

# Tim's Help Understanding the Official Rules of Disc Golf

Read the rule and then check out **Tim's helpful tips and explanations that are highlighted in yellow.**

## 800 – Overview of the game.

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

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

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

**Tim – Cutting limbs or trees just because you hit them is NOT COOL!**

## 801.01 – Fairness

A. These rules have been designed to promote fair play for all disc golfers. In using these rules, the player should apply the rule that most directly addresses the situation at hand. If any point in dispute is not covered by the rules, the decision is made in accordance with fairness. Often a logical extension of the closest existing rule or the principles embodied in these rules will provide guidance for determining fairness.

**Tim – Fair play and individual accountability comprise the cornerstone of the game of golf (ball or disc). Players should always strive to be fair to themselves and others. Players should also self-enforce any rules violations committed. Do not wait to see if anyone else notices, call it on yourself first. Complete knowledge of the rules will help you avoid any unforeseen mistakes.**

## 801.02 - Enforcement

A. Players are assigned to play holes together in a *group* for the purpose of verifying scores and ensuring play in accordance with the rules. Any determination made by the group as a whole is to be made by a majority of the group.

**Tim – Rulings on rules violations are to be resolved *within the group*. A simple majority is needed. In the event of a tie or no clear conclusion can be reached, play a provisional and finish hole both ways. Then consult TD before finalizing score.**

B. Players are expected to call a violation when one has clearly occurred. A call must be made promptly to be enforceable (except for misplays).

Tim – The rules were created to foster fair competition. If you see a violation, call it. This does not mean that you should pay more attention to other players than your own game. Focus on your game, but if you see a violation, you are obliged by the rules to call it.

C. A player in the group may call or confirm a rules violation on any player in the group by notifying all players in the group.

Tim – Speaks for itself.

D. A *warning* is the initial advisement a player is given for violating certain rules; subsequent violations of the rule incur penalty throws. A call for a rules violation that results in a warning does not need to be confirmed to be enforced. Warnings do not carry over from one round to the next, nor to a playoff.

Tim – Players should know which violations carry a warning and which ones do not.

E. A call made by a player for a rules violation that results in one or more penalty throws can only be enforced if the call is confirmed by another player in the group or by a Tournament Official. A *penalty throw* is a throw added to a player's score for violating a rule, or for relocation of the lie as called for by a rule.

Tim – If you make a rules call, someone else in the group must confirm the violation. Without confirmation, no penalty can be assessed. If no one else confirms, drop the matter and play on.

F. A *Tournament Official*, or *Official*, is a person who is authorized by the Director to make judgments regarding the proper application of the rules during play. An Official may call or confirm a rule violation by any player. An Official's call does not need to be confirmed to be enforced. An Official who is playing may not act as an Official for players who are in their division.

Tim – A *Tournament Official* is a person who is not playing but is stationed on the course to help enforce the rules. An *Official* is anyone who has passed the officials test. A Tournament Official can be a Marshall, Assistant TD, Scoring Official, or anyone designated by the TD to help with rulings. Spotters (unless they are an Official) should not be relied on for rulings.

G. The *Director* is the person in charge of the tournament or event. The Director may be a Tournament Director (TD), a Course Director, or a League Director. Only the Director may disqualify a player. Decisions made by the Director are final.

Tim – Speaks for itself.

H. A throw or an action that is subject to penalty under more than one rule is played under the rule that results in the most penalty throws; or, among rules that call for an equal number of penalty throws, the rule that was first violated.

Tim – If a player violates several rules at once, the largest penalty will be enforced.

### **801.03 – Appeals**

A. When a group cannot reach a majority decision regarding a ruling, the ruling is based on the interpretation that is most beneficial to the thrower.

Tim – This is the often-heard “**benefit of the doubt goes to the player**”. All players in the group should strive to get the ruling right, but if the ruling is too close to call, benefit goes to the player.

B. A player may appeal a group decision to an Official, or an Official's decision to the Director, by clearly and promptly stating that desire to the group. If an Official or the Director is readily available, the group may stand aside and allow other groups to play through while the appeal is being heard.

Tim – If you feel a group ruling against you is incorrect, you must call for an appeal at that time.

C. If an Official or Director is not readily available, the thrower may make a set of provisional throws for each additional possible outcome of the ruling, and later appeal the ruling to an Official or to the Director when practical.

Tim – This is the **provisional rule**. Normally, no tournament official will be available, so play a provisional. This is the best way to keep play flowing. The TD can make an official ruling after the round.

D. If a ruling is overturned, an Official or the Director may adjust the player's score to reflect the correct interpretation of the rules. Alternatively, the Director may have the player replay one or more holes. Rulings by the Director are final.

Tim – If provisionals are played, there will be no need for the TD to ask a player to re-play holes.

## 802.01 – Throw

A. A *throw* is the propulsion and release of a disc in order to change its position. Each throw that is made as a competitive attempt to change the lie is counted.

Tim – Speaks for itself.

## 802.02 – Order of Play

- A. Throwing order on the tee of the first hole is the order in which the players are listed on the scorecard(s).
- B. Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the player with the lowest score throws first, and so on. Ties do not change the throwing order.
- C. After all players have a lie other than the teeing area, the player whose lie is farthest from the target (the *away player*) is next in the throwing order.
- D. If a player is making another throw from the same lie, or a re-throw, that player remains next in the throwing order. A *re-throw* is an additional throw from the same lie which is played instead of the original throw.

Tim – This applies for players missing a mando as well.

- E. To facilitate flow of play, a player who is not next may throw if the player who is next consents, or if throwing will not impact the player who is next.

Tim – Flow of Play option.

F. Throwing out of order is a courtesy violation.

Tim – If Flow of Play has not been discussed. Courtesy violations are a warning.

G. During tournament play, no group may play through the group ahead unless directed by an Official, or if the group ahead is standing aside in accordance with the rules.

Tim – Speaks for itself.

### 802.03 - Excessive Time

A. A player has taken excessive time if they are present and have not thrown within 30 seconds after:

1. The previous player has thrown; and,
2. They have had a reasonable amount of time to arrive at and determine the lie; and,
3. They are next in the throwing order; and,
4. The playing area is clear and free of distractions.

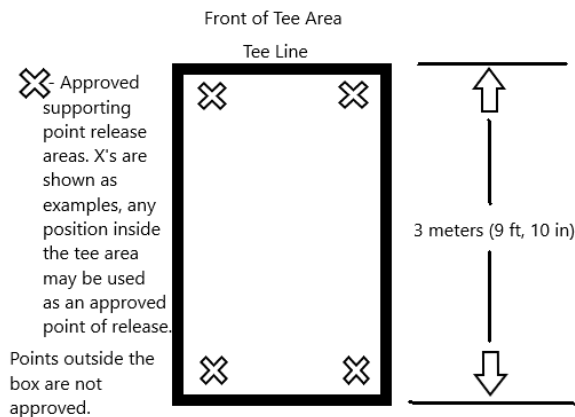
Tim – A reasonable amount of time means not unnecessarily wasting time in order to gain an advantage. Piddling around waiting for the wind to calm, etc. is not reasonable after 30 seconds. A clear and free of distraction playing area can be impossible at times (busy highway behind basket, ball field with game in progress, etc.), players should focus and execute shot to the best of their ability within the 30 second time frame.

B. A player who takes excessive time receives a warning for the first violation. A player who takes excessive time after having been warned for it during the round receives one penalty throw. See [811.F.5](#) for a player who is absent when it is their turn to throw.

Tim – Slow play is a frustrating situation for most players. Players should do their best to play at a fair and comfortable pace.

### 802.04 – Teeing off

A. Play begins on each hole with the player throwing from within the hole's teeing area. A *teeing area*, or *tee*, is the area bounded by the edges of a tee pad, if provided. Otherwise, it is the area extending three meters perpendicularly behind the designated tee line. The *tee line* is the line at the front of the teeing area, or the line between the outside edges of two tee markers.



C.

When the disc is released, the player must have at least one supporting point within the teeing area, and all supporting points must be within the teeing area. A *supporting point* is any part of the player's body that is, at the time of release, in contact with the playing surface or any other object that provides support. The player is allowed to have a supporting point outside the teeing area before or after, but not at, the moment the disc is released.

**Tim – The key words being *at the time of release*. Any supporting point not on or within the teeing area *at the time of release*, will cause a stance violation.**

D. A player who violates [802.04.B](#) has committed a stance violation and receives one penalty throw.

## 802.05 - Lie

A. The *lie* is the place on the playing surface upon which the player takes a stance in order to throw. The *playing surface* is a surface, generally the ground, which is capable of supporting the player and from which a stance can reasonably be taken. A playing surface may exist above or below another playing surface. If it is unclear whether a surface is a playing surface, the decision is made by the Director or by an Official.

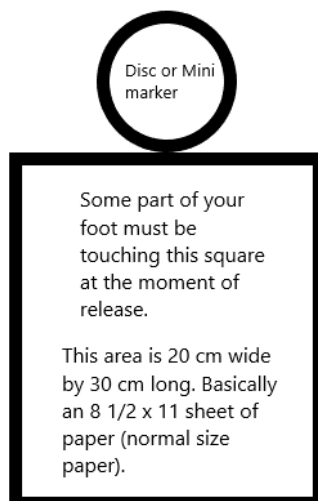
**Tim – A playing surface that may exist *above* another playing surface could be a stump, broken tree trunk, a large rock or boulder, etc. A playing surface that may exist *below* another playing surface may be a ditch or similar low area.**

B. The lie for the first throw on a hole is the teeing area.

C. A drop zone is a lie. A *drop zone* is an area on the course, as designated by the Director, from which a throw is made under certain conditions. A drop zone may either be marked and played in the same manner as a teeing area, or in the same manner as a marked lie. A teeing area may be used as a drop zone.

**Tim – If a player's next shot is from a drop zone, the way the drop zone is marked determines how a player takes a stance. If it is marked similar to a tee area, with flags or stakes on both front corners, players use normal tee rules. If it is marked with a mini or disc only, players proceed as if it is any ordinary lie.**

- D. In all other cases, the lie is a rectangle that is 20cm wide and 30cm deep, centered on the line of play behind the rear edge of the marker disc. The *line of play* is the imaginary line on the playing surface extending from the center of the target through and beyond the center of the marker disc. The *marker disc*, or *marker*, is the disc used to mark the lie according to [802.06](#).



## 802.06 – Marking the Lie

- A. The position of a thrown disc on the in-bounds playing surface marks the lie.

Tim – This means you can use the disc on the ground (your previous throw) as your marker for the next shot. If you want to use that disc on your next throw, you must place a mini marker in its place.

- B. Alternatively, the player may mark the lie by placing a mini marker disc on the playing surface, touching the front of the thrown disc on the line of play. A *mini marker disc* is a small disc, not used in play, that complies with [PDGA Technical Standards](#) for mini marker discs.

Tim – Mini specs - **Mini Marker** discs must have a circular shape, with a diameter ranging from 7 cm to 15 cm and a height not exceeding 3 cm. Mini marker discs can be made from a variety of materials (e.g. plastic, metal, wood).

- C. When the thrown disc is not on the in-bounds playing surface, or when the lie is to be moved by rule, the player marks the lie by placing a mini marker disc in accordance with the applicable rule.

Tim – This means that players should have a mini in order to comply with OB marking requirements.

- D. Marking the lie in a manner other than described above is a marking violation. A player receives a warning for the first marking violation. A player receives one penalty throw for each subsequent violation of any marking rule during the round.

Tim – Speaks for itself.

## 802.07 – Stance

- A. If the lie has been marked by a marker disc, then when the disc is released, the player must:
1. Have at least one supporting point that is in contact with the lie; and,
  2. Have no supporting point closer to the target than the rear edge of the marker disc; and,

**Tim – Your foot must be behind the mini or disc at the moment of release.**

3. Have all supporting points in-bounds.
- B. A drop zone is played as a teeing area. See [802.04.B](#).

**Tim – Refer back to Drop Zone stance rule. Either as a tee or with a marker.**

- C. A player who violates 802.07.A or 802.07.B has committed a stance violation and receives one penalty throw.

## 803.01 – Moving Obstacles

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

**Tim – This is one of the most abused rules in Disc Golf. Pay careful attention before marking your disc in a wooded or bushy area. Notice the wording, *the least movement of an obstacle*, in reference to a tree or bush, etc. Players are not allowed to move an obstacle that is in the way of their throwing motion. Players cannot push back a limb or bush that hampers the throwing motion. They can make incidental contact (contact directly related to the actual throw) without penalty.**

- B. A player is not allowed to move any obstacle on the course, with the following exceptions:
1. A player may move casual obstacles that are partially or completely on the lie or in the stance area, regardless of whether they extend in front of or behind the lie. A **casual obstacle** is any item or collection of loose debris (such as stones, leaves, twigs, or unconnected branches), or any item as designated by the Director.

**Tim – This is the *dead and unattached* rule. Pay close attention before you move any branch or limb, ask card mates for their opinion. Be reasonable as well, large objects may be dead and unattached, but may take way too long to move, which will cause unnecessary delay (remember the 30 second rule).**

2. A player may request that other people move themselves or their belongings.

**Tim – If someone is in your field of vision or periphery, you may ask them to move.**

3. A player may restore course equipment to its proper working order, including the removal of obstacles.

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

Tim – Speaks for itself.

## 803.02 – Relief from Obstacles

A. A player may obtain relief from the following obstacles that are on or behind the lie: motor vehicles, harmful insects or animals, people, or any item or area as designated by the Director. To obtain relief, the player may mark a new lie that is on the line of play, farther from the target, at the nearest point that provides relief.

Tim – This rule refers to *casual relief*. The line of play is an imaginary straight line connecting your marker and the target. Re-positioned stances must be lined up with the line of play, no closer to the hole, and at the nearest point of relief.

D. If a large solid obstacle prevents the player from taking a legal stance behind the marker disc, or from marking a disc above or below the playing surface, the player may mark a new lie immediately behind that obstacle on the line of play.

Tim – This refers to a stance that has a large tree, boulder, etc. that is directly behind your marker. Instead of trying to wiggle your foot in between the obstacle and your marker, you may place your foot on the backside of the obstacle.

C. A player who takes relief other than as allowed above receives one penalty throw.

D. A player may elect at any time to take optional relief by declaring their intention to the group. The lie may then be relocated by marking a new lie which is farther from the target and is on the line of play. One penalty throw is added to the player's score.

E. No penalty throw is added if optional relief is being taken following a penalty taken for a disc out-of-bounds or above two meters.

Tim – D and E speak for themselves.

## 803.03 – Damaging the Course

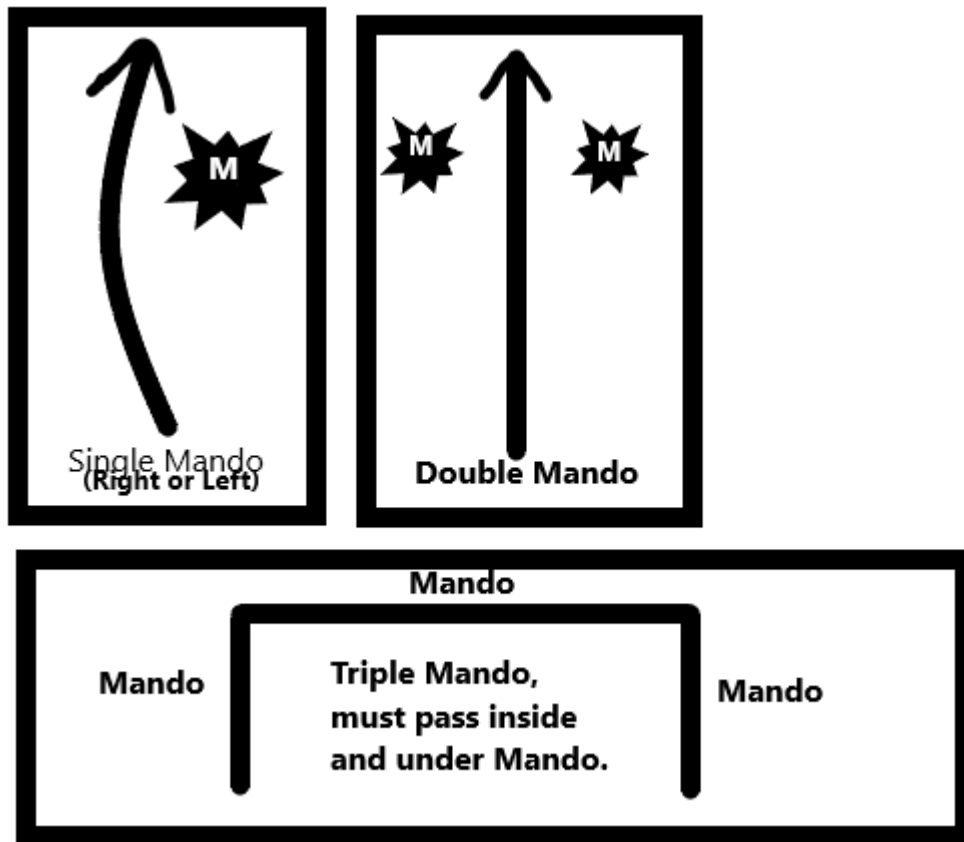
A. A player who intentionally damages any part of the course receives two penalty throws. The player may also be disqualified from the tournament, in accordance with Section 3.03 of the Competition Manual.

Tim – Breaking limbs, cutting down trees, or any willful destruction of anything considered a permanent part of the course is a big deal and has harsh consequences.



## 804.01 – Regulated routes

A. A mandatory route restricts the path the disc may take to the target. It is defined by one or more mandatory objects. Each mandatory object indicates whether the mandatory route passes to the left, right, below, or above it. The most common mandatories are: a single mandatory, which defines a mandatory route to the right or left; a double mandatory, which defines a mandatory route between two single mandatories; and a height-restricted double mandatory, which adds an upper boundary to a double mandatory.



## 804.02 – Prohibited Routes

### A. Mandatory Lines

1. A mandatory line is a line on the playing surface marked by the Director to indicate when a disc has missed a mandatory.

2. If no line has been marked for a single mandatory, it is defined as a straight line extending indefinitely from the center of the mandatory object on the incorrect side, perpendicular to the line connecting the mandatory object to the previous mandatory object, or if there is no previous mandatory, the tee.

Tim – See Fig. 1 below

3. If no lines have been marked for a double mandatory, then there are two lines, one for each mandatory object. Each line is defined as described above for single mandatories.

Tim – See Fig. 2 below

4. A double mandatory may also be height-restricted, in which case there is a third line connecting the two mandatories, with the incorrect side being either above or below the line.

Tim – See Fig. 3 below

B. A throw has missed a mandatory if, from the direction of the previous lie, it completely crosses a mandatory line and comes to rest without coming back across the line (a throw or sequence of throws that crosses the line in both directions is considered not to have crossed the line).

Tim – A missed mando occurs when your shot passes on the wrong side of the mando and crosses the mando line. If your shot does all that but somehow continues moving and goes back across the mando line, then it has not missed the mando. Only a shot that misses the mando, crosses the mando line, and comes to rest on the wrong side of the line, has missed the mando.

C. A player who makes a throw that misses a mandatory receives one penalty throw. The lie for the next throw is the drop zone for that mandatory or, if no drop zone has been designated, the previous lie.

Tim – Speaks for itself

D. The nearest mandatory whose mandatory line is crossed by the line between the lie and the target is considered to be the target for all rules related to marking the lie, stance, obstacles, and relief, with one exception: 806.01 Putting Area.

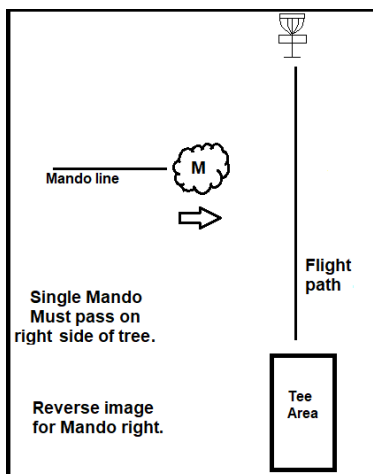


Fig. 1

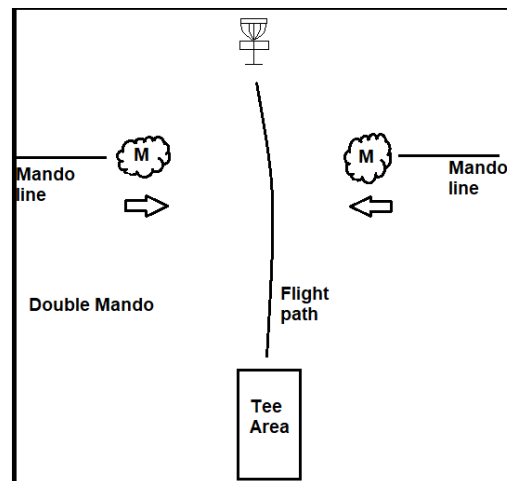


Fig. 2

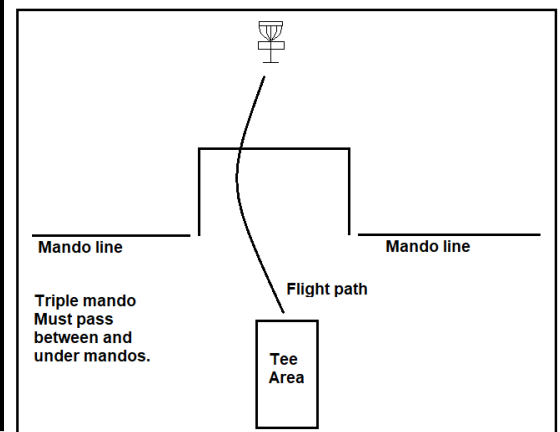


Fig. 3

Tim – In reference to D., if you miss the mando, your next stance is based on the closest mando to you. The mando becomes your target and your stance uses the perpendicular created by the imaginary line between your lie and the nearest mando.

## 805.01 – Establishing a position

A. A thrown disc establishes a position where it first comes to rest.

B. A thrown disc is considered to be at rest when it first stops moving. A disc in water or foliage is considered to be at rest when it is moving only as a result of movement of the water, the foliage, or the wind.

Tim – Discs in water can obviously move after entering water. For purposes of the lie, the position it entered is the lie.

C. If a disc first comes to rest above or below the playing surface, its position is on the playing surface directly below or above the disc.

Tim – This refers to discs landing in trees, bushes, etc. (above playing surface) or discs landing in areas below playing surface (pipes under streets, etc.).

D. If a thrown disc breaks into pieces, its position is that of the largest piece.

Tim – Speaks for itself.

## 805.02 – Disc Above 2 Meters

A. The two-meter rule refers to the rules within 805.02. It is not in effect unless the Director declares it to be in effect. The Director may declare the two-meter rule to be in effect for the entire course, for particular holes, and/or for individual objects.

Tim – The two-meter rule isn't used very often. However, the TD can use it if he/she wants to. TD's can also designate specific trees, shelters, or any other object that can support a disc above 2 meters. Consider a cedar tree beside a basket, players could just throw into the tree and get a lie beside the basket. TD's can make the tree a 2-meter tree to discourage this kind of play.

B. If the two-meter rule is in effect when a disc has come to rest at least two meters above the in-bounds playing surface (as measured from the lowest point of the disc to the playing surface directly below it), the player receives one penalty throw. The position of the disc is on the playing surface directly below the disc.

Tim – Speaks for itself.

C. A disc supported by the target for the hole being played is not subject to the two-meter rule.

Tim – This refers to elevated baskets. If you land on top of an elevated basket that can potentially hold your disc above 2 meters, it is not a penalty, provided it is the basket on the hole you are playing. If it is the elevated basket on another hole, it can be considered a 2-meter violation if the 2-meter rule is in effect for the entire course, or that particular basket. This is a HIGHLY UNLIKELY scenario.

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.

Tim – This prevents players from improving their lie if they hustle up to the lie and move it before anyone else can make a determination of 2-meter violation.

### 805.03 – Lost Disc

A. A disc is declared lost if the player cannot locate it within three minutes after having arrived at the area where it is thought to be. Any player in the group or an Official may begin the timing of the three minutes and must inform the group that the timing has begun.

Tim – This is one of the most ignored rules in the rule book. Typically, groups will look until the disc is found, or the group behind them forces the issue. Start a 3 minute clock soon after determining the disc is not where it was expected to be.

B. All players in the group must assist in searching for the disc. Failure to do so is a courtesy violation.

Tim – Always help look for lost discs!

C. A player whose disc has been declared lost receives one penalty throw. The next throw is made from the previous lie. If a drop zone has been designated for lost discs on the hole, the player may throw from the drop zone instead of from the previous lie.

Tim – Some water holes may have drop zones available for drives that land in the water.

D. If it is discovered prior to the completion of the tournament that a player's disc that had been declared lost has been removed or taken, then two throws are subtracted from the player's score for that hole.

Tim – This refers to an unfortunate incident in which a player throws into an area that cannot be seen from the lie, and someone steals or purposefully moves the disc without the group's knowledge. The group declares a lost disc, and the player is given the appropriate penalty. It is then discovered, before the completion of the event, that foul play was involved.

E. If a drop zone has been provided for lost discs, the Director may allow players to proceed directly to the drop zone at the cost of two penalty throws.

Tim - This is a common water crossing or large crevasse crossing option. Some players are unwilling to lose a disc attempting to cross an area that they are unable to reasonably negotiate (they don't have the distance to clear). Basically, the player declares this instead of driving, proceeds to the drop zone, and throws their 3<sup>rd</sup> shot.

## 806.01 – Putting Area

A. Any throw made 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.

Tim – 10 meters = 32ft, 9 in.

B. After having released a putt, the player must demonstrate full control of balance behind the marker disc before advancing toward the target. A player who fails to do so has committed a stance violation and receives one penalty throw.

Tim – Any putt inside 10 meters. Disc must come to rest before stepping over the imaginary perpendicular line.

## 806.02 – Out of Bounds

A. An out-of-bounds (OB) area is an area designated by the Director from which a disc may not be played, and within which a stance may not be taken. The out-of-bounds line is part of the out-of-bounds area. Any area of the course, that is not out-of-bounds, is in-bounds.

Tim – The out-of-bounds line is OB as well. A disc inside the OB area that is touching the line, is OB. A disc that is outside the OB area that is touching the line is in bounds.

B. A disc is out-of-bounds if its position is clearly and completely surrounded by an out-of-bounds area.

Tim – Speaks for itself. See Fig. 4 below.

C. A disc that cannot be found is considered to be out-of-bounds if there is compelling evidence that the disc came to rest within an out-of-bounds area. In the absence of such evidence, the disc is considered lost and play proceeds according to rule 805.03.

Tim – This is obviously a judgement call by the group. It pays to watch all shots by all members of the group to avoid confusion.

D. A player whose disc is out-of-bounds receives one penalty throw. The player may play the next throw from:

1. The previous lie; or,

Tim – The previous lie should be used if it provides a better option for a best-case scenario shot.  
Example: Player A putts from 25 ft, the disc hits the basket and rolls 100 ft down a hill, into an OB area. Instead of walking down there and playing the 100 ft uphill shot, the best option is to play from the previous lie.

2. A lie designated by a marker disc placed on the playing surface at any point on a one-meter line that is perpendicular to the out-of-bounds line at the point where the disc was last in-bounds; or,

3. If a perpendicular lie as described above is not available, a lie designated by a marker disc placed on the playing surface at the point that is nearest to where the disc was last in-bounds, and that is up to one meter away from any out-of-bounds area.

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

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

4. Within the designated drop zone; or,

5. A lie designated by a marker disc placed on the playing surface at any point on a one-meter line that is perpendicular to the out-of-bounds line at the point that is nearest to the position of the disc.

E. If the position of the thrown disc is in-bounds and within one meter of an out-of-bounds line, the lie may be relocated to a new lie at any point on a one-meter line that extends perpendicularly from the nearest point on the out-of-bounds line and passes through the center of the thrown disc.

F. The out-of-bounds line extends a vertical plane. When marking within one meter of the out-of-bounds line, the one-meter relief may be taken from any point up or down on the vertical plane.

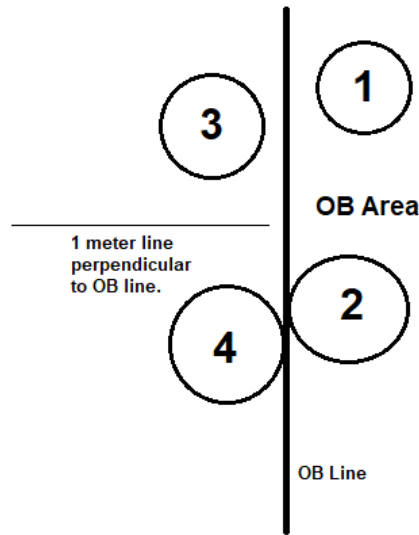
G. If a drop zone has been provided for an out-of-bounds area, the Director may allow players to proceed directly to that drop zone at the cost of two penalty throws.

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

Tim – The same as the 2-meter scenario mentioned earlier.

Fig. 4

## Out of Bounds



Disc 1 is Out of Bounds because it is completely surrounded by the OB Area.

Disc 2 is OB as well, even though it is touching the OB line. The OB line is OB as well.

Disc 3 is In Bounds.

Disc 4 is In bounds as well because it is not completely surrounded by the OB Area. Touching the line is not a factor since part of the disc is In Bounds.

All 4 discs will play next shot from a point on the 1 meter line chosen by the player.

### 806.03 – Casual Area

A. A casual area is casual water, or any area specifically designated as a casual area by the Director before the round. Casual water is any body of water that is in-bounds and has not been explicitly declared by the Director to be in play.

Tim – Small, wet weather, waterways or big puddles of water are often designated as casual. Be sure to confirm with TD or Info Sheet to avoid confusion.

B. To obtain relief from a casual area, the player's lie may be relocated to the nearest lie which is farther from the target and is on the line of play, at the nearest point that provides relief (unless greater casual relief is announced by the Director).

Tim – The key phrase here is **nearest point that provides relief**. Casual relief stances are to be taken at that point, no farther back.

### 806.04 – Relief Area

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

Tim – This can be confusing. Suffice it to say, play as if it were an OB Area, but without any penalty.

## 806.05 – Hazard

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

**Tim – This is the difference between OB and Hazard. In a Hazard, you play your next shot from the Hazard, with penalty. In an OB Area, you re-locate your disc back In Bounds.**

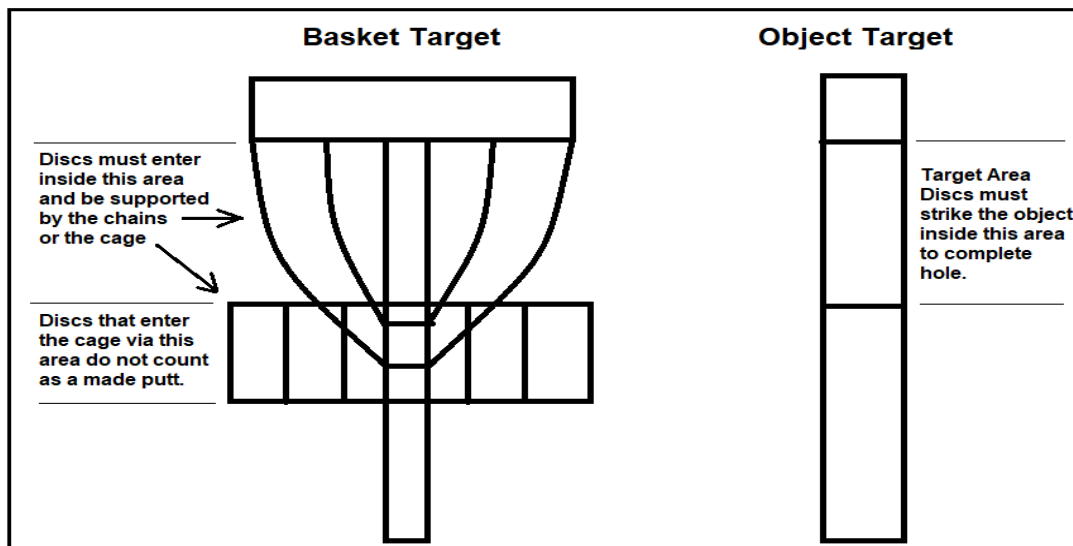
- D. If the thrower moves the disc before a determination whether it is in a hazard has been made, the disc is considered to be in the hazard.

## 807 – Completing the Hole

A. A target is a device whose purpose is to clearly determine completion of a hole. A basket target is designed to catch discs and generally consists of a tray, chains, and a chain support mounted on a pole. An object target generally has a marked target area.

B. In order to complete a hole with a basket target, the thrower must release the disc and it must enter the target above the top of the tray and below the bottom of the chain support and come to rest supported by the target.

C. In order to complete a hole with an object target, the thrower must release the disc and it must strike the marked target area of the object.





## 808 – Scoring

A. The player listed first bears primary responsibility for picking up the group's scorecard(s).

**Tim – If you are the first person listed on your starting hole, be sure to get the group's scorecard.**

B. Players in the group keep score proportionally, unless a player or a scorekeeper volunteers to keep score more and that is acceptable to all players in the group.

C. After each hole has been completed, the scorekeeper records the score for each player in the group in a manner that makes each score clear to every player in the group. Any warnings or penalty throws are to be noted along with the score for the hole.

D. The score for a player on a hole is the total number of throws, including penalty throws. The total score for the round is the sum of all hole scores, plus any additional penalty throws. The use of anything other than a number as a score (including the lack of a score) is subject to penalty as described below in 808.G.2.

E. If there is disagreement about the score a player reports, the group reviews the hole and attempts to arrive at the correct score. If the group cannot reach consensus on the player's score, they seek the help of an Official or the Director as soon as is practical. If all players in the group agree that a score is incorrect, the score may be corrected before the scorecard is turned in.

F. All players are responsible for returning their scorecards within 30 minutes of the completion of a round, which is when the last group on the course has completed their final hole and has had reasonable time to turn in their scorecard. Failure to turn in a scorecard on time results in the addition of two penalty throws to the score of each player listed on the late scorecard.

**Tim – This is a big deal. Failure to turn a scorecard in on time results in a two stroke penalty for ALL players in the group.**

G. After the scorecard has been turned in, the total score as recorded is final, except for the following circumstances:

1. Penalty throws may be added or removed up until the Director declares the tournament over, or all awards have been distributed.

2. If the total score is incorrect, improperly recorded, or missing, two penalty throws are added to the correct total score. Those penalty throws are not added when the score has been adjusted for other violations determined after the player had turned in an otherwise correct scorecard.

**Tim – Improperly scored means writing each scores relationship to par (-2, +4, etc.) instead of an actual score (54, 49, etc.).**

## 809.01 – Abandoned Throw

A. A player may choose to abandon ***their most recent throw*** by declaring their intention to the group. The abandoned throw and one penalty throw are counted in the player's score, and the player plays from the lie from which the abandoned throw was made. Penalty throws incurred by the abandoned throw are disregarded.

Tim – This is a handy method of saving strokes. Consider this scenario, very similar to one mentioned earlier. Player B throws his/her second shot on a long par 5. It sails into a large ravine that is not regulated (meaning it is not an OB, Hazard, Relief, or Casual Area). Player B decides to abandon the throw and retrieve the disc later, deciding that climbing down and back along with at least 2 more throws to get back to the fairway is not the best decision.

## 809.02 – Provisional Throw

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

B. Provisional throws are used:

1. To save time. A player may declare a provisional throw any time:

a. The status of a disc cannot be readily determined because it may be lost, out-of-bounds, or have missed a mandatory; and,

b. The group agrees that a provisional throw may save time.

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

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

Tim – If in doubt, play a provisional. Tournament Officials can sort things out after the round is complete.

## 809.03 – Practice Throw

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

Tim – Tossing a disc to another player or towards your bag is not a practice throw, as long as it travels less than 5 meters (16 ft, 5 in.) in the air. Dropping a disc by accident is not a practice throw.

A player receives one penalty throw for making a practice throw.; the throw itself is disregarded.

Tim – Speaks for itself.

## 810 – Interference

A. If a thrown disc has moved after having come to rest on the in-bounds playing surface, it is replaced to where it first came to rest, as agreed on by the group. A thrown disc that has come to rest elsewhere does not need to be replaced, and its position is based on where it first came to rest, as agreed on by the group.

Tim – If a disc moves after coming to rest in bounds, the group decides the correct lie based on their opinion of where it originally was. If it lands elsewhere (OB, or any other regulated area), the group decides where it first came to rest, and that is the lie.

B. A marker disc that has moved is replaced to its original location, as agreed on by the group.

C. A thrown disc that strikes a person or animal is played where it first comes to rest.

Tim – A disc that hits a person or animal is played from where it lies, even if hitting the person or animal kept it from going OB.

D. A thrown disc whose course was intentionally altered is given a position at the point of contact, as agreed on by the group. The thrower may choose to play from the resulting lie, or to abandon the throw without penalty.

Tim – If a player or spectator intentionally alters a shot by another player, the player has the option of abandoning without penalty (basically a re-throw) or playing from the point of intentional contact.

E. A player who intentionally interferes with a disc in any of the following ways receives two penalty throws:

1. Altering the course of a thrown disc (other than to prevent injury); or,
2. Moving or obscuring a thrown disc or marker disc (other than in the process of identification, retrieval, marking, or as allowed by 810.H).

F. If a player or their equipment interferes with their own throw, the player is assessed one penalty throw. The disc is played where it first comes to rest. See 810.E for intentional interference.

Tim – If your throw hits your equipment, or you alter the shot on purpose, it is a penalty. This can easily happen if your putt hits the basket, rolls away towards your bag or cart, and you make no effort to move the bag or cart. The best advice is to be sure to leave equipment in a place where incidental contact is very limited.

G. Players must not stand or leave their equipment where interference with a disc in play may occur. A player may require other players to move themselves or their equipment if either could interfere with the throw. Refusal to do so is a courtesy violation.

Tim – All players should be sure to leave equipment in a place that minimizes potential contact with thrown discs.

H. A disc in play that was thrown by another player and comes to rest on or behind the lie may be moved. After the player has thrown, the other player's disc is replaced to where it came to rest, as agreed on by the group.

Tim – This is a common scenario, where one player's disc lands on another player's lie or is touching another disc in play.

## 811 – Misplay

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

Tim – Common sense, if you expect to be competitive, do your homework.

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.

Tim – Skipping holes or playing them in the incorrect order, as well as other mistakes, spelled out below.

C. If a misplay is discovered after the scorecard has been turned in, the player receives two penalty throws.

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

E. A player who deliberately misplays the course to gain competitive advantage may be disqualified in accordance with Section 3.03 of the Competition Manual.

F. Types of misplay:

1. Incorrect Lie. The player has played from a lie that is not the correct lie. For example, the player has:

- a. Teed off from a teeing area that is not the correct teeing area for the current hole; or,
- b. Thrown from a lie other than that established by the thrown disc; or,

Tim – I have seen many instances of this. Some discs look alike on the ground. Pay attention before picking up and marking.

- c. Played an out-of-bounds disc as if it were in-bounds; or,

Tim – Or vice versa, playing from an In Bounds area as if it was OB.

d. Thrown from a lie established by a previous throw which missed a mandatory; or,

Tim – This means if you miss a mando. Mando options are re-tee or drop zone.

e. Played a disc in a relief area as if it were not in a relief area.

Tim – Speaks for itself.

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

2. Wrong Target. The player has completed play on a target that is not the correct target for the hole being played. If no subsequent throw has been made, play continues from the resulting lie. If the target is a basket target, then the disc is above the playing surface and play proceeds according to 805.01.C. If the player has teed off on the next hole, two penalty throws are added to the score for the misplayed hole.

Tim – Speaks for itself.

3. Failure to Complete a Hole. The player has finished the round or thrown on a hole without having completed a previous hole. The score for the misplayed hole is the number of throws made, plus one for completing the hole, plus two penalty throws for the misplay. Intentionally failing to complete a hole constitutes withdrawal from competition.

Tim – Some players may slap the chains with their disc and claim it counts as a made putt. This penalizes that action.

4. Non-Sequential Play. The player has completed play on a hole in the wrong order. The player continues to play the course in its proper order. Regardless of the number of holes played in the wrong order during the round, a total of two penalty throws is added to the player's total score for the misplay. The score for any completed hole stands.

Tim – This can easily happen in a group of players unfamiliar with the course. Some courses have confusing routing, pay attention before throwing.

5. Missed Hole Due to Late Arrival or Absence. If a player is not present to throw when they are next in the throwing order, and remains absent for at least 30 seconds, the player does not make any more throws on the hole. The player's score for the hole is par plus four. Par is the score that an expert disc golfer would be expected to make on a given hole with errorless play under ordinary weather conditions, as determined by the Director. See Section 1.05.B of the Competition Manual for determining late arrival.

Tim – This happens all the time. Numbers to remember are 30 seconds and Par plus 4.

6. Omitted Hole. The round has been completed, and the player has neglected to play one or more holes. The player receives a score of par plus four for each un-played hole.

Tim – This could happen in situations where a player has a bodily emergency and must leave to find a bathroom. Once they catch back up with the group, they could have missed one or more holes. This rule allows them to remain in the tournament.

7. Incorrect Hole. The player has completed a hole that is not part of the course for that round, in place of a hole that is part of the course for the round. Two penalty throws are added to the player's score for the hole.

Tim – Speaks for itself.

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

Tim – Speaks for itself.

9. Wrong Starting Hole or Group. The player has begun play on a hole or in a group other than the one to which they were assigned. The player continues play, and two throws are added to the player's score for the first hole played.

Tim – This can easily happen. Player F chooses to ask a friend what hole he is starting on. The friend gives Player F incorrect information. Player F shows up at the wrong hole and doesn't have time to run to the correct hole. The fix? Always visually confirm your starting hole.

## 812 – Courtesy

A. A player must not:

1. Throw if the throw might injure someone or distract another player; or,
2. Throw out of order without consent or when it would impact another player; or,
3. Engage in distracting or unsportsmanlike actions such as:
  - a. Shouting (unless warning someone at risk of being struck by a disc),
  - b. Cursing,
  - c. Striking, kicking, or throwing park, course, or player equipment,
  - d. Moving or talking while another player is throwing,
  - e. Advancing beyond the away player; or,
4. Leave equipment where it may distract other players or interfere with a thrown disc; or,
5. Litter, including cigarette butts; or,
6. Allow their smoke to disturb other players.

B. A player must:

1. Perform actions expected by the rules, including:

- a. Helping to find a lost disc; and,
- b. Moving equipment when asked; and,
- c. Keeping score properly.

2. Watch the other members of the group throw in order to ensure rules compliance and to help find discs.

C. A player receives a warning for the first violation of any courtesy rule. Each subsequent violation of any courtesy rule by that player in the same round incurs one penalty throw. A courtesy violation may be called or confirmed by any affected player, or by an Official. Repeated courtesy violations may result in disqualification by the Director.

**Tim – Courtesy violations are common. Knowing what constitutes a CV is very important. Read this section carefully and see if any of them speaks to you personally.**

### **813.01 – Illegal Disc**

A. Discs used in play must meet all the conditions set forth in the PDGA Technical Standards.

**Tim – Technical standards can be found at [pdga.com](http://pdga.com)**

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. Adding a device to make a disc easier to find (for example, a light, ribbon, or chalk dust) is allowed only when night or snow play has been announced by the Director.

**Tim – Stickers were left out of this rule. No idea why. Be smart and remove any stickers before competing.**

C. A disc which is cracked or has a hole in it is illegal.

**Tim – Dog bites are excellent ways to puncture a disc.**

D. A disc that is questioned by another player or an Official is illegal unless it is subsequently approved by the Director.

**Tim – Guilty until proven innocent.**

E. A player who throws an illegal disc during play receives two penalty throws. A player who repeatedly throws an illegal disc may be subject to disqualification in accordance with Section 3.03 of the PDGA Competition Manual.

**Tim – Be sure every disc in your bag is legal.**

F. All discs used in play, except mini marker discs, must be uniquely marked. A player receives a warning for the first throw of an unmarked disc. A player receives one penalty throw for each subsequent throw of an unmarked disc.

Tim – Uniquely marked is vague. Put your name and phone # on your disc.

## 813.02 – Illegal Device

A. A player must not use any device that directly assists in making a throw. 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) are allowed. 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 if it is not greater than one centimeter in thickness when compressed.

Tim – Placing a stick or limb on the ground that points toward a target that is unable to be seen (blind shot) is a good example. The towel or pad solution is used a lot on slippery tees. One centimeter = .394 in., basically ¼ inch.

B. A device that is questioned by another player or an Official is illegal unless it is subsequently approved by the Director.

Tim – Guilty until proven innocent.

C. A player receives two penalty throws if observed at any time during a round to be using an illegal device. A player who repeatedly uses an illegal device may be subject to disqualification in accordance with Section 3.03 of the PDGA Competition Manual.

Tim – Speaks for itself. Note the absence of any rule outlawing range finders. They used to be illegal but were made legal recently.