PDGA 1982-3 RULE BOOK

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FORWARD

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I. RULES OF PLAY

1.0 COURTESY
1. Players should not produce any distracting noises or any potential visual distractions for other players who are throwing.
2. The throwers should not throw until they are certain that the throw, its flight or landing will not distract another player.
3. Freestyling, paddidling, etc. will not be allowed any place on the course during play by any player.
   A warning may be given for violating this rule by any affected player, even if from another group, or an official, with all members of the group advised of the warning. A one-throw penalty will be assessed for all subsequent occurrences in the same round by any two members of the foursome or by a PDGA official.
4. A player who is consistently discourteous may be disqualified under Rule 20.2.

2.0 ORDER OF PLAY
1. Tee-off order on the first tee is determined by the order in which the score cards were filled out.
2. Tee-off order on all subsequent tees is determined by the score on the previous hole with the lowest score throwing first, etc. If the last hole was a tie, count the score back 1-2-3 holes, or whatever is necessary.
3. Player farthest from the hole, “away”, always throws first.

3.0 EXCESSIVE TIME
1. A maximum of thirty (30) seconds is allowed to each player to make a throw once the playing area is cleared and the previous player has thrown. On the first infraction per round, the player is officially warned by any member of the foursome or by a PDGA official. A one-throw penalty will be assessed for all subsequent infractions in the same round. All the other players of the foursome must agree that more than thirty (30) seconds were taken or it may be called by a PDGA official.

4.0 LOST DISC
1. A disc will be declared lost if the player cannot locate it within two minutes after arriving at the spot where it was last seen.
2. If the disc is declared lost, a marker disc will be placed on the nearest playable lie to the spot where the disc was last seen and no closer to the hole. A one throw penalty will be assessed.
3. Playable lie is defined as a place where the player has room to make a full and unencumbered throw toward the hole with no hazards to the flight of the disc closer than (3) meters to the player and no closer to the hole (except rule 6.6) with both feet inbounds as agreed to by the three other members of the foursome or by a PDGA official.

5.0 MARKER DISC
1. Each player is required to carry a distinct marker disc, individually marked to identify the player. A mini or a pocket pro is acceptable and recommended. The marker disc may not be a disc used in play.
2. After the tee off, the thrown disc is left on the lie (where it came to rest), and may not be touched until the marker disc is placed on the ground directly in front of and touching the thrown disc. The thrown disc is then picked up.
3. The marker disc may not be touched until the throw is completed.
4. A warning will be given for the first violation of this rule.
5. A one-throw penalty will be assessed by two or more players in the foursome or by a PDGA official for each infractions after the warning.
6. Should there be accidental movement of the marker disc see rule 10.0.
6.0 FOOT PLACEMENT
1. The font line of the tee areas will be considered a marker line. The plant foot, the foot closest to the hole at the time of release, must be placed so that some portion of the foot is in the area described by an imaginary line twelve (12) inches behind the front line. If a tee pad is provided, both feet must be on the pad at the time of release.
2. If a run-up is used on the fairway, the plant foot must be placed on the lie (the area that would be covered by a disc in play) immediately behind the marker disc. Follow-through (stepping past the marker disc after the throw) is allowed.
3. Any throw from ten (10) meters or less, as measured from the front of the lie to the closest portion of the pole, is considered a putt and requires that one foot be placed in the area covered by the lie and the other foot any place that is no closer to the hole.
4. Violators of 6.1, 6.2 and 6.3 will be warned the first time, for each different infraction, by any member of the foursome or a PDGA Official, with all members being made aware of the warning.
5. Any subsequent infraction in the same round, witnessed by two (2) or more members of the foursome or PDGA Official, will incur a one-throw penalty and a re-throw from the original lie.
6. Both feet must be in-bounds when throwing. If the disc is within one (1) meter of out-of-bounds, the marker disc may be moved to a new location, a distance of one meter from the out-of-bounds in any direction, including towards the hole, as required to allow both feet to remain in-bounds and as agreed to by the other members of the foursome or by a PDGA Official.

7.0 FALLING PUTT
1. A follow-through after a putt that causes the thrower to touch any of the area in front of a line perpendicular to the direction of the throw, drawn through the lie, constitutes a falling putt and is not allowed. The player must demonstrate full control of balance before advancing toward the hole.
2. A warning will be given by any member of the foursome with all members of the foursome advised of the warning. There will be no penalty; however, a re-throw must be taken if the illegal putt was successful.
3. A one-throw penalty will be assessed for all subsequent occurrences in the same round by three (3) members of the foursome or PDGA Official. A re-throw will be required of all successful falling putts.

8.0 LIE ABOVE GROUND (Revised and effective April 1983)
1. A lie in a tree or other permanent feature of the course under two (2) meters, as measured from the disc to the ground directly under it, no penalty.
2. The marker disc is placed on the new lie directly under the played disc.
3. A lie in a tree or other permanent feature of the course over two (2) meters (6 feet, 7 inches), as measured from the disc to the ground directly under it, is a one-throw penalty.
4. The marker disc will be placed on the nearest playable lie (4.3).
5. If the disc falls, unassisted, to a position less than two (2) meters from the ground prior to the next throw (as limited in Rule 3.1), no penalty will be assessed.
6. If a disc lands on a roof over two (2) meters high, it will be relocated as an unplayable lie, and is a one throw penalty (see Rule 14.1).
7. Walkways, bridges or areas normally accessible to pedestrian traffic over two (2) meters high, are excluded from this rule.
9.0 OUT-OF-BOUNDS
1. A disc will be considered out-of-bounds only when the out-of-bounds area can be clearly seen between the edge of the disc and the in-bounds line. In this case the player is assessed one throw for the out-of-bounds throw and a one throw penalty. The disc will then be brought in-bounds at the point where it last left the in-bounds area, to a playable lie and the marker disc is placed; eg., the player is now throwing three (3) plus the number of throws that were incurred prior to the disc going out-of-bounds.
2. A disc that is leaning against, or is in solid contact with, an out-of-bounds line such as a line, curb, or fence will be considered in-bounds.
3. If there are any questions about the lie, all of the other players in the foursome or a PDGA official will be called to decide inbounds or out-of-bounds.
4. If a questionable lie is picked up by the player, prior to such a decision, the disc will automatically be considered out-of-bounds.
5. If a disc passes over one out-of-bounds area, re-enters inbounds and subsequently goes out-of-bounds, the marker disc is placed at the point where the thrown disc was last inbounds.

10.0 INTERFERENCE
1. A thrown disc that hits another player or anyone in the gallery will be played where it comes to rest, as if it had hit a natural obstacle.
2. If the disc was overtly and purposely advanced by a player member of the gallery or dog or other animal picks up a disc that was in play or a marker disc, all members of the foursome or a PDGA Official must agree on the placement of a marker disc at a point as close as possible to point where the disc was picked up or advanced.
3. A disc in play that has come to rest or a marker disc that is subsequently blown away from that spot will be relocated as in Rule 10.2.

11.0 WATER HAZARDS
1. Any permanent features of the course which involve water, such as lakes, rivers, and streams, are defined as water hazards and are played as out-of-bounds, (Rule 9.1). In such hazards, if any part of the disc is touching and above the water line, the disc will be considered inbounds. Land is defined as dirt and sand, or rocks, and does not include branches or floating debris.
2. If the disc is supported by reeds, grass, etc., with no part touching the water, the player may play the disc with no penalty or declare an unplayable lie and relocate the disc with a one-throw penalty, (Rule 14.1). Any question as to relocation is resolved as per Rule 4.3.
3. Other water on the course will not be considered hazard water if it is generally less than one-half (1/2) inch deep (to be determined by all the other players in the foursome, or by a P.D.G.A. official). Discs landing in these "casual" water or mud areas will be played as water hazards (Rule 11.2), but no penalty throw will be assessed.

12.0 NATURAL HAZARDS
1. Anything that is alive and growing on the course is considered a natural hazard.
2. A natural hazard may not be intentionally damaged, altered, or moved by any player.
3. A player's hands or feet, or any other part of the body may not be used to improve the lie (lessen the hazard): i.e., hold, bend, or otherwise alter the natural shape, or location, of limbs, branches, leaves, etc., of any natural hazard. Violation will result in a one-throw penalty that will be assessed if observed by two (2) or more members of the foursome, or by a P.D.G.A. official. NOTE: A prudent player may choose to declare an unplayable lie as there is a possibility of an additional two-throw penalty, (Rule 12.4), or disqualification, (Rule 20.3).
4. Intentional damaging of natural hazards will result in a two-throw penalty, if observed by two (2) or more members of the foursome, or by a P.D.G.A. official. There will be no warning. If the damage was willful and overt, the offending player's actions will be brought to the attention of the tournament director by at least two (2) players in the tournament, or by a P.D.G.A. official. The player may be disqualified, under Rule 20.3, if the tournament director deems the actions of the player were willful and overt.

5. If in doubt, the player should consult with a P.D.G.A. official.

6. Dead wood, etc., may be removed if it is not still attached to the plant.

13.0 PRACTICE THROWS

1. If a player throws a practice throw, with any disc, at any time after the start of a round and prior to finishing the last hole of the round, a one-throw penalty is incurred. The throw must be observed by two (2) players of the foursome or by an Official. There will be no warning.

14.0 UNPLAYABLE LIE (Revised and effective April 1983)

1. A lie may be declared unplayable by a player. The marker disc will be relocated to the nearest playable lie (Rule 4.3), no closer to the hole (except Rule 6.6), and a one throw penalty will be assessed. Note: casual water, or mud lies, or any lie under a man-made object, i.e. car, picnic table, culvert, etc. may be relocated with no penalty (Rule 11.3).

2. An area may be designated as unplayable by the tournament director to save plant life, or for any reason he deems advisable. The marker disc will be placed as in 14.1 with no penalty.

15.0 MANDATORY DOG LEG

1. The tee sign will indicate the direction in which the dog leg must be passed.

2. The tee sign will also indicate two (2) lines that the disc must fly over. The first line is perpendicular to a line drawn from the tee and the dog leg and extends from the dog leg to the side that is to be passed. The second line is perpendicular to a line drawn from the dog leg to the hole that extends from the dog leg to the side that is to be passed. However, it is not necessary to pass one before the other.

3. An overthrow on the wrong side can be thrown back across the two (2) lines without having to follow the direction arrows, but both lines must then be passed in the correct direction.

4. All foot placement rules will be applied as if the dog leg is the hole until the dog leg is passed.

16.0 SCORE CARDS AND SCORE KEEPERS

1. After each hole is completed, the scorekeeper will call out each player's name in the order it appears on the scorecard. The called player will answer with the score, in a voice that is audible to all members of the foursome and the scorekeeper. The scorekeeper will record that score and call the next name, etc. After all scores on that hole are recorded, the scorekeeper will read back the scores to the players.

2. If there is any disagreement about the score a player reports, players in the foursome will review the throws they saw and attempt to refresh the player's memory. If this is not possible, the players will call for a PDGA official and stand aside to allow following players to play through. The PDGA official will make the ruling based on the rules and the consensus of the other players of the foursome.

3. Play by the foursome may not resume until the dispute is settled.

4. The ruling of the PDGA official is final and the score will be entered on the scorecard and signed by the official. The decision may not be appealed.

5. Scores may be added by the players or the scorekeeper after nine (9) holes and the completion of the round. However, the accuracy of the addition will not be considered valid until it is checked by the Director or the Director's staff. There will be no penalty for errors in addition.

6. At the end of the round, all players and the scorekeeper will sign their scorecard indicating that all players and the scorekeeper attest to the accuracy of the scores on each hole.
7. If all the players in the foursome agree that a score was recorded in error by the scorekeeper prior to signing the scorecard, the score may be changed with the approval of the Director. After the card is signed by all players, the score will stand with no appeal, with the exception of errors in addition.
8. It is clearly the responsibility of each player to see that the score is properly recorded after each hole.
9. If members of the foursome are keeping score, no individual player will be required to keep score for more than five (5) holes, unless the player volunteers his services.

17.0 LATE ARRIVAL
1. All players must be on the course and ready to throw no later than thirty (30) seconds after their position on the card is called.
2. The scorekeeper will call their name and will allow an additional thirty (30) seconds.
3. If the player is not there, a "6" will be entered on the score card for each hole missed.
4. No holes will be replayed.
5. The player will be disqualified if a complete round is missed. There will be no refund of entry fees, etc.
6. Force Majeure: If, due to a condition beyond the player's control, i.e., an Act of God, a player misses one complete round, that player will be disqualified, but the entry fee may be refunded, at the sole discretion of the Director.

18.0 DISCS USED IN PLAY
1. To be used in competition, discs must:
   a. Have a saucer-like configuration with a flight plate unbroken by holes and an inner rim depth (that portion of the rim that is generally vertical to the flight plate), which is at least five (5) percent of the overall diameter measurement.
   b. Be made of solid plastic material, without any inflatable components.
   c. Not be less than 21 cm. of overall diameter, nor exceed 40 cm. of overall diameter and shall not weigh more than 8.3 grams per cm. of overall diameter; however, no disc shall weigh more than 200 gms.
   d. Be essentially as produced, without any post-production modifications which affect the weight or flight characteristics.
   e. Be of a production-type disc available commercially to the public in numbers of at least one thousand (1000).
   f. Present no undue danger to players or spectators.
   g. Be specifically approved by the event director if questioned by any player in the contest, but in no case will the disc be approved if it is in violation of any of the above specifications.
2. No modifications of any kind will be allowed that will alter the weight, shape, flight characteristics, or performance of any disc in play, including changes that are made by hand, heat, or any other device.

19.0 PLAYING THE WRONG DISC
1. If one player's disc is played by another player, a two throw penalty per throw will be automatically assessed to the offending player and a PDGA official will be called immediately and the foursome will stand aside until the official's arrival.
2. The player whose disc was thrown will be given a playable lie at a place agreed upon by the other members of the group or by a PDGA Official, or by the tournament director.
3. The official will pick up the disc left by the player who played the wrong disc and make an immediate attempt to locate this player. The number of throws made since the infraction will be agreed upon by the other members of the offending player’s foursome and the penalty throws will be assigned to the scorecard and initialed by the official prior to the foursome proceeding to play.
4. If the offending player notices the inadvertent use of the wrong disc, the player will advise the other members of the foursome, play will stop and a PDGA official will be called for immediately. The foursome will stand aside until the official says they may continue.

20.0 DISQUALIFICATION
1. A player may be disqualified by the Director only, with no refund of entry fees, for any of the following acts:
2. Unsportsmanlike conduct, detrimental to the future and image of the sport, such as: loud cursing, throwing things in anger (other than discs in play), overt rudeness to other players and officials.
3. Willful and overt destruction or abuse of natural hazards, course hardware or any other property considered part of the golf course.
4. Any attempt to circumvent the rules of play.
5. A missed round (See Rule 17.5).

21.0 SPECIAL CONDITIONS
1. Rules governing special conditions that may exist on the course will be clearly defined and disseminated to the players prior to the start of the tournament.
2. If no special conditions are announced prior to the start of the tournament, the "Rules of Play" will govern.

II. PDGA GENERAL TOURNAMENT RULES

1.0 PLAY STOPPED WITH RAIN OR HAZARDOUS CONDITIONS
1. If, in the opinion of the Director, excessive rain or hazardous conditions exist that make it impractical or dangerous to continue play, the tournament will be stopped.
2. The signal to stop will be the same as the signal to start.
3. Players should complete the hole they are playing and return to the first tee, clubhouse.
4. If any player has teed off, all members of the foursome must complete the hole.
5. The Director may cancel the round and reschedule it for a later date if the conditions do not improve in two (2) hours, or if darkness will fall prior to the projected finish time.
6. Scores will be carried forward to the completion of the round if nine (9) holes, or more, should have been completed by all competitors prior to stopping play. If not, the round will be restarted.

2.0 SECTIONING
1. When the tournament director feels there are too many entrants to allow completion of a round in a reasonable time period, the competitors may be sectioned to “A” section and “B” section.
2. Sectioning should be by an equal seeding of players to each section, e.g. both sections should have an equal number of top players and average players and amateurs.
3. Should conditions cause a difference in the average score of all but the ten (10) highest scores of each section, in excess of two (2) throws, the cut will be made equally from each flight and the scores will not be accumulated.
4. If the difference is less than an average of two (2) throws per player, the scores will be accumulated and the cut will be made as if all the players had played at the same time.

3.0 MINIMUM NUMBER OF HOLES FOR TOURNAMENT PLAY
1. No tournament that results in combined prizes of $1000.00 or more, or a State, National or World Title will be played with less than fifty-four (54) holes of accumulated scores.
2. If one round is played under Rule 1.6, 45 total will be allowed.
4.0 TIES
1. Sudden life play will be used to break a tie for first place only.
2. Play will begin with hole number one unless a different hole is designated by the Director prior to the start of the tournament.
3. Prize money distribution may be determined (other than first place) by adding the total money allocated to the number of positions represented by the players who are tied, dividing that amount by the number of players tied.
4. If ties involve second and third place trophies, the tournament director may have a “sudden life” playoff for those trophies, but not for the prize money.

5.0 CLASSIFICATION OF PLAYERS
1. Open – any age or sex.
2. Master – age 35 to 44 years.
3. Grand Master – age 45 to 54 years.
4. Senior Grand Master – age 55 years and over.
6. Women – 16 years and over.
7. Any player, regardless of classification, may enter the Open, or the correct division, or both, by paying the appropriate entry fees.

6.0 QUALIFICATION FOR SCOREKEEPERS
1. A scorekeeper must be thoroughly aware of the Rules of Play and the game, particularly Rules 16.0 and 19.0.
2. Any member of a foursome may request that a scorekeeper be replaced and the tournament director will comply without question.

7.0 OFFICIALS
1. PDGA Regional Pros as listed in current PDGA Directory
2. The director of the PDGA and IFA.
3. Course Pro, if approved by the Regional Pro covering their course.