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Introduction

Trying to explain the growing popularity of Disc Golf begins with one central fact: throwing a flying disc with power and accuracy is a marvelous sensation. The constant challenge, the social nature of the game, the good physical and mental conditioning, and the fact that it's inexpensive to play are also attractions. Disc Golf is a recreational sport for everybody, regardless of age, gender or ability.
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 fewest number of throws.

The course consists of a series of holes laid out so that when the player completes one hole he proceeds to the beginning of the next until all the holes have been played. The player is provided with a tee area from which to begin each hole, and a target, such as a Disc Pole Hole,* to complete the hole. Disc golf courses are often laid out among 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 the players in any way to decrease the difficulty of a hole.

Disc golf courses are normally 18 holes in length, but there are also 9-hole and 27-hole courses. Disc golf courses can be found in 41 of the 50 United States and Canada, Japan, Australia, Denmark, Sweden, Switzerland, West Germany, Finland, Yugoslavia, United Kingdom, and Africa.

Disc Golf is a game which expects high standards of etiquette and courtesy. Among the basic considerations of etiquette are such things as respect for plant life on the course and allowing faster groups to play through if asked.

*Disc Pole Hole® is a registered trademark of the Disc Golf Assn

801 Conduct of players

801.01 Courtesy:
A. Players should take care not to produce any distracting noises or any potential visual distractions for other players who are throwing. Examples of discourteous actions are: yelling, freestyling, slapping course equipment, throwing out of turn, throwing or kicking golf bags, and advancing on the fairway beyond the away player. Yelling "Fore" at an appropriate time to warn someone in danger of being struck by a disc is not a violation of courtesy.
B. Courtesy also dictates that players who smoke should not allow their smoke to disturb other players.
C. Interpretation of courtesy also includes other actions, as expected by the rules, such as: refusal to assist in the search for a lost disc, refusal to move discs or equipment, refusal to keep score properly, etc.
D. Players should not throw until they are certain that the thrown disc will not distract another player or potentially injure anyone present. Players should watch the other members of their group throw to aid in the locating of errant throws and to ensure compliance with the rules.
E. A player violating a courtesy rule may be warned by any affected player, even if from another group or by an official, with all players of the group advised of the warning. A one-throw penalty will be assessed for each subsequent infraction in the same round. Repeated violations of courtesy rules may result in disqualification in accordance with section 804.05.
F. Courtesy also stipulates that when a group cannot reach a majority 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 such a ruling will be final.

801.02 Order of Play:
A. Tee-off order on the first tee is determined by the order in which the scorecards were filled out.
B. Tee-off order on all subsequent tees is determined by the score on the previous hole, with the lowest score throwing first, and so on. If the previous hole was a tie, count the score back until resolved.
C. The player farthest from the hole, (the "away" player), always throws first. Throwing or putting out of order is a courtesy violation, and may be called by any player in the group.
D. If a player throws a practice throw or an extra 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 any two players or an official.

E. It is the responsibility of the player to play the course correctly. If a player throws from the correct tee, and either misplays a mandatory dogleg or throws toward an incorrect target, and the mistake is discovered at any time prior to the player's scorecard being turned in for the round, the player may not re-tee and must proceed to play the hole correctly. If the player in this case has already thrown into a target, his lie must be marked on the ground within one meter of that target with no relief. If a player throws from an incorrect teeing area, and the mistake is discovered prior to the player's scorecard being turned in, the player must re-tee correctly and the incorrect throws will be added to his score as practice throws. In any case of the course being played incorrectly, if the mistake has not been corrected at the time that the player's scorecard is turned in for that round, the player shall retroactively incur a six-throw penalty.

F. 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.

801.03 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 taken a reasonable time to arrive at the disc and place the marker; and,
  (3) the playing area is clear and free of distractions.

B. On the first infraction per round, the player is warned by any two players of the group or an official. A one-throw penalty will be assessed for each subsequent infraction in the same round if observed by two or more players of the group or an official.

802.01 Discs Used in Play:
A. To be used in competition, discs must meet all of the conditions set forth in the Official PDGA Technical Standards Document.

B. Cracked discs and repaired discs are illegal regardless of the extent of the crack or the method of repair. If a disc is cracked during a round, it may be carried, but not thrown, for the remainder of the round. A player throwing a cracked disc will be penalized one-throw for each throw of the disc as observed by two or more players of the group or an official.

C. 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, with this exception: discs may be moderately sanded to smooth molding imperfections or scrape marks caused by normal wear and tear. Excessive sanding will be handled in accordance with sections 802.01 (E and F).

D. All discs must be uniquely marked using ink, but may not be painted with any other material that has a detectable thickness.

E. Discs must be specifically approved by the tournament director if questioned by another player in the contest, but in no case will the disc be approved if it is in violation of any of the above specifications.

F. Any player who carries an illegal disc during play (other than marker discs or discs cracked during the round), will be penalized one throw for each hole that the disc was in the player's possession during the round.
802.02 Marker Discs:
A. Each player must mark his lie with a marker disc having a diameter of between 7 and 15 centimeters and a height not exceeding 2.54 centimeters.

802.03 Targets:
A. Criteria for finishing Disc Pole Holes shall be: The disc must be supported by the chains or the basket in order to finish the hole. Discs must be released and come to rest (not be moving) before a player may consider the hole completed and remove the disc. Discs supported by the chain support or number sign will not constitute a completed hole. If the disc falls from the support of the chains or the basket before coming to rest then the hole has not been completed.

803 Rules of Play

803.01 Teeing Off:
A. 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 the release must be placed within two meters of, and behind, the front line 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 at the time of release must be within an area encompassed by the front line of the tee and two lines perpendicular to and extending back from each end of the front line.
B. Teeing off improperly constitutes a stance violation and will be handled in accordance with sections 803.03 (D-F).

803.02 Marking the Lie:
A. After the tee-off, the thrown disc must be left where it came to rest until a legal marker disc is placed on the ground between the hole and the disc, touching the thrown disc. (See other applicable rules on placing the marker when the thrown disc is not playable.) The marker disc may not be moved until the throw is completed.
B. A warning will be given by two or more players in the group or by an official for the first violation of this section during a round. A one-throw penalty will be assessed for each subsequent violation if observed by two or more players of the group or an official.
C. If a thrown disc should break and come to rest in more than one piece, the lie of the largest piece will be taken as the result of the throw. No warning may be given for a violation of this rule. Any throws made from an incorrect lie will be counted as practice throws.

803.03 Stance:
A. During a throw, one of the player's supporting points must be placed within 30 centimeters behind the marker disc and on the imaginary line running from the hole through the center of the marker disc. When the disc is released, no supporting-point contact may be made with the marker disc or any other object closer to the hole than the rear edge of the marker disc. Stepping past the marker disc is permitted after the disc is released, except when putting within 10 meters.
B. Any throw from 10 meters or less, as measured from the rear of the marker disc to the base of the hole, is considered a putt. A follow-through after a putt that causes the thrower to make any supporting-point contact closer to the hole than the rear edge of the marker disc constitutes a falling putt and is not allowed. The player must demonstrate full control of balance before advancing toward the hole.
C. All of the player's supporting points must be in-bounds when throwing. If the disc is within one meter of out-of-bounds, the lie may be moved to a new location, a distance of one meter away from, and perpendicular to the nearest out-of-bounds line. This ruling holds even if the direction takes the lie closer to the hole. No penalty is incurred.

D. To be valid, a stance violation must be called within three seconds after the infraction. The call must be made by another member of the group, besides the thrower, or by an official. When the call is made by a player, it must subsequently be confirmed by at least one other player in the group, not excluding the thrower. A player will receive a warning for the first violation of a stance rule in the round. Subsequent violations of any type of stance rule in the same round will incur a one-throw penalty.

E. All stance violations must be rethrown, with this exception: unsuccessful putts made from within 10 meters of the target may not be rethrown. Rethrows must be taken prior to subsequent play by others in the group.

F. The player may not retrieve the originally thrown disc prior to the rethrow, except in the case of a putt from within 10 meters. An automatic one-throw penalty will be assessed for any infraction of this rule.

803.04 Relief:

A. Obstacles to a player's stance or throwing motion that are permanent or are an integral part of the course cannot be moved or bent or in any way altered by the player to facilitate the throw, except as to allow the player to take a legal 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.

B. Relief may be obtained from non-permanent obstacles to a player's stance or throwing motion. Non-permanent obstacles are things such as: casual water or mud, loose leaves, broken branches no longer connected to a tree, other players' equipment, moveable trash cans, motor vehicles, harmful insects or animals, and spectators who prevent safe play. In situations where the permanent or fixed nature of an obstacle is unclear, it will be determined by an official.

C. Prior to the start of a round, the tournament director may designate other non-permanent areas from which relief may be obtained.

D. To obtain relief, the player must first attempt to remove the obstacle. If this is impractical, the lie may be relocated to the nearest playable lie, no closer to the hole (unless that is the only alternative to avoid an out-of-bounds area), and not more than five meters from the original lie, as agreed to by a majority of the group or an official.

E. If a suitable lie cannot be found within five meters, the player may select a point within five meters of the original lie, but not closer to the hole, and declare "Unsafe Lie" and locate a new lie from that point, and be penalized, in accordance with section 803.05.

F. Violation of this section will result in a one-throw penalty, if observed by two or more players of the group or an official.

G. If, in violating this section, a player consciously damages anything on the course, the player will incur a two-throw penalty if observed by two or more players of the group or an official. The player may be disqualified from the tournament, in accordance with section 804.05, if the director deems the actions serious enough.

803.05 Unsafe Lie:

A. A player may declare a lie to be unsafe and ask that it be relocated to a new playable lie within five meters of the unsafe lie, with a one-throw penalty. If the player decides that there is no suitable lie within five meters of the unsafe lie, the player may relocate the lie to a suitable lie on the fairway, and take a two-throw penalty. In either case, the new lie may be no closer to the hole than the unsafe lie.
803.06 Interference:  
A. A thrown disc that hits another player, spectator, or animal will either be played where it comes to rest or if it deflected out-of-bounds or was caught and thrown, marked as close as possible to the point of contact, as determined by a majority of the group or an official. Players should not stand or leave their equipment where interference with the flight or path of a disc could easily occur. The away player may require other players to mark their lie or move their equipment before making a throw if the player believes that either could interfere with the throw.  
B. If a disc at rest or a marker disc is moved, the disc or marker will be replaced as close as possible to the original lie, as determined by a majority of the group or an official, with these exceptions: a disc that rests in an out-of-bounds area or is in a lie above ground shall be marked from its new location if it is moved by an outside agent, such as the wind or a competitively thrown disc. [Removed: disc at rest above ground after 30 seconds]  
C. Any player who consciously alters the course of a thrown disc, or consciously moves a thrown disc at rest or a marker, other than by the action of a competitively thrown disc, will receive a two-throw penalty if observed by any two players or an official,

803.07 Lie Above Ground:  
A. If a disc comes to rest above the ground in a tree or other object on the course, its lie will be marked on the ground directly below it. If the point directly below the lie above ground is an out-of-bounds area, the lie will be declared out-of-bounds and marked and penalized in accordance with section 803.08. If some other reason prevents the lie from being marked directly below the disc, the lie will be marked as close as possible behind the point directly below the disc on the imaginary line through this point and the hole.  
B. If a disc has come to rest above two meters, as measured from the lowest point of the disc to the ground directly below it, the thrower will be assessed a one-throw penalty. The player shall proceed from a lie marked in accordance with section 803.07A.  
C. If the disc falls, unassisted by a player or spectator to a position less than two meters above the ground before the player arrives at the lie, after taking a reasonable time to do so, no penalty will be incurred.  
D. If a disc in a questionable lie above ground is moved by any player prior to a determination of its two meter status by a majority of the group or an official, that player will receive a two-throw penalty. The disc will be assumed to have been below two meters and will be marked in accordance with rules 803.07A and 803.06B.

803.08 Out-of-Bounds  
A. 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 at the time the player arrives at the disc or the point where it was last in-bounds, after taking a reasonable time to do so.  
B. 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 to a playable lie at the point where it left the in-bounds area, as determined by a majority of the group or an official.  
C. If the in-bounds status of a lie is questionable, either a majority of the group or an official shall make the determination.  
D. If a questionable lie is picked up by any player prior to such a determination, that player will receive a two-throw penalty. The disc will be assumed to have been in-bounds and will be marked in accordance with section 803.06B.
803.09 Playing the Wrong Lie:
A. When one player's lie is played by another player, play must stop and the offending player must 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 assists in locating the correct lie.
B. If the mistake can be corrected before the offending player finishes the hole, the offending player will resume play from his correct lie. Each throw made from the incorrect lie prior to the discovery of the error will be counted as a practice throw and added to the offending player's score. In addition, the offending player will incur a two-throw penalty.
C. If the mistake remains uncorrected at the time the offending player completes the hole, he may not go back to resume play from his correct lie and he will incur a six-throw penalty.
D. The player whose lie was incorrectly used will be given a playable lie as close to the original lie as possible, as determined by a majority of his group or an official.
E. If the incorrectly used lie is discovered to be a disc that has already been declared a lost disc by a prior group, then the player whose disc was lost will not be allowed to replay from the lie.

803.10 Lost Disc:
A. 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 players of the group must, upon request, assist in searching for the disc for the full two minutes before the disc is declared lost.
B. If a disc is declared lost, a marker disc will be placed on a playable lie, nearest the spot where the disc was last seen, as agreed to by a majority of the group or an official. A one-throw penalty will be assessed.
C. If a disc that was declared lost is discovered, prior to the official posting of scores for that round, to have been incorrectly played by another player, the offended player will be entitled to replay the disc from its correct lie in accordance with section 803.09D with the exception of 803.09E. If the player elects to replay from the correct lie, it must be witnessed by at least two players of the group or an official. The player may not re-tee the hole and no other holes may be replayed. The player's score for the hole will then consist of any throws and penalties prior to the disc becoming lost plus those made by the player while replaying. Regardless of the player's previous score on the hole, the new score must stand.

803.11 Mandatory Dogleg:
A. If a hole has a mandatory dogleg, the disc must be thrown past the dogleg to the correct side, as indicated on the tee sign or at the dogleg, before the player may complete the hole. All progress toward the hole must play around the dogleg in the designated direction. [Removed: definition of mando using plane language]
B. If the disc should pass a dogleg on the incorrect side, the player must throw the disc back, to "unwind", in order to pass to the correct side.
C. When marking the lie, if an imaginary straight line from the lie to the hole does not pass to the correct side of the dogleg, then the dogleg object shall be considered to be the hole for the application of all stance, and marker rules.
804 Tournament Procedures

804.01 Special Conditions:
A. 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. No rules may be stipulated which conflict with this Rulebook.

804.02 Beginning Play:
A. At a scheduled time, scorecards shall be distributed to the players listed first on each tee-off hole, After the cards have been distributed, groups shall be given adequate time to reach their assigned tees.
B. A loud noisemaker, such as an air horn, is to be used to indicate that there are two minutes remaining until tee-off. This signal shall be a series of short blasts. At this time, players are to end practice and arrive promptly to their tee areas.
C. An extended blast of the noisemaker begins the round and signals the scorekeepers to call the throwing orders.
D. If a player is not present to throw when called, the scorekeeper shall allow 30 seconds. If the player has not thrown by then, a score of par plus three is to be entered for that hole. This procedure continues on any subsequent tee-offs for which a player is absent. No holes will be replayed.
E. If a complete round is missed, the player will be disqualified in accordance with section 804.05.

804.03 Scoring:
A. 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 players of the group and the scorekeeper. The scorekeeper will record that score and read it back, in a voice that is audible to all players of the group.
B. Warnings and penalties given to a player for a rule infraction should be noted on the scorecard, indicating rule number violation and on which hole it occurred.
C. If there is any disagreement about the score a player reports, the group must review the hole 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 groups to play through. The official will make the ruling based on the rules and the consensus of the group. Play by the group may not resume until the dispute is settled. The ruling by the official is final and the score will be entered on the scorecard and signed by the official.
D. At the end of the round, all players and the scorekeeper will sign their scorecard(s) indicating that all players and the scorekeeper attest to the accuracy of the scores on each hole and the total scores. However, total scores are not official until posted by the tournament director.
E. If all the players in the group agree that a score was recorded in error the score may be changed prior to the scorecard being turned in. After the card is turned in, the score will stand with no appeal. If it is subsequently determined that a score for a hole or a total score was incorrectly recorded the director shall:
   (1) require the affected player's score to stand if the error resulted in a higher score, or,
   (2) add three penalty strokes to the correct score for each erroneous stroke in the player's favor.
F. Players of the group shall rotate the storekeeping responsibility proportionally. The first player listed on the card is responsible for picking up the scorecard(s) prior to the start of the round and is the first scorekeeper.
G. All players are responsible for returning their scorecards within 15 minutes after the completion of a round. Failure to do so will result in an automatic six throw penalty.
H. A penalty may be assessed at whatever time the infraction is discovered and up until, but not after, the posting of the official scores by the director, with these exceptions: penalties for playing the course
incorrectly or for playing from the wrong lie may be assessed retroactively at any time prior to the completion of the tournament.

804.04 Rain or Hazardous Conditions:
A. 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. The signal to stop will be the same as the signal to start.
B. Players should immediately stop play and return to the first tee, clubhouse, or area designated by the director.
C. The hole being played when the signal to stop was given will be replayed when the round resumes unless all players of the group had completed the hole.
D. The director may allow players to take a break while waiting for weather to improve, but must require players to return each hour on the hour until play resumes or until the round is postponed.
E. The director may postpone the incomplete portion of the round for a later date if the conditions do not improve within two hours, or if darkness will fall prior to the projected finish time.
F. Partial round scores will be carried forward to the completion of the round whenever the round is resumed.
G. Players who 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 shall use the average number of holes completed by the groups that continued to play to determine how many holes the players who stopped prematurely had fallen behind. The minimum penalty to be assessed for premature stoppage shall be two throws.

804.05 Disqualification and Suspension:
A. A player may be disqualified by the tournament director only, possibly with forfeiture of any prize money and/or no refund of entry fees, at the discretion of the director, for meeting any of the necessary conditions of disqualification as set forth elsewhere within the rules, or for any of the following:
   (1) Unsportsmanlike conduct, detrimental to the image and future of the sport, such as: loud cursing, throwing things in anger (other than discs in play), or overt rudeness to anyone present.
   (2) Willful and overt destruction or abuse of plant course hardware, or any other property considered part of the golf course or the park.
   (3) Any willful attempt to circumvent the rules of play.
B. The tournament director must disqualify a player, with forfeiture of any prize money and no refund of entry fees, if reasonable and conclusive proof exists of the player's illegal possession or consumption of drugs or alcohol during the tournament
   (1) This rule applies from the morning of the day that the tournament begins until the evening of the day that the tournament completes.
   (2) This rule applies to tournament locations, including the course, surrounding park and parking areas, public areas of the tournament (hotel & motel). Or any other place where such behavior would negatively impact the image and future of the sport.
C. In addition, a player in violation of any clause under section 804.05A or 804.05B is also subject to receiving a suspension from the Pro Tour. Suspension may only be assigned by the PDGA Commissioner. A player may appeal his suspension to the PDGA Board of Directors. The determination to suspend and the length of the suspension shall be based on the severity of the action and the extent to which the player has committed repeated violations, if any.

804.06 Grouping and Sectioning:
A. All players will be randomly grouped or seeded for the first round and grouped by cumulative score for each round thereafter.
B. Amateur and advanced division competitors will be segregated from professional division players. Exceptions may only be made to avoid groups of less than three players.

C. Groups shall not be less than three players except under special extenuating circumstances, as deemed necessary by the tournament director, to promote fairness. 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.

D. When there are more entrants than can play together in one round, the field of competitors may be split into sections. These sections shall be seeded, i.e., each section should have an equal number of top players and average players.

E. If conditions differentially affect play among seeded sections, the director may consider using a sectioning procedure for cut and advancement. Under this procedure, a proportionate number of advancing players are taken from each section by score and the scores are not carried forward.

F. If a cut is made, it shall be done to a number that allows all advancing players to play at the same time.

804.07 Ties:
A. If there is a tie at the level of a cut, all players at that level shall make the cut.
B. Between rounds when the groups are being reset, tied positions shall be broken by the following method: the player with the lowest previous round shall have the highest ranking when the scorecards/positions are reset. In the event of low score ties, the ties shall be broken by the tournament director flipping a coin.

C. Final ties for first place must be broken by sudden death play. Final ties for other ranks shall be officially recorded as ties. Sudden death play will begin with hole number one unless a different hole is designated by the director prior to the start of the tournament. Ties for other trophy positions will be broken by coin flip.

D. Prize money distribution to tied players 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. [Removed: playoffs below first]

804.08 Classification of Players:
A. 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. The director may, by giving adequate public notice, restrict tournament competition to classifications of the director's choosing. Absent such notice, the director is required to hold competition in any classification where four or more players enter. A player may not compete in any classification below the player's qualification level. A player who qualifies for the Master/Grand Master/Senior Grand Master 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 may only play in one per tournament. [Removed: requirement for division specific Tour Card]

B. Open Pro: Any player.
C. Advanced: Amateur players who have competed previously.
D. Amateur: All new players (beginners).
E. Master: Members who may qualify for Open Pro, Advanced or Amateur divisions and have reached their 35th birthday at the beginning of the tournament
F. Grand Master: Members who may qualify for Open Pro. Advanced or Amateur divisions and have reached their 45th birthday at the beginning of the tournament
G. Senior Grand Master: Members who may qualify for Open Pro, Advanced or Amateur divisions and have reached their 55th birthday at the beginning of the tournament
H. Players may petition the PDGA Pro Tour Scorekeeper to move from Open Pro to Advanced or from Advanced to Amateur. However, once the divisional switch is certified, the player will be unable to compete in the new division for a period of 60 days.

804.09 Officials:
A. To be eligible to serve as an official, an individual must have demonstrated their knowledge of the rules by passing the Official's Qualification Test. The test must be retaken each time the PDGA Rulebook is updated.
B. Tournament directors are required to pass the Official's Qualification Test.
C. Each official must carry a valid PDGA Official's License and a current copy of the PDGA Rulebook.
D. Officials may actively call any violation they witness and their ruling will be final. If an official competes in the tournament, he may not officiate within his own division.

805 Measurement Cross-Reference

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<th>English System</th>
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<td>1 inch</td>
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806 Glossary

Away Player: The player whose lie is farthest from the hole and who shall throw next.

Casual Water: A body of water that has not been specifically designated as an out-of-bounds area by the tournament director prior to the start of the round.

Fairway: The in-bounds path or field over which a player throws while advancing from the tee to the hole.

Hole: The target that must be reached in order to complete that segment of the course. The term "hole" may also be used to describe the tee and fairway that lead to the target.

Lie: The spot on the ground over which a thrown disc has come to rest, and upon which the player takes his stance for the next throw,

Lie (Favorable):

Lie (Playable): A lie from which the disc may be played according to the rules.

Lie (Unsafe): A lie from which a player decides that obstacles to stance or throwing motion make it impractical or unsafe to attempt a throw. The lie is relocated with a penalty.

Mandatory Dogleg: A restriction to the flight or path of the disc, requiring that the disc pass around a certain object on its way to the hole.

Marker Disc: A mini disc that is placed on the ground touching a thrown disc at rest, between the disc and the hole, to mark the location of the lie.

Obstacle: Any feature of the course that may impede a player's stance or throwing motion,
Official: A person who is authorized by the PDGA to make judgments regarding the proper application of the rules during play.

Out-of-Bounds: A bounded area designated by the tournament director (prior to the start of play) beyond which a disc may not be played. The boundary is defined by a vertical plane above a clearly marked line on the ground.

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

Practice Throw: During a round, the projection of a disc of a distance greater than 2 meters, or of any distance toward a target, intentional or not, which does not change the player's lie, either because it did not occur from the tee or the lie, or because the player had already thrown competitively from the tee or the lie.

Putt: Any throw from 10 meters or less as measured from the rear of the marker disc to the base of the hole is considered a putt.

Putt (Falling): A putt after which a player touches his marker disc, or any object beyond the lie, including the ground, before having demonstrated full control of balance.

Relief: A change made to the player’s lie, such that a non-permanent obstacle is removed from the vicinity, or when that is impractical, by moving the lie away from the obstacle in accordance with section 803.04 D and E.

Supporting-Point: During a throw, any part of a player’s body that is in contact with the ground or some other object capable of providing support, will be considered a supporting point.

Throw: Any action, intentional or not, by a player that propels a disc and causes it to change its position from the tee or from the lie.

Tournament Director: The person responsible for running the tournament. Some of the specific responsibilities are outlined elsewhere in this rulebook.

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

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