

Smithville Parks and Recreation

DISC GOLF TOURNAMENT RULES

*Revised: 6/4/2020 *SOCIAL DISTANCING TOURNAMENT SPECIAL GUIDELINES AND FORMAT**

The regular tournament rules will be followed as normal during your time of play.
Please see the following SPECIAL guidelines for the Social Distancing Summer Tournament.
Contact us at anytime if you have questions. 512.237.3282 x 7

- Each participant can play in up to 4 matches at \$5 per card. This can be any combo of play (4 single games, 2 double and 2 single, 1 double and 3 singles, etc). We will NOT accept more than 4 cards with a participant's name.
- If you damage or lose a card please contact us. We will issue only 1 replacement is approved.
- You must keep your doubles partner for any double matches you play. You will be asked to provide your partners name at time of registration. Should your partner not be able to play (forfeit or injury) please contact us ASAP and we can transfer the info to your new partner OR put you in single play matches.
- When registering, you will need to know what matches you plan to play for tournament scoring so plan ahead. Example: If you purchase 4 cards and say you will play in 4 single matches, we will NOT accept any cards that has you down as a doubles partner. (please call for clarification if needed)
- We are NOT assigning cards. This is a chose-your-own-opponent and play-at-your-own-pace (within the dates listed) tournament.
- Matches can start any time during park open hours on Saturday June 20th and end any time during park open hours on Tuesday June 30th.
- We will have a drop box in front of the Rec. Center on Wednesday and Thursday (July 1st and 2nd) to return score cards. If you would like to return them early than the dates listed, please call us to make arrangements.
- This will be an honor system scoring. Please be honest and let's have fun.

Professional Disc Golf Association (PDGA) rules shall apply except where such laws conflict with the modifications made by the Smithville Parks and Recreation Department.

1. The Riverbend Disc Golf Course consists of 18 holes. However, the top 9 baskets may be played twice if river bottom section is deemed unplayable.
2. Players participating in the **singles tournament** must **check in by 8:30AM** and those participating in the **doubles tournament** must **check in by NOON**. All participants should be present for the players meeting and specifics on the tournament rules. Players shall attend and ask about any special conditions, questions, or concerns they may have before the tournament starts.
3. **Singles Tournament Eligibility:** Participants must be eighteen (18) years of age or older and have submitted their registration form and entry fee prior to the start of the tournament in order to compete in the tournament.
Doubles Tournament Eligibility: Participants must be twelve (12) years of age or older and have submitted their registration form and entry fee prior to the start of the tournament in order to compete in the tournament. Anyone eighteen (18) years of age or younger must have a parent or guardian agree to the Hold Harmless Clause and sign the participants registration form.
4. **Singles Tournament Format:** Multiple groups consisting of both men and women will rotate from hole to hole throughout the rounds. Each group will be assigned to a starting hole per shotgun starting standards. Groups will be determined by staff hosting the tournament. Ideally, there will be 4-5 participants placed in each group. Adjustments may need to be made depending on the registered number of participants and will be done by tournament staff only. Competitors are assigned to play a round together also for the purpose of verifying scores and proper play in accordance with the rules.
Doubles Tournament Format: Multiple groups will be created of 2-3 teams per hole. Each group will be assigned to a starting hole per shotgun starting standards. Groups will be determined by staff hosting the tournament. There shall be at least two (2) teams assigned to play together for the purpose of verifying scores and proper play in accordance with the rules. If

youth are participating, tournament staff will determine based on the participation level whether to have youth players mingled with the adults competing in the tournament or whether to have separate youth groups. If youth participants are placed in groups of their own, there may be an adult supervisor to assist with any questions regarding rules or scoring. In case of injury, disqualification, etc, one partner may play alone, throwing one shot at each lie (essentially playing singles).

5. One player in each group must volunteer to keep up with the scorecard or players must take turns scorekeeping. After each hole is completed, the scorekeeper shall call out player's names and score to ensure records are being kept correctly. It is also each player's responsibility to be knowledgeable of their own score and other player's scores.
6. **Singles Tournament Teeing Procedures:** Teeing order, on the first teeing area, will be determined by the order in which the scorecards were filled out by tournament staff. All subsequent tees are determined by the scores of the previous hole with the lowest score throwing first. After all the players in the group have teed off, the players farthest from the hole throws first.
Doubles Tournament Teeing Procedures Teeing order, on the first teeing area, will be determined by the order in which the scorecards were filled out by tournament staff; meaning that the first team listed will start. Both players will throw from each lie (starting with the tee shot), and then the team must choose which of the resulting lies to continue play from, until the hole is completed. All subsequent tees will be determined by the scores of the previous hole with the lowest scoring team throwing first. After all teams have teed off and chosen their best lie, the group farthest from the hole throws first following by the next team. If the first player on a team throws from the wrong lie, the second player may still throw from the correct lie.
7. After each throw, the thrown disc must be left where it came to rest and marked by turning the thrown disc over or using a marker. For doubles play, the team must pick their best throw to continue play from. Once a lie is picked up or if a lie is unmarked, it is gone forever and the team must throw from the other lie.
8. Fairway throws must be made with the foot closest to the hole on the lie. The other foot may be NO closer to the hole than the lie. A run-up and normal follow-through, after release, is allowed.
9. Play from a tee CANNOT begin until all players in the group in front of yours have completed the hole. All players waiting to throw should stand clearly behind the player teeing off. After your group completes a hole, signal to the group behind you that your team has completed all play on that hole.
10. If a player declares his or her lie to be unplayable, the lie may be relocated NO closer to the hole, on the line of play, and within five (5) meters of the unplayable lie.
11. A throw that lands out of bounds, must be played up to one (1) meter/three (3) feet away from and perpendicular to the point where the disc last crossed into out-of-bounds, as determined by the group. Permanent water hazards and public roads are always out-of-bounds. A player whose disc is considered out-of-bounds shall receive one (1) penalty throw.
12. If a thrown disc hits another player, spectator, or animal it shall be played where it comes to rest. If a player consciously alters the course of a thrown disc they shall receive two (2) penalty throws and the player which was throwing has the option of taking a re-throw.
13. If a disc comes to rest above the playing surface in a tree or other obstacle on the course it is considered an un-playable lie, and the lie shall be marked on the playing surface directly below the disc that is above the playing surface. If the disc comes to rest above two (2) meters or higher on the playing course players shall be assessed a one (1) throw penalty.
14. If a disc is declared lost the player has three (3) minutes after arriving at the spot where it was last seen to try to find the missing disc. Group members are responsible for helping and keeping up with the time. If the disc is NOT found or the time expires the disc will be lost and the thrower will be given a re-throw and a one (1) throw penalty.
15. During tournament play, NO group may play through the group ahead.
16. Discs which are cracked, perforated, or modified are illegal and CANNOT be used in the tournament.

17. NO breaking of any branches, trees, bushes, or any form of wild plant life. Nature is played as part of the course. There will also be NO littering accepted. Refusal to follow these rules will result in a one (1) throw penalty and may result in disqualification.
18. Disqualification from the tournament will be determined by the tournament staff for the following but NOT limited to unsportsmanlike conduct, willful destruction of the course or its hardware, cheating, etc. Disqualified players will forfeit awards and receive absolutely NO refund of entry fee.
19. **Singles Tournament Winner(s):** There will be winner(s) for various divisions. The winner is the player who completes the course with the lowest score.
Doubles Tournament Winner(s): The top team(s) will be awarded. . The winner is the team who completes the course with the lowest score.
Raffle Winner(s): At time of registration/check-in, participants will also receive a ticket for each tournament they are participating in (if participating in both the singles and doubles tournament, you will receive two (2) tickets). A raffle may be held at the end of both the singles and/or doubles tournament. This is to give everyone an opportunity to win a prize (winners must be present to win and have the matching ticket number).
20. Courtesy and respect for your fellow golfers benefits the sport and helps promote disc golf in the community. Have fun!!!