type in the same round. Repeated violations of courtesy rules may result in disqualification in accordance with [Section 3.3](#) of the Competition Manual.

801.05 Order Of Play

- A. Teeing order for the first hole to be played is determined by the order in which the players are listed on the scorecard(s).

- B. Teeing order on all subsequent holes is determined by the scores on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, the scores are to be counted back until the order is resolved.
- C. After all the players in the group have teed off, the away player throws next. After that and each subsequent throw, the player who is then the away player throws next, until all players in the group have holed out.
- D. To facilitate flow of play, a player who is not the away player may throw if the away player consents.
- E. During tournament play, no group may play through the group ahead unless the group ahead is required to stand aside in accordance with the rules or as directed by an official.
- F. Throwing out of turn is a courtesy violation.

801.06 Practice Throws

- A. A practice throw made during the round shall result in one penalty throw being added to the thrower's score.

802 Basic Rules Of Play

802.01 Teeing Off

- A. Play begins on each hole with the player throwing from within the teeing area. When the disc is released, the player must have at least one supporting point in contact with the surface of the teeing area, and all supporting points must be in contact only with the surface of the teeing area. Supporting point contact outside the teeing area is allowed if it comes before or after, and not at, the moment the disc is released.
- B. Any supporting point contact outside the teeing area at the time of release constitutes a stance violation and shall be handled in accordance with sections [802.04 E and F](#).

802.02 Establishing Position

- A. The thrown disc establishes a position where it first comes to rest.
- B. A disc is considered to be at rest once it is no longer moving as a result of the momentum imparted by the throw. A disc in water or foliage is considered to be at rest once it is moving only as a result of movement of the water, the foliage, or the wind.
- C. If the disc first comes to rest above or below the playing surface, its position is on the playing surface directly below or above the disc.
- D. If the thrown disc breaks into pieces, the largest piece is deemed to be the thrown disc.

- E. If the thrown disc has moved after it first came to rest on the in-bounds playing surface, it shall be replaced to its approximate position. If it first came to rest elsewhere, the disc need not be replaced, and any determinations are made relative to where it first came to rest.

802.03 Marking The Lie

- A. The position of a thrown disc on the in-bounds playing surface marks its lie.
- B. Alternatively, a mini marker disc may be used to mark the lie by placing it on the playing surface, touching the front of the thrown disc on the line of play.
- C. A player is required to mark the lie with a mini marker disc in the following situations:
1. Marking an approximate lie;
 2. Marking a disc above or below the playing surface (see [802.02.C](#));
 3. Relocating the lie within one meter of an out-of-bounds area (see [802.03.D](#));
 4. Taking relief (see [803.01](#)).
- D. If the position of the thrown disc is in-bounds but within one meter of an out-of-bounds line, the lie may be marked by placing a mini marker disc on the playing surface at any point on a one-meter line that extends perpendicularly from the nearest point on the out-of-bounds line and passes through the center of the

thrown disc, even if the direction takes the lie closer to the target. For the purpose of marking the lie, the out-of-bounds line represents a vertical plane.

- E. If a large solid obstacle prevents the player from taking a legal stance behind the marker disc, the player may instead mark the lie by placing a mini marker disc on the playing surface immediately behind that obstacle on the line of play.
- F. A marker disc that is moved prior to the ensuing throw shall be replaced to its original position to mark the approximate lie.
- G. A player shall receive a warning for the first violation of a marking rule. One penalty throw shall be assessed for each subsequent violation of any marking rule during the round.

802.04 Throwing from a Stance

- A. A player must choose the stance that will result in the least movement of any part of any obstacle that is a permanent or integral part of the course. Once a legal stance is taken, the player may not move an obstacle in any way 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. When the disc is released, a player must:
 - 1. Have at least one supporting point that is in contact with the lie; and,
 - 2. Have no supporting point in contact with the marker disc or any object (including the playing surface) closer to the target than the rear edge of the marker disc; and,

3. Have all supporting points in-bounds.

- C. Supporting point contact with or beyond the marker disc is permitted after the disc is released, except when putting.
- D. Putting: Any throw from within 10 meters of the target, as measured from the rear of the marker disc to the base of the target, is a putt. Supporting point contact closer to the target than the rear edge of the marker disc after the disc has been released is a stance violation. The player must demonstrate full control of balance before advancing toward the target.
- E. A player shall receive a warning for the first stance violation in the round. Subsequent stance violations in the same round shall incur a one-throw penalty. Stance violations may not be called or seconded by the thrower.
- F. Any throw made from an illegal stance is disregarded. A re-throw must be taken from the original lie, prior to subsequent play by others in the group.

802.05 Holing Out

- A. Basket Targets: In order to hole out, the thrower must release the disc and it must come to rest supported by the chains and/or the inner cylinder (bottom and inside wall) of the tray. It may be additionally supported by the pole. A disc that enters the target below the top of the tray or above the bottom of the chain support is not holed out.
- B. Object Targets: In order to hole out, the thrower must release the disc and it must strike the marked target area on the object as specified by the Director.

803 The Lie

803.01 Obstacles And Relief

- A. Obstacles to a Stance or Throwing Motion: With the exception of casual obstacles to a stance as described below, a player is not allowed to move any obstacle on the course. No relief is granted from park equipment (such as signs, trash cans, or picnic tables), which is considered to be part of the course. A player is allowed to request that other people remove themselves and/or their belongings from the player's stance or line of play.
- B. Casual Obstacles to a Stance: A player may obtain relief only from the following obstacles that are on or behind the lie: casual water, loose leaves or debris, broken branches no longer connected to a tree, motor vehicles, harmful insects or animals, players' equipment, people, or any item or area specifically designated by the Director before the round. To obtain relief, the player must remove the obstacle if it is practical to do so. If it is impractical to move the obstacle, the player's lie may be relocated to the nearest lie which is no closer to the target, is on the line of play, and is not more than five meters from the original lie (unless greater casual relief is announced by the Director).
- C. Course equipment may always be restored to its proper working order, including the clearing of obstacles.
- D. A player shall receive one penalty throw, without a warning, for violation of an obstacle or relief rule.
- E. A player who purposely damages any part of the course shall

receive two penalty throws, without a warning. The player may also be disqualified from the tournament, in accordance with [Section 3.3](#) of the Competition Manual.

803.02 Optional Relief and Optional Re-throw

- A. **Optional Relief.** A player may elect at any time to take optional relief. The lie may then be relocated to a new lie which is no closer to the target, and is on the line of play. One penalty throw shall be added to the player's score.
- B. **Optional Re-throw.** A player may elect at any time to re-throw from the previous lie. The original throw plus one penalty throw shall be counted in the player's score.

803.03 Misplay

- A. It is the responsibility of the player to play the course correctly. Before play begins, players shall attend the players' meeting and 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 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. In instances where the misplay rules affect players within a group differently, the group shall remain together while a hole is being completed by some of the group in order to verify scoring and rules compliance.
- D. In instances where a misplay is discovered after the player has

turned in the scorecard, the misplay shall not be replayed and the player shall receive a two-throw penalty for the misplay.

E. A misplay is not a stance violation, nor is it a practice throw.

F. A player who deliberately misplays the course to gain competitive advantage shall be penalized in accordance with [Section 3.3](#) of the Competition Manual.

G. Types of misplay:

1. Incorrect Lie. 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 established by a disc other than 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 passed a mandatory on the wrong side.

If no subsequent throws have been made after the misplayed throw, the player shall continue play from the correct lie and be assessed a one-throw penalty for the misplay. If an additional throw or throws have been made after the misplayed throw, the player shall complete the hole being played and be assessed a two-throw penalty for the misplay.

2. Wrong Target. The player has holed out on a target that is not the 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, the disc is above the playing surface, and play proceeds according to [802.02.C](#). If the player has teed off on the next hole, a two-throw penalty shall be added to the score for the misplayed hole.

3. **Failure To Hole Out.** The player has teed off on a hole without having holed out on the previous hole. The score for the misplayed hole shall be the number of throws made, plus one for holing out, plus two penalty throws for the misplay. The player must not actually hole out on the previous hole. Intentionally failing to hole out constitutes withdrawal from competition.
4. **Non-Sequential Play.** The player has completed play on a hole in the wrong order. The player shall proceed to play the course in its proper order. Regardless of the number of holes skipped or played in the wrong order during the round, a total of two penalty throws shall be added to the player's total score for the misplay. The score earned from any completed hole shall stand, and any completed hole shall not be replayed.
5. **Missed Hole Due To Late Arrival.** The player has failed to play a hole due to late arrival. The player receives a score of par plus four for the hole. See [Section 1.5 B](#) of the Competition Manual.
6. **Omitted Hole.** The round has been completed, and the player has neglected to play a hole. The hole is scored the same as a hole missed due to late arrival.
7. **Incorrect Hole.** The player has completed play on 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. The hole shall stand as played, and two penalty throws shall be added to the player's total score.

8. Extra Hole. The player has completed play on a hole that is not part of the course for that round. Two penalty throws shall be added to the player's total score. Throws made on the extra hole are not counted.

804 The Throw

804.01 Excessive Time

- A. A maximum of 30 seconds is allowed to each player to make a throw after:
1. The previous player has thrown; and,
 2. The player has had a reasonable amount of time to arrive at the disc; and,
 3. The playing area is clear and free of distractions.
- B. A player shall receive a warning for the first excessive time violation. The player shall be assessed one penalty throw for each subsequent excessive time violation in the same round.

804.02 Mandatories

- A. A mandatory restricts the path the disc may take to the target. A disc must pass the correct side of the mandatory before the hole is completed. A disc has passed the mandatory once it establishes a position beyond the mandatory line.
1. The mandatory line is the line marked by the director or course designer to indicate when a disc has passed or missed the mandatory.
 2. If no line has been marked, the mandatory line is defined as a straight line through the mandatory, perpendicular to the line connecting the mandatory to the previous mandatory, or

if there is no previous mandatory, the tee.

3. In the case of a double mandatory when no line has been marked, the mandatory line is the straight line connecting the two mandatories, and extends beyond them in both directions.
- B. A throw has missed the mandatory if it passes the incorrect side of the mandatory from the direction of the tee, and establishes a position completely beyond the mandatory line.
- C. A throw that has missed the mandatory results in a one-throw penalty. The next throw shall be made from the drop zone, as designated for that mandatory.
- D. If no drop zone has been designated, the player shall play from the previous lie.
- E. If, after a mandatory has been passed, a subsequent throw crosses the mandatory line on the correct side but in the reverse direction, the mandatory has no longer been passed. The player must still pass the mandatory on the correct side. A line connecting the lies for the hole must pass to the correct sides of all mandatories for the hole.
- F. The nearest mandatory which has not yet been passed is considered to be the target for all rules related to marking the lie, stance, obstacles, and relief, if the line of play does not pass to the correct side of that mandatory.

804.03 Interference

- A. A thrown disc that strikes a person or animal is played where it

first comes to rest.

- B. A thrown disc that is intentionally deflected or was caught and moved shall be given an approximate position at the point of contact.
- C. A thrown disc at rest that has been moved shall be replaced to its approximate position (see [802.02.E](#)). A marker disc at rest that has been moved shall be replaced to mark the approximate lie (see [802.03.F](#)).
- D. A player who intentionally interferes with another player's disc in any of the following ways shall receive two penalty throws:
 1. Altering the course of a thrown disc (other than to prevent injury); or,
 2. Moving a thrown disc or mini marker disc (other than in the process of identification, retrieval, or marking); or,
 3. Obscuring a thrown disc or mini marker disc.
- E. A player whose thrown disc was intentionally interfered with by another player as described in [804.03.D.1](#) has the option of a re-throw.
- F. Players shall 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.
- G. Altering the course of a thrown disc with the consent of the

thrower in order to prevent the disc from becoming lost is not punishable interference. Any disc whose course is altered for that reason is considered to be a lost disc.

804.04 Out-of-Bounds

- A. A disc is out-of-bounds if its position is clearly and completely surrounded by an out-of-bounds area. See [802.02.B](#) for determining when a disc in water or foliage has come to rest.
- B. The out-of-bounds line is part of the out-of-bounds area.
- C. A disc that cannot be found is considered to be out-of bounds if there is reasonable 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 rule [804.05](#).
- D. A player whose disc is out-of-bounds shall receive one penalty throw. The player may elect to play the next throw from:
 - 1. The previous lie; or,
 - 2. A lie that is up to one meter away from and perpendicular to the point where the disc last crossed into out-of-bounds, even if the direction takes the lie closer to the target; or,
 - 3. Within the designated drop zone, if provided.

Those options may be limited by the Director as a special condition only by prior approval of the PDGA Tour Manager.

- E. The out-of-bounds line represents a vertical plane. Where a player's lie is marked from a particular point within one meter of

the out-of-bounds line, the one-meter relief may be taken from a point upward or downward along the vertical plane.

- F. If the thrower moves the disc before a determination regarding its out-of-bounds status has been made, the disc shall be considered out-of-bounds.

804.05 Lost Disc

- A. A disc shall be declared lost if the player cannot locate it within three minutes after arriving at the spot where it was last seen. 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. All players in the group must assist in searching for the disc. The disc shall be declared lost upon expiration of the three minutes.
- B. A player whose disc is declared lost shall receive one penalty throw. The next throw shall be made from the previous lie.
- C. The Director may designate a drop zone for lost discs on a particular hole. If a drop zone is provided, the player may throw from there instead of from the previous lie. In all cases the original throw plus one penalty throw shall be counted in the player's score.
- D. If it is discovered, prior to the completion of the tournament, that a player's disc that was declared lost had been removed or taken, then the player shall have two throws removed from the score for that hole.
- E. A marker disc that is lost shall be replaced to mark the approximate lie with no penalty.

804.06 Provisional Throws

- A. Provisional throws are extra throws that are not added to a player's score if they are not ultimately used in the completion of the hole. The use of provisional throws is encouraged in all situations where there is a question regarding a player's lie and a provisional throw would expedite play, or when the thrower questions a ruling. The unused throws are not to be added to the thrower's score nor treated as practice throws as long as the player announces that such additional throws are provisional throws prior to making them.
- B. Provisional throws are appropriate in the following circumstances:

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

The thrower shall complete the hole from whichever of the two throws is deemed by the group or an official to have resulted in the correct lie.

2. To appeal the group's or an official's ruling. A set of provisional throws may be taken to complete a hole as part of an appeal when the player disagrees with the group

decision and an official is not readily available, or if the player wishes to appeal the decision of an official. The scores from both sets of throws shall be recorded. The proper ruling and score are then determined by the Director at the end of the round.

- C. A provisional throw may not be subsequently declared to be an optional re-throw.

805 Tournament Procedures

For information regarding tournament procedures that are not covered below (such as beginning play, rain or hazardous conditions, disqualification and suspension, grouping and sectioning, handling of ties, classification of players, or officials), see the [Competition Manual](#).

805.01 Appeals

- A. When a group cannot reach a decision regarding a ruling, the benefit of the doubt shall be given to the thrower. However, any player may seek the ruling of an official, and the official's ruling supersedes the group's ruling. Any player desiring an appeal of the group's decision shall promptly and clearly express that desire to the group.
- B. If an official is readily available, the group shall stand aside to seek the official's ruling, allowing other groups to play through.
- C. If an official is not readily available, the group shall proceed in one of two ways. The group may reach a decision with the benefit of the doubt going to the thrower, and continue play. Alternatively, if the thrower does not wish to continue play under the group's decision, the thrower may declare a provisional per [804.06 B](#). The use of provisional throws is encouraged in all situations where the thrower questions the group's or an official's ruling.
- D. A player may appeal an official's ruling to the Director. If the Director is readily available, the appeal shall be heard directly. The group shall stand aside awaiting the ruling on appeal. If the

Director is not readily available, the group shall continue playing under the official's ruling. The appeal shall be made as soon as is practical. The decision of the Director shall be final.

- E. Where a group's or official's decision is overturned on appeal, the official or Director may, in the interest of fairness, allow the thrower's score to remain the same, or adjust the thrower's score to reflect the correct interpretation of the rules. Only in a case where a replay is the most fair solution, at the discretion of the Director, shall a hole or holes be replayed.

805.02 Scoring

- A. The player listed first on the scorecard(s) bears primary responsibility for picking up the group's scorecard(s).
- B. Players in the group shall rotate the scorekeeping task proportionally, unless a player or a scorekeeper volunteers to keep score more and that is acceptable to all members of the group.
- C. After each hole is completed, the scorekeeper shall call out each player's name. The called player shall answer with the score in a manner that is clear to all players of the group and the scorekeeper. The scorekeeper shall record that score and read it back, in a manner that is clear to all players of the group. If there is any disagreement about the score a player reports, the group must review the hole and attempt to arrive at the correct score. If the group cannot reach consensus on the player's score, they shall consult [805.01](#).
- D. The scorekeeper shall record the score for each player on each hole as the total number of throws, including penalty throws. The

total score for the round shall also be recorded as the sum of all hole scores, plus any additional penalty throws. The use of anything other than a number (including the lack of a score) represents an incorrect hole or total score and is subject to penalty as described below.

- E. Warnings and penalty throws given to a player for rules infractions shall be noted on the scorecard.
- F. At the end of the round, each player shall sign the scorecard to attest to the accuracy of the score on each hole as well as the total score. If all players of the group agree that a hole score was recorded in error, the score may be changed prior to the scorecard being turned in. Players whose scorecards are turned in unsigned accept responsibility for the scores recorded.
- G. All players are responsible for returning their scorecards within 30 minutes of the completion of a round. The round has been officially completed for all competitors when the last group on the course has completed their final hole and has had, in the Director's opinion, reasonable time to travel from their final hole to tournament headquarters. Failure to turn in the scorecard on time shall result in the assessment of two penalty throws, without a warning, to each player listed on the late scorecard.
- H. After the scorecard is turned in, the total score as recorded shall stand with no appeal, except for the following circumstances:
 - 1. Penalty throws may be assessed at whatever time the infraction is discovered until the Director declares the tournament officially over or all awards have been distributed.

2. If it is determined that the total score was incorrectly recorded, either by an error on a hole score or by an error in totaling the hole scores, including omission of the total score, the director shall add two penalty throws to the correct total score. These penalty throws are not added when the Director corrects a player's score for other infractions determined after the player had turned in an otherwise correct scorecard.

805.03 Special Conditions

- A. Rules governing special conditions that may exist on the course shall be clearly defined and disseminated to all players prior to the start of the tournament. All special conditions shall be covered in the players' meeting. Each player is responsible for adhering to all points covered in the player's meeting.
- B. A drop zone may be utilized in special conditions. The Director must announce prior to the tournament how it is to be used and whether a penalty throw is to be assessed.
- C. No rules may be stipulated which conflict with these rules, unless approved by the Tour Manager.

806 Discretionary Rules

Discretionary rules are rules that may be invoked by the Director without prior approval from the PDGA. Any discretionary rule that is in effect must be announced by the Director prior to the tournament and in the players' meeting.

806.01 Two-meter Rule

- A. If a disc has come to rest above two meters, as measured from the lowest point of the disc to the playing surface directly below it, the player shall be assessed a one-throw penalty. The player shall then proceed in accordance with [802.02.C](#).
- B. If the lie directly below the disc on the playing surface is out-of-bounds, the disc is played as out-of-bounds regardless of its height above the playing surface.
- C. A disc supported by the target 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.
- E. The Director may declare the two-meter rule to be in effect for the entire course, for particular holes, and/or for individual objects.

807 Experimental Rules

Experimental rules are rules variations that may be invoked by the Director only with prior approval from the PDGA. Any experimental rule that is in effect must be announced by the Director prior to the tournament and in the players' meeting.

808 Rules Q & A

1. [Bluebonnets and Other Protected Areas](#)
2. [Bridge Over OB](#)
3. [Building a Lie](#)
4. [Ice and Snow](#)
5. [Changing Marking Methods](#)
6. [Disc Below the Playing Surface](#)
7. [Disc Resting on Top \(DROT\)](#)
8. [Disc Knocked out of Tree](#)
9. [Disc Lost in Casual Water](#)
10. [Fences as OB Lines](#)
11. [Grip Additives](#)
12. [Is a Drop a Throw?](#)
13. [Kneeling on a Towel](#)
14. [Lost or OB?](#)
15. [Lost Then Found](#)
16. [Using an Object Behind the Lie for Support](#)
17. [Marking the Lie of a Disc in a Tree](#)
18. [Missed Mandatory](#)
19. [Missing Scores](#)
20. [Mandatory Has No Drop Zone](#)
21. [Obstacle to Stance and Flight Path](#)
22. [Played A Hole That Is Not Part Of Official Course](#)
23. [Starting on the Wrong Hole](#)
24. [Poorly Defined Mandatory](#)
25. [Provisional Throws](#)
26. [Remaindered Discs](#)
27. [Reteeing after an OB Drive](#)
28. [Shakedown!](#)
29. [Legal Throwing Styles](#)
30. [Unplayable or Unsafe Tees](#)

31. [The Two-Meter Rule](#)
32. [Optional Relief When Disc Is OB](#)
33. [Penalty Rule Priorities](#)
34. [Putts not Entering the Target Properly](#)
35. [Who's an Official?](#)
36. [Is Video Evidence Allowed for Rulings?](#)
37. [What is "Demonstrate Balance" for Putts?](#)
38. [Relief from Culvert in Side of Hill](#)
39. [Divisions Available to Women](#)
40. [Jumping the Gun](#)
41. [Putt Stuck on Nubs](#)
42. [Foot Hanging Over Edge of Tee](#)
43. [Spider Webs](#)
44. [Another Player Touched My Possibly OB Disc](#)
45. [Crooked Straddle](#)

QA 1: Bluebonnets and Other Protected Areas

Q:

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

A:

The TD may declare an area to be OB, or a casual obstacle, in which case you mark your lie according to the relevant rule. If a Drop Zone has been provided, your lie is in the Drop Zone. If the area has not been declared to be OB or a casual obstacle, then you mark your lie in the standard fashion, with one exception: you may take casual relief, with no penalty, from an area which you are prohibited by law from

entering. Note that you can always take Optional Relief (move the lie back along the line of play) or an Optional Rethrow (go back to the previous lie) at the cost of an additional penalty throw. Applicable Rules: [803.01 Obstacles and Relief](#); [803.02 Optional Relief and Optional Re-throw](#); [804.04 Out-of-Bounds](#); [805.03 Special Conditions](#).

QA 2: Bridge Over OB

Q:

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:

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 explicitly 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. Applicable Rules: [802.02 Establishing Position](#); [804.04 Out-of-Bounds](#); [800.02 Definitions \(Playing Surface\)](#).

QA 3: Building a Lie

Q:

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?

A:

If you choose not to take casual relief up to 5m back on the line of play, then you must take your stance as you would anywhere else on the course. You are not allowed to move obstacles on the course to build your lie, or for any other reason, unless they are casual obstacles. If you do not want to play the lie as is, or take casual relief, you may declare Optional Relief or an Optional Rethrow at the cost of one throw. Applicable Rules: [802.04 Throwing from a Stance](#); [803.01 Obstacles and Relief](#); [803.02 Optional Relief and Optional Re-throw](#).

QA 4: Ice and Snow

Q:

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

A:

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. Applicable Rules: [803.01 Obstacles and Relief](#).

QA 5: Changing Marking Methods

Q:

May I mark my lie with a mini, then decide to place the original disc back in position and pick up the mini?

A:

No. The thrown disc may only be used to mark the lie if it has not been moved. Once it has been moved, it can no longer be used to mark the lie. To avoid that situation, place your mini without moving the thrown disc. You may now choose either of the two discs to mark your lie, and simply pick up the other one once you've decided.

Applicable Rules: [802.03 Marking the Lie](#).

QA 6: Disc Below the Playing Surface

Q:

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

A:

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, 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 back along the line of play.

Applicable Rules: [802.02 Establishing Position](#).

QA 7: Disc Resting on Top (DROT)

Q:

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

A:

You have not holed out. Mark your lie below the disc and continue. Applicable rules: [802.05 Holing Out](#); [802.02 Establishing Position](#).

QA 8: Disc Knocked out of Tree

Q:

My disc was stuck in a tree well 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?

A:

The disc 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. As for the player whose throw knocked your disc down, the interference rule does not apply to a competitively thrown disc. Applicable Rules: [804.03 Interference](#); [802.02 Establishing Position](#); [806.01 Two-meter Rule](#).

QA 9: Disc Lost in Casual Water

Q:

My group agrees that my disc landed in a murky body of casual water. We could not find it. Do I play it as lost, or take casual relief?

A:

If your group agrees that there is compelling evidence that the disc is in the puddle, then you assume it is in fact in the puddle, and take casual relief without penalty. Your group will need to agree on an approximate location so that you can take your relief. If your group is not confident that the disc is in the puddle, it is played as a lost disc. Applicable Rules: [804.04 Out-of-Bounds](#); [803.01 Obstacles and Relief](#).

QA 10: Fences as OB Lines

Q:

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?

A:

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. Applicable Rules: [804.04 Out-of-Bounds](#).

QA 11: Grip Additives

Q:

May I use stuff on my hands to get a better grip?

A:

Yes. The use of grip aids is generally acceptable since nothing in the rules specifically prohibits their use. You may need to clean the disc periodically to prevent grip material from building up and adding thickness or weight to the disc. Applicable Rules: [801.03 Artificial Devices](#); [801.02 Discs Used in Play](#).

QA 12: Is a Drop a Throw?

Q:

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?

A:

No. The throw begins when movement of the disc in the intended direction begins. A disc dropped or knocked out before or during a backswing does not count as a throw. Applicable Rules: [800.02 Definitions](#) ("Throw").

QA 13: Kneeling on a Towel

Q:

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?

A:

Yes. You may place a towel or a small pad which is less than 1cm thick when compressed on the lie, including within a drop zone or teeing area. Applicable Rules: [801.03 Artificial Devices](#).

QA 14: Lost or OB?

Q:

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?

A:

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. Applicable Rules: [804.04 Out-of-Bounds](#).

QA 15: Lost Then Found

Q:

My disc was declared lost after a fruitless 3-minute search. As I began to head back to my previous lie, we found the disc. Now what do I do?

A:

It remains a lost disc, and you continue back to your previous lie.
Applicable Rules: [804.05 Lost Disc](#).

QA 16: Using an Object Behind the Lie for Support

Q:

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

A:

Holding on to something behind your lie 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 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. Applicable rules: [802.04 Throwing from a Stance](#); [803.01 Obstacles and Relief](#).

QA 17: Marking the Lie of a Disc in a Tree

Q:

Rule 803.08 describes what to do if the playing surface below the disc is "inside a tree", but I'm not sure what that means. Does it refer to the area encompassed by the ground-level branches, or just the trunk?

A:

It refers to the trunk, or any other large solid part where it would be physically impossible to place a marker disc. If there is room to mark your disc directly below, that is what you do. If not, you mark at the first available spot back along the line of play. Applicable Rules: [802.02 Establishing Position](#); [802.03 Marking the Lie](#).

QA 18: Missed Mandatory

Q:

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

A:

You finish the hole and take a two-throw penalty for not having played the mandatory. Applicable Rules: [803.03 Misplay](#).

QA 19: Missing Scores

Q:

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

A:

Scorecards submitted without a score marked for a hole are incorrect and will have two penalty throws added to the correct total score. Applicable Rules: [805.02 Scoring](#).

QA 20: Mandatory Has No Drop Zone

Q:

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

A:

You go back to your previous lie. Applicable Rules: [804.02 Mandatories](#).

QA 21: Obstacle to Stance and Flight Path

Q:

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

A:

Yes. If part of the branch is in your stance or run-up, you're allowed to move it, even if another part is between your lie and the hole. Applicable Rules: [803.01 Obstacles and Relief](#).

QA 22: Played A Hole That Is Not Part Of Official Course

Q:

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

A:

If the hole was played in place of a hole that is part of the course, then a two-throw penalty is added to each of the scores for the correct hole. If the hole was played in addition to the holes that make up the course, a two-throw penalty is added to each player's total score. Applicable Rules: [803.03 Misplay](#).

QA 23: Starting on the Wrong Hole

Q:

My group started on the wrong hole. What should we do?

A:

For each player, it depends on how many throws were made. If only one throw was made, there is a one-throw penalty and the player picks up and goes to the correct hole. If two or more throws were made, the player finishes the hole and takes a two-throw penalty. Applicable Rules: [803.03 Misplay](#).

QA 24: Poorly Defined Mandatory

Q:

A mandatory was marked on the trunk of a tree, with the arrow pointing left. The trunk splits into two main trunks. My disc passed

between the two upper trunks. Did I pass the mandatory?

A:

It's not an easy call, because the mandatory is poorly defined. Your group will first need to decide what the mandatory object is, i.e. whether one of the two upper trunks is a continuation of the lower one. Once that has been decided, picture the mandatory line as extending straight up from the end of that object. Your group will then have to decide on which side of that line your disc passed.

Applicable Rules: [804.02 Mandatories](#).

QA 25: Provisional Throws

Q:

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

A:

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. 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. Provisional throws are not counted as practice throws once the proper ruling has been made. A provisional throw cannot subsequently be declared to be an Optional Rethrow.

Applicable Rules: [804.06 Provisional Throws](#); [805.01 Appeals](#).

QA 26: Remaindered Discs

Q:

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

A:

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. Applicable Rules: [801.02 Discs Used in Play](#).

QA 27: Re-teeing after an OB Drive

Q:

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?

A:

Yes. You always have two options as to where to mark your lie after going OB: (1) Within one meter of where your disc was last in-bounds, or (2) The previous lie. You may have a third option if the TD has provided a Drop Zone. Whichever option you choose, there is a

one-throw penalty for going OB. Applicable Rules: [804.04 Out-of-Bounds](#).

QA 28: Shakedown!

Q:

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?

A:

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. Applicable Rules: [804.03 Interference](#); [806.01 Two-meter Rule](#); [802.02 Establishing Position](#).

QA 29: Legal Throwing Styles

Q:

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

A:

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 that works for you. Note:

That also means that kicking the disc can be penalized as a practice throw. Applicable Rules: [800 Definitions](#) (Throw).

QA 30: Unplayable or Unsafe Tees

Q:

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

A:

If the problem with the tee is a casual obstacle that cannot be easily removed (such as standing water), you can take casual relief up to 5m 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 you're desperate, you can use the Optional Relief rule to move back along the line of play as far as you like, at the cost of one penalty throw. If the tee is poorly marked, locate an official or a local player in other groups if possible to help identify the tee area boundaries. Applicable Rules: [803.01 Obstacles and Relief](#); [801.03 Artificial Devices](#).

QA 31: The Two-Meter Rule

Q:

Is the two-meter rule still in effect?

A:

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. Applicable Rules: [806.01 Two-meter Rule](#).

QA 32: Optional Relief When Disc Is OB

Q:

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?

A:

No. The Optional Relief rule specifies you can take relief from a lie and the disc that is OB is not located at a lie yet. Once you have established your lie, you may then use the Optional Relief rule to relocate your lie back along the line of play, at the cost of an additional penalty throw. Applicable Rules: [803.01 Obstacles and Relief](#); [804.04 Out-of-Bounds](#).

QA 33: Penalty Rule Priorities

Q:

Is there a priority order for which penalty rule should be applied if more than one applies?

A:

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. Applicable Rules: [801.01 Application of the Rules](#).

QA 34: Putts not Entering the Target Properly

Q:

Everyone in my group watched my soft putter push thru the side of the basket and land completely inside of it, not wedged at all. They said the putt was no good. Are they right?

A:

Starting with the 2011 rules, throws that are observed by the group or an official to enter the target by wedging through the tray or by dropping through the top of the chain support will not be considered good, even if they come to rest in the basket or chains. If no one sees the throw on a blind hole or when the target is too far away, the benefit of the doubt is given to the player. Applicable Rules: [802.05 Holing Out](#).

QA 35: Who's an Official?

Q:

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?

A:

No. 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 to make rules calls that affect players in their division. An official who is playing may make a call for another group of players in any division but theirs. A non-playing official can be the sole person to make a call in any group where rules indicate an official may make the call. While spectators who are not part of the tournament staff or volunteers may be officials, it's not considered good form for them to make calls unless requested to do so. Spotters, even if they are not officials, may make calls regarding the position of a disc (for example, where it was last in-bounds), and those calls qualify as official rulings. Applicable Rules: [801.01 Application of the Rules](#); [1.11 Officials](#).

QA 36: Is Video Evidence Allowed for Rulings?

Q:

A spectator managed to capture video evidence of some stance violations and courtesy violations like one player swearing and another drinking during the round. Can any of those video clips or snapshots be reviewed by an official to subsequently issue warnings or penalties?

A:

No. At this point, media evidence such as video, photos or audio clips cannot be used by officials or TDs for making rulings. Only direct visual accounts of possible rules infractions observed by players, spectators or officials may be used by TDs to make rulings.

QA 37: What is "Demonstrate Balance" for Putts?

Q:

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?

A:

It's hard to say. Your group will have to make a judgment call. 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 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. Applicable Rules: [802.04 Throwing from a Stance](#).

QA 38: Relief from Culvert in Side of Hill

Q:

Our course has two horizontal rainwater run-off culverts that exit from the side of a hill into the fairway. They are about 2 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 higher up on the hillside directly vertical from their disc's location in the culvert with no penalty by following the Disc Below Playing Surface rule?

A:

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's location with no penalty. Applicable Rules: [802.02 Establishing Position](#).

QA 39: Divisions Available to Women

Q:

Can women play in any division?

A:

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 men only. Applicable Rules: [2.1 Division Qualifications](#).

QA 40: Jumping the Gun

Q:

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

A:

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 2-minute warning. If the group actually started early but never heard the official start signal, their scores stand as thrown with no penalties. Applicable Rules: [1.5 Practice Rounds and Beginning Play](#).

QA 41: Putt Stuck on Nubs

Q:

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

A:

No. The disc must come to rest supported by some combination of the tray's bottom, its inner wall, the chains, and the pole. Your putt is supported by the top of the tray, as well as two of its nubs. In [the picture below](#), only the red and the white discs are good. The orange disc on the left which spans the nubs is not good. Applicable rules: [802.05 Holing Out](#).



QA 42: Foot Hanging Over Edge of Tee

Q:

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?

A:

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 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. Applicable Rules: [802.01 Teeing Off](#); [800.02 Definitions](#) ("Supporting Point").

QA 43: Spider Webs

Q:

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

A:

Only if it's in your stance, in which case it could be considered in the general category of "debris" and removed as a casual obstacle. If it's only in your flight path, it cannot be moved. Applicable Rules: [803.01 Obstacles And Relief](#).

QA 44: Another Player Touched My Possibly OB Disc

Q:

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?

A:

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 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. Applicable Rules: [804.04 Out-of-Bounds](#); [804.03 Interference](#).

QA 45: Crooked Straddle

Q:

A player in my group marked his disc and then placed his right foot about ten inches behind the mini. He then placed his left foot closer to the hole than his right, but not closer than the mini. Is that a legal stance?

A:

Yes. He has no supporting points closer to the hole than his marker, and one supporting point on the lie behind the marker. It may look a little strange, but it's perfectly legal. Applicable Rules: [802.04 Throwing from a Stance](#).



Professional Disc Golf Association's

Competition Manual

for Disc Golf Events



www.pdga.com

PDGA Competition Manual

Revised January 1, 2013

PROFESSIONAL DISC GOLF ASSOCIATION

Outline of Contents

- Section 1: Tournament Procedures
 - 1.1 Player Eligibility
 - 1.2 Tournament Registration
 - 1.3 Withdraws and Refunds
 - 1.4 Event Check-In
 - 1.5 Practice Rounds and Beginning Play
 - 1.6 Grouping and Sectioning
 - 1.7 Suspension of Play
 - 1.8 Reduction of Field Size
 - 1.9 Tie Breakers
 - 1.10 Distribution of Prizes
 - 1.11 Officials
- Section 2: Division Qualifications
 - 2.1 General
 - 2.2 Exceptions
 - 2.3 Reclassification
 - 2.4 Pros Playing Am
 - 2.5 Trophy Only
- Section 3: Player Code of Conduct
 - 3.1 General
 - 3.2 Pace of Play
 - 3.3 Player Misconduct
 - 3.4 Dress Code
 - 3.5 Carts and Caddies
 - 3.6 Tour Player Media and Sponsor Relations
 - 3.7 Tour Vendor Policies
 - 3.8 Tournament Director Rights and Responsibilities

Introduction

The PDGA Competition Manual outlines procedures and guidelines for PDGA events, and is to be used in conjunction with the Official Rules of Play and 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 the document unacceptable a waiver may be requested by contacting the Tour Manager at tour@pdga.com or 706.261.6342.

The Spirit of the Game

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

Section 1: Tournament Procedures

1.1 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, sex, and player rating unless approved in advance by the PDGA Tour Manager. Please see Section 2: Division Qualification for more specific information on division eligibility.
- B. Current PDGA Membership is required to compete in any Major, Elite Series/National Tour, or SuperTour (A Tier) event.
- C. In all other PDGA sanctioned events, players who are not current members may compete by paying a non-member fee. This fee is required for all players except players competing in a Junior division.

1.2 Tournament Registration

- A. Pre-registration is required for PDGA Major & Elite Series/National Tour events and strongly suggested for all other tier events.
- B. A player is not officially "entered" in the event until their entry fee is received at the tournament address.
- C. All openings in the field of play will be filled on a first come-first serve basis, until the allocated places have been filled.
- D. The order of entries received will be according to the postmark

of the package containing the entry fee payment.

- E. Entries received via an on-line entry method shall be date and time-stamped based on the actual time the entry fee is received at the on-line entry point.
- F. In the event that multiple entries are received simultaneously, the player with the lowest PDGA number shall have priority.
- G. Posting of the pre-registration list on pdga.com is required for Major & Elite Series/National Tour events and A-Tier events and strongly suggested for all tier events.

1.3 Withdraws and Refunds

- A. A player may officially withdraw only by contacting the Tournament Director.
- B. Players must email or phone their withdrawals to the Tournament Director only at the contact information posted for the Tournament.
- C. Discussions with persons other than the Tournament Director, including other tournament staff, shall not be considered official.
- D. No refunds will be issued after the 7th day prior to the start of the event, but the player shall be sent a player's package if one was provided to event competitors.
- E. Withdrawals made before the 7th day prior to the start of the event shall receive a 50% refund.
- F. Withdrawals made 14 days prior to the start of the event shall be

refunded 100%, less postage and handling, which shall not exceed 10% of the entry fee.

- G. These criteria may be relaxed at the discretion of the Tournament Director.

1.4 Event Check-In

- A. Pre tournament check-in is required for Major & Elite Series/National Tour events and suggested for all other tier events.
- 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.

1.5 Practice Rounds and Beginning Play

- A. A player is 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 all other times designated by the Tournament Director.
- B. Two types of starts will be used to begin competitive play:
 - 1. Shotgun Starts (rounds where several groups start simultaneously): At a scheduled time, scorecard(s) shall be distributed to the players at Tournament Central. After the cards have been distributed, groups shall be given adequate time to reach their assigned teeing areas. A loud

noisemaker, such as an air horn, shall be used to indicate that there are two minutes remaining until tee off. This signal shall be a series of two short blasts. At this time, players are to end practice and all practice shots and move promptly to their teeing areas. A throw by a player between the two minute signal and the start of the round shall receive a warning if observed by two or more players or an official. After being warned, subsequent throws by the player during this period, if observed by two or more players or an official, shall result in one penalty throw added to the player's score, regardless of the number of throws. An extended blast of the noisemaker begins the round and signals the scorekeepers to call the throwing orders.

If a player is not present to throw when it is his or her turn, the scorekeeper shall allow 30 seconds. If the player has not thrown after the 30 seconds has elapsed, a score of par plus four is to be entered for that hole. This procedure continues on any subsequent holes for which a player is absent. No holes shall be replayed. If a complete round is missed, or if a player does not finish a round, the player may, at the discretion of the Tournament Director, be disqualified.

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 may practice until their group prepares to tee off provided their practice does not distract players on the course. If a player is not present to throw when it is his or her turn, the scorekeeper shall allow 30 seconds. If the player has not thrown by then, a score of par plus four is to be entered for that hole. This procedure continues on any subsequent tee

offs for which a player is absent. No holes shall be replayed. If a complete round is missed, or if a player does not finish a round, the player may, at the discretion of the Tournament Director, be disqualified.

- C. It is the sole responsibility of the player to be at the course, ready to play in time for the start of their round.

1.6 Grouping and Sectioning

- A. Professional and Amateur players should not be grouped together, and players competing in different divisions should be segregated from each other during play as much as practicable.
- B. All players within a division for the first round should be grouped via two 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 use 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.
- C. For subsequent rounds, players should be grouped by division, as much as practicable, then by total score from all previous rounds.
- D. To promote fairness, groups shall not be less 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, an official is required to accompany the group and may play as long as this does not interfere with the competing players.

- E. Groups shall not be more than five players and should be limited to four players whenever possible.
- F. When there are more entrants than can play together in one round, the field of competitors may be split into sections or pools.
- G. If conditions differently affect play among sections, the Tournament Director may consider using a sectioning procedure to determine advancement. Under this procedure, a proportionate number of advancing players would be taken from each section by score and their scores would not be carried forward.

1.7 Suspension of Play

- 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 a minute time-frame and the Tournament Director should make any necessary efforts to ensure all groups could hear the signal.
- B. Players shall immediately stop play and mark the lie of each member of the group. A natural object is sufficient to mark the approximate lie from which the player shall resume play. Players shall then return to the first teeing area, clubhouse, tournament central or area designated by the Tournament Director.

- C. Players shall resume play from their approximate lies as established when the round was halted. The approximate lie is determined by a majority of the group.
- D. The Tournament Director may allow players to take a break while waiting for weather to improve, but may require players to return at a time assigned by the Tournament Director until play resumes or until the round is postponed.
- E. Play shall be resumed using the same signals to the players as at the start of the round - a two-minute warning consisting of two short blasts, then a single extended blast to indicate the round restarting two minutes later.
- F. The Tournament Director may postpone the incomplete portion of the round for a later date if, in the Tournament Director's opinion, the conditions will not improve or if darkness will fall prior to the projected finish time.
- 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 complete all rounds of the tournament as scheduled.
 - 1. If a total of 54 holes or fewer holes are scheduled. All players must complete a minimum of 18 holes for the event to be considered official.

2. If a total of 72 holes are scheduled. All players must complete a minimum of 36 holes for the event to be considered official.
 3. If these criteria are not met, all efforts will be made to reschedule the event. If rescheduling is impossible, a full refund will be issued minus player's package, PDGA, and other associated event fees.
- J. Based upon course availability, and if less than one half of the field needs to complete a round necessary to declare the event official, the tournament may be completed the day after the final round was scheduled. 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 hole requirements are met.
- 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.

1.8 Reduction of Field Size

- A. The field may be cut for a semi-finals or finals at the discretion of the Tournament Director, provided this is announced well in advance of the event.
- B. Unless 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 Section 1.9)
- C. Making the cut line at or above the payout line is highly recommended so that all players who make the cut get paid.

- D. Any eligible player who chooses not to participate in a semi-final or final shall receive cash or prizes equal to finishing last in the appropriate cut.

1.9 Tie Breakers

- 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 scorecards/positions are reset. In the event of ties for lowest score across all previous rounds, the ties shall be broken by the Tournament Director through a consistently applied manner such as lowest PDGA number or alphabetical by last name.
- B. Final ties for first place in any division or for the reduction of field size must be broken by sudden death play. Sudden death play shall begin with hole number one unless a different hole or series of holes is designated by the Tournament Director prior to the start of the tournament.
- C. First place cash/prize 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.
- D. 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 prizes (money or merchandise) declined by a player must pass down to the next finishing position. (Example: If a player placing third declines his prize, the player in fourth place will receive third place prize, the player in fifth will receive 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. This does not include an Amateur player requesting merchandise in lieu of cash in a Professional division.
- B. 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.
- C. 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 are responsible for any associated shipping costs.

1.11 Officials

- A. To be eligible to serve as an official, an individual must be a current PDGA member and have demonstrated knowledge of the rules by passing the PDGA Official's Exam. Upon significant

changes to the Rules of Play, the PDGA Board of Directors may require officials to pass an updated Official's Exam to retain certification as an official.

- B. Tournament Directors are required to pass the Official's Exam before they may sanction an event.
- C. Each official must pass the PDGA Officials Exam, and must carry a copy of the rules.
- D. Non-playing certified officials appointed by the Tournament Director may actively make rulings during any tournament play that they witness. If an appointed official competes in the tournament, he or she may not officiate for any ruling within his or her own division. The official's ruling supersedes the ruling of the group, but an appeal may be made to the Tournament Director. The Tournament Director may empower non-certified officials to act as spotters for a specific spotting purpose. The ruling of such a spotter supersedes the ruling of the group.

Section 2: Division Qualifications

2.1 General

- A. Players are not allowed to enter a division for which they are ineligible. Please see the online [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.
- C. Players are allowed to compete in only one division per event unless the event has divisions competing on a different day or weekend and is listed as two distinct entries in the PDGA calendar.
- D. A player must properly identify themselves 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.
- E. Professional players entering into a Professional division compete for money and Amateur players entering into a Professional division may accept merchandise in lieu of cash.
- F. Players entering into an Amateur division compete for trophies and/or prizes.
- G. Female players may compete in male divisions if they wish, but male players may not compete in female divisions.

- H. A player registered as an Amateur may compete in any Professional division for which they are eligible based on age and sex.
- I. A player registered as a Professional may only compete in Amateur divisions in select cases. (See Section 2.4 for specifics)
- J. A Tournament Director may, by giving adequate public notice, restrict the divisions offered. Absent such notice, the Tournament Director shall offer for competition any division which has four or more players that are eligible and wishing to compete. Tournament Directors may offer divisions with less than four players at their discretion.
- K. All "Bump" rules are invalid and not allowed at PDGA sanctioned events. Players shall be allowed to play in any divisions they might be eligible for, if those divisions are offered by the Tournament Director.

2.2 Exceptions

- A. Players are allowed to enter a ratings based division they would otherwise be ineligible to participate only under the following circumstances
 - 1. If approved before the event by the PDGA Tour Manager.
 - 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 Section 2.2

B for specifics)

- 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 prior to and received approval from the PDGA Tour Manager.
 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.

2.3 Reclassification

A. Professional to Amateur

1. Players registered with the PDGA as Professionals may petition the Tour Manager for reclassification back to Amateur.

B. Amateur to Professional

1. An Amateur wishing to change their classification to Professional may do so by contacting the PDGA office.
2. An Amateur player is automatically re-classified as Professional when the player has accepted cash while

competing in a Professional division. Accepting prizes in lieu of cash payout or accepting money 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 his or her amateur status.

2.4 Pros Playing Am

- A. Professionals may compete in Amateur divisions offered at PDGA A, B, and C Tier events, for which they qualify based on player rating, age, and sex as detailed in the PROS PLAYING AM section of the online Divisions, Ratings, Points Factors table.
- B. Players are awarded Amateur points for their performance but these points are not eligible for year-end awards or Worlds invitations.

2.5 Trophy Only

- A. At the option of the Tournament Director, Amateur players are allowed to play in Professional divisions for which they are eligible according to age and sex at a reduced entry fee.
- B. At the option of the Tournament Director, Professional or Amateur players may compete for trophies only in any Amateur division offered by an event that their player rating, age and sex qualifies them for, by paying a reduced entry fee.
- C. Players competing under "Trophy Only" are not allowed to accept cash or prizes based upon finish but are allowed to accept trophies.

D. Players paying full price should have priority over players paying the reduced rate. If an event or division is full, a Tournament Director may require trophy only players to pay the full price in order to maintain their position in the tournament.

Section 3: Player Code of Conduct

3.1 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 of the course.
- B. All players must abide by the PDGA Official Rules of Disc Golf and the PDGA 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 his 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.
- D. Animals, with the exception of accredited service animals, may not accompany players during competition.
- E. All players will be required to take and pass an online tournament rules assessment test before being able to compete in any Elite Series/National Tour or Major PDGA sanctioned event. This test will be based upon the PDGA Official Rules of Disc Golf and the PDGA Competition Manual.
- F. 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 policies and procedures](#).

3.2 Pace of Play

- A. All competitors shall play without undue delay and will make every effort to keep up with the group in front of them. Players are required to quickly move from the completion of one hole to the tee area of the next hole. Also, while advancing down the fairway, the player shall not unduly delay play by his or her actions.
- B. A player causing undue delays may be issued an excessive time violation by tournament officials. Please see PDGA Rules of Play 804.01 Excessive Time regarding specific penalties.

3.3 Player Misconduct

- A. The PDGA adopts a strict policy of appropriate behavior and comments to the media. Any conduct deemed to be unprofessional is subject to disqualification by the Tournament Director, and may also be subject to further disciplinary actions from the PDGA.
- B. Players are expected to behave in a professional and sportsmanlike manner while participating in a PDGA sanctioned event. Actions that are in violation of this conduct 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 to anyone present
4. Willful and overt destruction, abuse or vandalism of property, including animal and plant life
5. Cheating: a willful attempt to circumvent the rules of play
6. Physical attacks or threatening behavior to anyone present
7. Activities which are in violation of Federal, State or Local laws or ordinances, park regulation or disc golf course rule. Directors are granted the discretion to disqualify a player based on the severity of the offending conduct. An official warning of disqualification may be issued by a director where appropriate.
8. The possession of illegal substances in violation of Federal, State or Local laws.
9. Excessive use of alcohol at the tournament site.
10. Possession of alcohol from the start of play until the player's scorecard is submitted. Such possession shall result in immediate disqualification at PDGA events sanctioned at B-Tier or higher. The Tournament Director may, at his sole discretion, elect to issue a warning to the offending player in lieu of disqualification solely at PDGA events sanctioned at C-tier and below. If a player has been previously issued a warning for alcohol possession at the same event, all subsequent violations shall result in immediate disqualification.
11. Overt failure or refusal to enforce the rules of disc golf

during competition.

12. Failure or refusal to cooperate with, or obstruction of any investigation by an official into the competitor's conduct or the conduct of another competitors.
 13. Deliberately seeking to manipulate one's player rating through intentional misplay or withdrawal.
- C. Tournament Directors are required to report any disqualifications to the PDGA as quickly as possible.
 - D. Disqualified players shall forfeit any prize money or merchandise and shall not receive a refund of entry fees.
 - E. Players who commit Player Misconduct may also be subject to disciplinary actions. To find out more information about the Disciplinary Process please visit www.pdga.com/discipline.

3.4 Dress Code

- A. All violations of the Dress Code Policy shall be considered a Courtesy Violation under Section 801.04 of the PDGA Official Rules of Play.
- 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/ National Tour and Major Events. The

PDGA also recommends that this dress code be enforced at Super Tour and lower tier events, but this 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.
 - a. Women may also wear well-tailored one-piece tennis dresses with minimum 1 inch wide shoulder straps.
(added 12/17/2013)
3. No tee shirts will be allowed, except for competitors in the Junior and Amateur divisions during preliminary rounds only. 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. This 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.

3.5 Carts and Caddies

- A. Players are required to walk during their tournament rounds at all PDGA events unless alternate transportation such as golf carts are provided to all competitors.
- B. Players will have the option to bring a caddie or carrying device during their round of play. A player's caddie is subject to all items within the PDGA Rules of Play and the PDGA Competition Manual including all applicable dress codes.
- C. Players choosing to use a caddie will be solely responsible for their caddie's conduct from the two minute warning until the players cards are turned in. Misconduct by a caddie may subject both the player and caddie to disqualification and/or suspension.
- D. Players must instruct their caddies to maintain a reasonable distance and not interfere with a competitor attempting his or her shot.
- E. 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 at all PDGA events.

3.6 Tour Player Media and Sponsor Relations

- A. All participants agree that the PDGA and its agents may publish photographs and other kinds of images of their participation at PDGA sanctioned events.
- B. All players at PDGA Elite Series/National Tour 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.

3.7 Tour Vendor Policies

- A. The Tournament Director may refuse to allow any vendor access to the tournament venue and its environs at their 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.

3.8 Tournament Director Rights and Responsibilities

The PDGA recognizes that the strength of the organization and sustainability of tournament disc golf is 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 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. This test will be based upon the PDGA Rules of Play and Competition Manual.
- B. All Tournament Directors may be required to sign a statement acknowledging that they have read the PDGA Rules of Play and Competition Manual, and agree to abide by and enforce its contents before being able to direct any PDGA sanctioned event.
- C. Tournament Directors must disclose the financial information on 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.
- D. Tournament Directors may not refuse service to anyone on the basis of discrimination reflecting race, creed, national origin, gender, sexual orientation and or religion.
- E. Tournament Directors must abide by active PDGA player disciplinary actions.
- F. 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.

Credits

Much appreciation is due the PDGA Rules Committee members who helped in this revision:

- Conrad Damon
- Peter Bygde
- Rick Voakes
- Shawn Sinclair
- Harold Duvall
- Neil Webber
- Jim Garnett

Layout and typesetting by Craig Dodds

Suggestions for improvements to the next revision should be in writing and made to:

Conrad Damon
International Disc Golf Center
3828 Dogwood Lane
Appling, GA 30802
rules@pdga.com

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Alamo Corporate Center
102 S. Tejan Street
Suite 800 Colorado Springs, CO 80903

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