THE GAME
Disc golf is a recreational sport for all ages and genders. The object of the game is to traverse a course from beginning to end in the fewest number of throws of the disc. Each consecutive throw is made from where the disc came to rest after the last throw. Score is determined by counting the number of throws made on each hole and then summing all holes. The winner is the player who completes the course in the least number of throws.

The course consists of a series of holes laid out so that when the player completes one hole he/she proceeds to the beginning of the next until all holes have been played. The player is provided with a tee area from which to begin each hole and a goal, such as a disc pole hole© to complete the hole. Disc golf courses are normally laid out among wooded areas with diverse terrain to provide natural obstacles for the flight of the disc. These natural obstacles are very much a part of the game and must not be altered by the players in any way to decrease the difficulty of a hole.
Disc golf courses are normally 18 holes in length, but there are 9-hole and several 27-hole courses in existence. Disc golf courses can be found in 38 of the 50 United States and in Canada, Japan, and Europe as well.

The Professional Disc Golf Association (PDGA) was formed in 1978 to provide a focal point for enthusiasts of the game to join together for the mutual benefit of the sport. These rules were written to provide the baseline from which all players may compete equally and fairly.

DEFINITIONS

**Director:** The Tournament Director, referred to throughout these rules as the Director. Minimum qualifications for a Director are listed in the Pro-Tour Agreement.

**Hole Target:** The target that must be reached in order to complete the hole. Due to familiarity with the term "hole", hole will be used throughout these rules to mean hole or target.

**Holed-Out:** The criteria for finishing a hole has been satisfied, e.g., a disc is in a basket and the player may proceed to play the next hole.

**Lie:** The place where a thrown disc comes to rest.

**Lie (Favorable):** A lie where a disc is located subsequent to being in a lie above ground, out-of-bounds, in an unplayable lie, lost, etc. A favorable lie is located where the player has room to make a full and unencumbered throw toward the hole, with no obstructions to the flight of the disc (in the direction of the throw) closer that three meters (9 feet, 10 inches) to the player, and no closer to the hole than the original lie with all supporting points in-bounds. This placement will be agreed to by all the members of the group or an Official.

**Lie (Playable):** A lie from where the disc may be played according to the rules,

**Lie (Unplayable):** A lie from where a player decides obstacles to stance or throwing motion make it impractical or unsafe to attempt a throw. The player may declare the lie unplayable and relocate it to the nearest favorable lie, no closer to the hole with a penalty of one throw.

**Mandatory Dog Leg:** A restriction to the flight of the disc requiring that the disc pass through a certain area on its way to the hole. This area is designated by some object on the course. Details on passing a mandatory dog leg are provided in the rule with that name.

**Marker Disc:** A disc, preferably a mini, and not used in play, that is placed on the ground touching a thrown disc at rest, between the disc and the hole. A disc in play may not be moved until its lie has been marked.

**Obstacles:** Any feature of the course that may impede a player’s stance, throwing motion, or the flight of a disc.

**Official:** A PDGA official who, throughout these rules, will be referred to as an Official. Minimum qualifications for an Official are listed in the Tournament Rules.

**Out-of-Bounds:** An area clearly designated by a boundary beyond which a disc at rest may not be played. This includes permanent bodies of water such as lakes, streams, or rivers or any area designated by the Course Pro or, in tournaments, the Director. Temporary accumulations of water, such as puddles after a rain, are not considered out-of-bounds. The disc will be relocated in-bounds and played in accordance with the Out-of-Bounds rule. In tournament play, the Director should indicate the out-of-bounds areas to the players prior to the first round of play.

**Penalty Throw:** A throw added to a player's score for violating a rule as called for by that rule, sometimes preceded by a warning.

**Putt:** Any throw from ten (10) meters (32 feet, 10 inches) or less from the front of the lie to the base of the hole is considered a putt.

**Putt (Falling):** A follow-through after a putt, which causes the thrower to touch any object capable of providing support, or the ground, closer to the hole than the lie. A putt where the player has not demonstrated full control of balance before advancing towards the hole.
Supporting Point: Generally, those parts of the body used to support a player (feet, hands, knees, etc). Any part of a player's body that is in contact with the ground or an object during a throw will be considered a supporting point.

Throw: Any tee-shot, putt, or other shot.

Warning: Where prescribed by the rules, the advisement a player is given for violating a rule prior to penalizing that player. The minimum number of players in a group required to warn a violating player is described in the specific rules.

1.0 CONDUCT OF PLAYERS

1.0 COURTESY
1. Players should not produce any distracting noises or any potential visual distractions for other players who are throwing. This includes yelling, freestyling, padiddling, slapping chains with discs, slapping tee signs, throwing out of turn, etc.
2. Players should not throw until they are certain that the throw, its flight or landing will not distract another player.
3. 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 if observed by any two players or an Official.
4. A player who is consistently discourteous may be disqualified under Rule 4.3.
5. A slower group that has one hole open in front of it should allow a faster group to play through, except in tournament play. Groups can only play through during tournaments when a ruling requires the group to stand aside.

1.1 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 one (1), two (2) or three (3) holes or whatever is necessary.
3. Player farthest from the hole, “away”, always throws first.
4. Throwing out of order will be treated as a violation of courtesy and will be handled in accordance with rule 1.0.3.

1.2 EXCESSIVE TIME
1. A maximum of thirty (30) seconds is allowed to each player to make a throw after:
   a. taking a reasonable time to arrive at the disc,
   b. the playing area is clear and free of distractions,
   c. and the previous player has thrown.
2. On the first infraction per round, the player is warned by any two members of the group or by an official. A one throw penalty will be assessed for all subsequent infractions in the same round, if all other members of the group or an Official agree that more than thirty (30) seconds were taken.

1.3 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 group or by an Official. There will be no warning.
2.0 EQUIPMENT

2.0 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.

3.0 RULES OF PLAY

3.0 TEEING OFF

1. Play will begin on each hole by the player throwing from the teeing area. The player's supporting point closest to the hole at the time of release must be placed within one meter (39 inches) and behind the frontline of the tee area. If a tee pad is provided, all supporting points must be on the pad at the time of the release. If no tee pad is provided, all supporting points must be within an area encompassed by the front line of the tee and two lines perpendicular to and extending backward from each end of the front line at the time of release. A warning will be given and the tee shot re-thrown for the first violation observed by two members of the group or an Official. Subsequent violations will result in a one-throw penalty and a re-throw if observed by two members of the group or an Official. If the originally thrown disc is retrieved for a re-throw, it must be retrieved and re-thrown within 30 seconds or the player will be penalized in accordance with Rule 1.2, "Excessive Time".

3.1 MARKING THE LIE

1. Each player must mark his throw with a distinct marker disc. The marker disc cannot be a disc used in play.
2. After the tee off, the thrown disc must be left where it came to rest until a marker disc is placed on the ground between the hole and the disc, touching the thrown disc.
3. The marker disc may not be moved until the next throw is completed. Accidental movement of the marker is covered by Rule 3.4.3.
4. A warning will be given by two or more players in the group or by an Official for the first violation of this rule. A one-throw penalty will be assessed for each infraction after the warning if observed by two or more members of the group or an Official.
5. The marker disc will be located by the group or an Official after each violation of this rule.
3.2 STANCE
1. One of the player's supporting points must be placed on the area behind the marker disc, within 15 centimeters (6 inches) either side of the center of the marker disc, with no supporting point closer to the hole when the disc is released. Stepping past the marker disc is permitted after the disc is released, except when putting.
2. All of the player's supporting points must be in-bounds when throwing. If the disc is within one (1) meter (39 inches) of out-of-bounds, the lie may be moved to a new location, a distance of one meter from the out-of-bounds in any direction, except closer to the hole, as needed to allow the player's supporting points to remain in-bounds and as agreed to by the other members of the group or by an Official, with no penalty.
3. Any throw from ten (10) meters (32 feet, 10 inches) or less, as measured from the front of the lie to the base of the hole, is considered a putt. A follow-through after a putt that causes the thrower to touch ground or any object capable of providing support closer to the hole, constitutes a falling putt and is not allowed. The player must demonstrate full control of balance before advancing toward the hole.
4. Violators of stance rules will be warned the first time, for each different infraction, by any member of the group or an Official, with all members being made aware of the warning. A re-throw will be required of all successful falling putts.
5. Any subsequent infraction in the same round, witnessed by two (2) or more members of the group or an Official, will incur a one-throw penalty and a re-throw from the original lie.

3.3 OBSTACLES (includes much of Water Hazards & Natural Hazards sections in 1982 rules)
1. Obstacles to a player's stance or throwing motion that are fixed or are an integral part of the course cannot be moved, bent, or in any way altered by the player to facilitate the throw, except as to allow a player to take a normal stance on the lie. When playing the lie, the player must choose the stance that will result in the least movement of any part of the obstacle between the lie and the hole. If, in taking a stance, the player damages an obstacle, the player will be penalized in accordance with item 4 of this rule.
2. Relief may be obtained from non-permanent obstacles to play such as loose leaves, twigs, broken branches no longer connected to a tree, trash cans, other player's equipment, motor vehicles, etc., that are not fixed or an integral part of the course. Temporary accumulations of water or mud due to rain are considered non-permanent obstacles. Relief may be obtained from course equipment such as holes and tee signs. In situations where the permanent or fixed nature of an obstacle is unclear, it will be determined by the course pro or, in tournaments, by the Director or an Official.
3. A player may obtain relief from non-permanent obstacles by either moving the obstacles or, if movement of the obstacle is impractical, by relocating the lie of the disc to the nearest lie that will not restrict the player's stance or throwing motion, no closer to the hole. Relocating the lie should only be done if moving the obstacle is impractical.
4. Violation of this rule will result in a one throw penalty if observed by two or more members of the group or an Official. There will be no warning.
5. If, in violating this rule, a player intentionally damages anything that is alive or growing on the course, the player will incur a two throw penalty if observed by two or more players in the group or an Official. The player may be disqualified from tournament play if the Director deems the actions serious enough. In making such a determination, the Director should consider the amount at damage done and the degree of unfair advantage that the payer could have gained from the action.

3.4 INTERFERENCE
1. A thrown disc that hits another player, spectator, non-permanent part of the course, etc., will be played where it comes to rest, as if it had hit a permanent obstacle. Players should not stand or leave their equipment where it could easily interfere with the flight of a disc.
2. If a disc or marker disc was purposely moved by a player, spectator or animal, the disc or marker will be replaced as close as possible to the original lie as agreed to by all the members of the group or an Official.

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 3.4.2. A disc that is in a lie above ground is considered at rest when it has not moved for 30 seconds.

4. A player that purposefully alters the flight of a disc, or intentionally moves a thrown disc or marker, will receive a two-throw penalty if observed by two members of the group or an official.

3.5 LIE ABOVE GROUND
1. A disc coming to rest 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 below it, is a one-throw penalty. Walkways, bridges or areas normally accessible to pedestrian traffic, are not considered lies above ground.  
2. The disc will be played from the nearest favorable lie, no closer to the hole.  
3. A disc coming to rest below two (2) meters will have its lie marked on the ground directly below it with no penalty.  
4. If the disc falls, unassisted by a player or spectator to a position less than two (2) meters above the ground before it is considered at rest (see Rule 3.4.3), no penalty will be incurred.

3.6 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. 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. 
2. If there are any questions about the lie, all of the other players in the group will agree if the disc is out-of-bounds or an Official will be called to decide. 
3. If a questionable lie is picked up by the player, prior to such a decision, the disc will automatically be considered out-of-bounds. 
4. A player whose disc has come to rest out-of-bounds will incur 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 favorable lie.

3.7 UNPLAYABLE LIE
1. A lie may be declared unplayable by a player if the player judges it to be impractical or unsafe to attempt to play from the lie. The marker disc will be relocated to the nearest favorable lie, no closer to the hole, with a penalty of one throw. 

3.8 PLAYING THE WRONG LIE
1. If one player's lie is played by another player, the offending player will incur a two throw penalty with no warning. 
2. The player whose lie was incorrectly used will be given a playable lie as close to the original lie as possible, at a place agreed upon by the other members of the group or by an Official. The offending player will then resume play from the correct lie. Thrown other than the two throw penalty, made from the incorrect lie will not be added to the offending player's score. 
3. When the offending player or any member of the group notices the use of the wrong lie, that player will advise the other members of the group and the offending player will immediately attempt to locate the player whose lie was wrongly played. The group will stand aside and allow other groups to play through while the player is located and the offending player locates the correct lie. If the mistake is not corrected before beginning the next hole, the offending player will be disqualified from tournament play.
3.9 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. Two players or an Official must note when the timing of two minutes begins. All members of the group must, on request, assist in searching for the disc for the full two minutes before the disc is declared lost.
2. If the disc is declared lost, a marker disc will be placed on a favorable lie, nearest the spot where the disc was last seen and no closer to the hole. A one throw penalty will be assessed.
3. If a disc that was declared lost is later discovered to have been incorrectly played by another player, prior to beginning of the next round, the player will be entitled to replay the disc from its correct lie in accordance with the rule for Playing the Wrong Lie, with no penalty.
[Removed:Playable lie definition]

3.10 MANDATORY DOG LEG
1. The flight of a disc must pass around or through a mandatory dog leg in the area indicated on the tee sign or at the dog leg. The permissible area for disc flight must be clearly indicated.
2. If one object is used to indicate the mandatory dog leg, the disc must pass over two planes on the way from the tee to the hole. One plane is perpendicular to a line between the tee and the dog leg and extends from the dog leg to the side to be passed. The other plane is perpendicular to a line between the dog leg and the hole and extends from the dog leg to the side to be passed.
3. If the dog leg is defined as the area between two objects, the disc must pass over a plane connecting the two objects on the way from the tee to the hole.
4. A throw on the wrong side of a dog leg can be thrown back across the planes in the reverse direction; however, one or both planes, depending on the type of dog leg, must be passed in the correct direction in order to complete the dog leg.
5. A hole is not completed until the player's disc has correctly passed around or through a mandatory dog leg.
6. All foot placement rules will be applied as if the dog leg is the hole until the dog leg is passed.

3.11 DISCS USED IN PLAY
1. Discs used in play must meet the specifications of Section 2, "Equipment". Any disc that does not meet these requirements may not be used in play and is considered illegal.
2. Any disc, other than a marker disc, that does not meet the specifications of Section 2 may not be carried by a player during play.
3. Any player that carries an illegal disc during play will be penalized one throw for each hole that the disc was in the player's possession during a round.
4. Discs must be uniquely marked to identify the player who has thrown the disc.

3.12 SPECIAL CONDITIONS
1. Rules governing special conditions that may exist on the course will be clearly defined and disseminated to the payers prior to the start of the tournament. No rule may be stipulated that conflicts with a Rule of Play.
2. If no special conditions are announced prior to the start of the tournament, the "Rules of Play" will govern.
4.0 TOURNAMENT RULES

4.0 SCORING
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 group 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. Warnings given to a player for a rule infraction should be noted on the scorecard, indicating rule number violation and on which hole it occurred.
3. If there is any disagreement about the score a player reports, players of the group will review the throws they saw and attempt to refresh the player's memory. If this is not possible, the players will call for an Official and stand aside to allow following players to play through. The Official will make the ruling based on the rules and the consensus of the other players of the group.
4. Play by the group may not resume until the dispute is settled.
5. The ruling of the Official is final and the score will be entered on the scorecard and signed by the Official.
6. 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.
7. 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.
8. If all the players in the group 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.
9. It is clearly the responsibility of each player to see that the score is properly recorded after each hole.
10. If a member of the group is keeping score, no individual player will be required to keep score for more than five (5) holes, unless the player volunteers to do so.

4.1 LATE ARRIVAL
1. At the signal to start each round, 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 each 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.

4.2 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 immediately stop play and return to the first tee, clubhouse, or area designated by the Director.
4. The hole being played when the signal to stop was given will be replayed when the round resumes unless all members of the group have completed the hole,
5. The Director may allow players to take a break while waiting for weather to improve but must require players to return each hour until play resumes or until the round is cancelled.
6. 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.
7. 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.
8. Players that stop playing before a signal to stop has been given will receive a two throw penalty, in addition to playing the holes, for each hole they fall behind the players that continue play until correctly halted by the Director. The Director should use the average number of holes completed by the players that continued to play to determine how many holes the players who stopped prematurely had fallen behind.

4.3 DISQUALIFICATION
1. A player may be disqualified by the Director only, with no refund of entry fees, for any of the following acts:
   a. 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.
   b. Willful and overt destruction or abuse of plant life, course hardware or any other property considered part of the golf course.
   c. Any willful attempt to circumvent the rules of play.
   d. A missed round (See Rule 4.1.5).
   e. Warnings for the above are not required and are only given at the discretion of the Director.

4.4 GROUPING & SECTIONING
1. All players will be randomly grouped for the first round and grouped by cumulative score for each round thereafter.
2. When the Director feels there are too many entrants to allow completion of a round in a reasonable time period, the competitors may be split into two sections.
3. 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.
4. If a cut is made, it shall be done to a number that allows all players to play at the same time. An equal number shall be taken from each section. Scores will not be carried forward from sectioned rounds. [Removed: more specifics on making cuts]

4.5 TIES
1. Sudden life play will be used to break ties.
2. Play will begin with hole number one unless a different hole is designated by the Director prior to the start of the tournament. [Change: ties other than 1st can be broken, unlike 1982 rules]
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, or it may be awarded as originally allocated after a playoff, as decided by the Director. [Change: in 1982, money/prizes except trophies must be split for ties below 1st]
4.6 CLASSIFICATION OF PLAYERS

The following classifications shall be used for all PDGA sanctioned Professional Tour Tournaments. These classifications are to be used to determine who shall compete against whom in these tournaments. All female players shall compete in duplicate classifications as those for male players. A Director is not required to hold competition in a classification if less than five (5) players at the tournament qualify for it. A player may not compete in any classification below the player's qualification level. A player that qualifies for the Master/ Senior classification may elect to play in that classification rather than the Open Pro, Advanced, or Amateur divisions. Players who qualify for more than one division (Master/ Seniors) may only play in one per tournament.

1. **Open Pro:** Members who carry a valid PDGA Pro Tour Open Pro Card. The PDGA Pro Tour Scorekeeper shall set this criterion two months prior to the beginning of the Tour. All players who meet this criterion at the end of the previous Tour shall have automatically qualified. Players must establish a score that meets the criterion after a minimum of two tournaments from the Advanced division to move into the Open Pro Class. No players may compete in this class without having been certified by the PDGA Scorekeeper.

2. **Advanced:** Members who carry a valid PDGA Pro Tour Advanced Card. The PDGA Pro Tour Scorekeeper shall set the criterion two months prior to the beginning of the Tour. All players who meet this criterion at the end of the previous Tour shall have automatically qualified. New players do not need to establish an average score.

3. **Amateur:** All new players and those who have competed previously but whose average score does not meet the criteria set for the Advanced or Open Pro Classification.

4. **Master:** Members who may qualify for any of the three previous divisions but are 35-44 years of age.

5. **Senior:** Members who may qualify for Open Pro, Advanced, or Amateur but are 45 years of age or more.

[Removed: Section on minimum holes for events and qualifications for scorekeepers]

4.7 OFFICIALS

1. Officials must have a thorough knowledge and understanding of the Rules of Play and Tournament Rules. It is required that, while acting as an Official, each Official has a current copy of the Rules in their possession.

2. The following individuals will be considered to meet the minimum qualifications for Officials:
   a. PDGA Regional Coordinators and the Regional Director,
   b. Directors (at tournaments they direct only),
   c. Individuals who have demonstrated their knowledge of the Rules by passing an Official's qualification test.
   d. Members of the Rules Committee.

3. A non-playing Official will be available whenever play is under way to make rulings.