



## 2022 Austin Varsity Games Events

3 on 3 Basketball
Horseshoes
Billiards
Bocce ball
Cornhole
Cycling
Washers
Golf
Pickleball
Disc Golf
Tennis
Track and Field
Volleyball

### RULES & GUIDELINES

All individual sports are offered separately for men and women in five-year age divisions beginning with 50 and ending with 85+. All team sports are offered separately for men and women in the following age divisions: 50+, 55+, 60+, 65+, 70+, and 75+

#### I. AGE FOR COMPETITION AT THE 2022 AUSTIN Varsity GAMES

Age division for all singles competition at the 2022 Austin Varsity Games will be determined by the athlete’s age as of December 31, 2021. Age division for all doubles and mixed doubles competition will be determined by the younger age of the two players as of December 31, 2021.

Age division for all team competition will be determined by the age of the youngest team player as of December 31, 2021. For example, a team consisting of eight players ages 65 or older and one player age 63 will compete in the 60+ age division.

The following age divisions will apply to both men and women Cycling and track and field events for all individual: 50-54; 55-59; 60-64; 65-69; 70-74; 75-79; 80-84; 85+.

All other sports are divided into the following divisions for both men and women: 50+; 60+; 70+, and 75+.

#### II. DOUBLES PARTNERS

Austin Varsity Games WILL NOT assign partners at the Games. Pickleball and tennis doubles partners must be of the same gender. Note: badminton, pickleball, table tennis and tennis also have a separate mixed doubles event. Cornhole and bocce ball open doubles may be of the same gender or mixed gender. All doubles and mixed doubles pairs will compete in the age division of the younger partner as of December 31, 2021. You cannot compete in an age division younger than the youngest partner.

Athletes may compete with only one partner per event.

Athletes whose doubles partners are unable to compete may be replaced after the official registration deadline for valid medical reasons only. Determining valid change requests are at the discretion of the ASG and may be made after the advertised registration deadline.

### **III. TEAMS**

A maximum number of 4 players may be added to volleyball team rosters following registration but the total number of team members may not exceed the roster limit for the sport.

Team roster participants who are unable to compete may be replaced after the official registration deadline for valid medical reasons only. Determining valid change requests are at the discretion of the ASG and may be made after the advertised registration deadline.

All registration and team rules apply to non-playing coaches, non-playing captains, and non-playing bench personnel with the following exceptions:

1. Non-playing coaches, non-playing captains, or non-playing bench personnel may represent more than one team in the same sport, each of which must be in different age divisions.
2. Non-playing coaches, non-playing captains or non-playing bench personnel are not subject to age and gender requirements.
3. At the Austin Varsity Games, athletes may compete on up to two teams per sport providing that the teams are in different age divisions that are scheduled to play in completely separate sessions. This rule applies only for volleyball. Athletes who compete in a team sport may serve as a non-playing coach, non-playing captain or non-playing bench representative for additional teams in the same sport, provided the teams are in different age divisions. The athlete may not serve as a non-playing coach, non-playing captain or non-playing bench representative for a team in the same age division.

Age divisions for all team competition will be determined by the age of the youngest team player as of December 31, 2021.

### **IV. PROFESSIONAL ATHLETES**

Professional athletes shall not be eligible to compete in the Austin Varsity Games in the sport in which they are a professional until 20 years after the date they last competed as a professional. They may compete in other sports in which they have not competed professionally.

A professional is someone who competes in a sport for money as a primary source of personal revenue. People who compete in a sport in which minor amounts of money are given as prizes are not deemed professionals. An individual whose primary activity is teaching a sport but occasionally play for a minor amount of money is also not deemed professional.

The AVG shall have the final authority to determine who is deemed a professional for the purpose of competing in AVG events. The AVG reserves the right to determine professional status based on established Austin Governing Body (NGB) standards and professional competition history.

#### V. UNIFORMS AT THE AUSTIN Varsity GAMES

**PARTICIPANTS:** All athletes must wear athletic-type clothing and shoes that are usual and customary for the sport in which they are competing. Street-type clothing and shoes that are inappropriate may cause disqualification. Competition Managers have been given authorization by the ASG to make this determination.

**TEAM UNIFORMS:** Team clothing (shirts, pants, and shorts) must be of like design and color. Teams must have both “home” and “away” uniforms with permanently attached numbers on front and back. Sponsors may be added to the jersey but cannot interfere with number placement. Refer to each sport for specific placement of numbers.

Uniforms shall be free of inappropriate symbols or wording.

#### VI. PROTEST POLICY

Any person desiring to make a protest regarding any aspect of competition at the Austin Varsity Games shall make such protest to the Competition Manager of the competition in question. All protests must be written and submitted to the Competition Manager within 30 minutes of the conclusion of the game, match, heat, or event under protest. The Competition Manager will evaluate the protest and render a decision. If the Competition Manager’s response to a protest is such that a further hearing is desired, a hearing may be requested with the AVG Director of Events and Programs. This request must be made to the Competition Manager or ASG Director of Events and Programs within 30 minutes of the initial protest denial. All decisions by the AVG Director of Events and Programs are final and not subject to further appeal.

#### VII. EVENT ENTRY LIMITS

Athletes may enter no more than two individual sports at the 2022 Austin Varsity Games.

Except for tennis, there is no restriction to the number of events within an individual sport an athlete may enter. The exception is in tennis, which has singles and mixed doubles events, athletes may enter only two events.

The Local Organizing Committee (LOC) and the AVG may place a cap on the total number of entries for any and/or all sports and/or events in the best interest of games management. At the time this rulebook was printed, the necessary caps had not been determined. Therefore, these rules will serve as a guideline for both the LOC and the AVG. However, additional modifications may be made to meet the necessary caps. Member Organizations will be notified any time a cap or modification is necessary.

The AVG and the LOC will not accommodate individual scheduling requests.

#### VIII. REQUIRED CREDENTIALS

Any player unable to provide the required credentials on the playing field shall be declared ineligible to compete until he/she can produce them. An opposing team manager may request verification of a player's eligibility. Should a player play and be unable to provide the required credentials he/she or his/her team will forfeit all games in which the player participated. A valid, government issued photo identification card, such as a driver's license shall be the only age and residency proof accepted.

For team sports, all non-playing coaches, non-playing captains and non-playing bench personnel must be credentialed for access to the field of play.

Medals and ribbons will only be issued to properly credentialed personnel. The AVG reserves the right to revoke any credential at any time.

#### **IX. SEEDING**

All seeding shall be random except as follows.

1. Tennis will use USTA rankings to assist in seeding if available.
2. Results of past Austin Varsity Games will be used whenever possible.

#### **X. AUSTIN GOVERNING BODY RULES**

All sports/events shall be governed by the rules for that sport. The AVG has modified some of these rules in the best interest of the participants. All rules shall apply as stated in AVG and NSGA rulebooks. The rulebooks in effect, on the opening day of the Austin Games, shall govern the 2022 Austin Varsity Games, unless otherwise noted.

#### **XI. DEFAULT DURING COMPETITION**

Athletes or teams that forfeit during pool play rounds shall not be permitted to advance to the championship or consolation brackets except where such a forfeit is the result of a verified medical reason, or a good-faith effort was made to compete. Verification by a member of the Games' medical staff of an athlete's injury and capability to continue must be submitted to and subsequently approved by the Competition Manager and the AVG prior to the athlete being permitted to continue. A good-faith effort to compete will be determined by the Competition Manager and the AVG.

Athletes or teams that forfeit during championship or consolation play shall not be eligible for awards except where such forfeit is the result of a verified medical condition, or a good-faith effort was made to compete and does not result in a Did Not Finish under AVG rules. Their award spot will be left open and subsequent places will not be moved up. Verification by a member of the Games' medical staff of the athlete's injury must be provided to and subsequently approved by the Competition Manager and ASG prior to receipt of any awards. A good-faith effort to compete will be determined by the Competition Manager and the AVG.

#### **XII. ASG ABLE BODIED ATHLETE POLICY**

The Austin Varsity Games is comprised of Thirteen sports for "able-bodied" athletes. At the discretion of the AVG, athletes with physical disabilities may be allowed to compete insofar as all handicap devices used by the athlete falls within certain rules and regulations to ensure fairness in competition. The AVG will abide by the rules of the Austin Governing Body of the athlete's sport to govern circumstances

regarding athletes with disabilities in able-bodied competition for specific sport instances. The use of any technical device that incorporates springs, wheels, or any other element that provides the user with an advantage over another athlete not using such a device will be prohibited in athletic competition.

### **XIII. AVG NON-AMBULATORY ATHLETE POLICY**

The ASG will abide by the rules of the Austin Governing Body of the athlete's sport to govern circumstances regarding athletes with disabilities. The AVG has the right to modify the rules depending on the abilities of the participants.



#### **Basketball –**

BRACKETS: Men's & Women's

**Divisions:** Men's 50+, 60+, 70+, 80+  
Women's 50+, 60+, 70+, 80+

#### **Format**

#### **TEAM**

1. Three players must start each game. Teams may have only two substitute players.
2. Jewelry (earrings, rings, watches, etc.), hats, jeans, dirty running shoes, offensive clothing logos, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play is not eligible to participate in that game.
3. All open wounds should be bandaged; if blood is detected during a game, a substitution must take place. First aid kits are available on location.

#### **THE GAME**

1. Games will go until one team reaches 15 points (you must win by 2 points).
2. The championship game will be won by the first team who reaches 21 points.
3. Tie Game: Official will flip a coin to determine who will take the ball out at the top of the key. Overtime will 1 min long.
4. Game Forfeit: The following infractions will result in a game forfeiture: Failure to be on the court at scheduled time and/or if three players cannot start the game.

5. Each successful basket inside the 3-point line counts as one (1) point and any basket scored outside the 3-point line is worth (2) points.

6. Fouls that occur behind the three-point line are still only one (1) foul shot. The shooter can choose to take a regular foul shot for one point (if the shot is missed the shooting team retains possession, if the shot is made the opposing team gets possession) or the shooter can take a foul shot behind the 3-point line to receive two points, on a 2 point foul shot possession changes to opposing team regardless if the shot is made or not.

### POSSESSION

1. To Start the Game: A coin flip will determine who gets possession at the start of the game

2. Change of possession must begin at the top of the key.

3. After a Basket is Scored: The opposing team will receive the ball outside the 3 point line. This will occur only until a team reaches 5 points at which time "Winners Out" Rules will be in effect where possession will remain with the team that scores the basket. Possession will only change on turnovers or missed baskets. (Note: if Team A gets to 5 points but team B does not have 5 points Team A will get possession after a made basket, but team B will not)

4. Out of Bounds: If the ball leaves the court, whichever team that did not touch the ball last will receive possession at the 3-point line to restart play

5. Checking the Ball: After every made basket or out of bounds infraction the offensive team must "check" the ball in before starting the play by passing the ball to a defensive team member. This is done to ensure that the defensive team is ready before play resumes

6. Jump balls will be awarded to the team on defense.

7. Following each dead ball foul the team about to put the ball in play must check the ball with a defensive player.

8. After checking the ball with his/her opponent the player putting the ball in play must do so by passing the ball to a teammate.

9. Following each change of possession the ball must be taken back past the 3-point line.

10. If the ball changes possession but the ball is not cleared, the player who shoots and scores, shall not be awarded the basket. The team who shot the ball will lose possession of the ball.

### INFRACTIONS

1. Offensive Fouls: All offensive fouls will result in a change of possession.

2. Defensive shooting fouls: All defensive fouls will result in the player who was fouled taking one foul shot. The ball will be live after the release of the shot.

3. Travelling: All travelling violations (travelling, carrying, double dribbling etc.), will be called by the referee.

4. Technical Foul: You will be eliminated from the game and the tournament after the first technical foul is committed. The participant will be ejected from the premises if a second technical foul is committed. Technical fouls may be called for, but not limited to bad language, unsportsmanlike conduct, fighting, etc.

1. Each participant will shoot using the regulation size basketball provided (men's 29.5, women's 28.5)
2. Medals will be awarded to those who finish first, second, and third in each age division.



### Billiards Rules

BRACKETS: Open Singles

#### ENTRY REGULATIONS

1. Entry fee \$5.00 **Open Singles**
2. Athletes may only compete in one age group per event.
3. The age division of competition will be determined by the athlete's age as of December 31, 2021.
4. Competitors may bring their own pool gear. Ex. Pool Sticks and chalk

#### FORMAT

1. This will be a 9 Ball Tournament will be single elimination format.
2. Awards will be presented for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place for each event within each age division.
3. AVG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstances.

#### SPORT RULES

1. All matches will be judged by APA Rules, best 2 out of 3 games.
2. Matches are officiated by PARD Staff and Volunteers
3. All matches will be conducted in accordance with American Poolplayers Association 9 ball Rules, except as modified herein. For a copy of these rules, please write or call:

American Poolplayers Association  
1000 Lake Saint Louis Blvd Suite 325  
Lake Saint Louis, MO 63367  
(636) 625-8611  
[Poolplayers.com](http://Poolplayers.com)



## **Bocce Ball Rules**

BRACKETS: Men's and Women's singles

Age Groups: 50+, 60+, 70+, 80+

### **Format**

1. Single Elimination Format.
2. Bocce Ball tournament will be held with open divisions (low registration numbers may require playing with no age groups). Placement on brackets will be determined by a raffle, prior to start of tournament with (min: 4, max: 8) per age group.
3. All Equipment is provided at the venue.
4. Matches are best 2 out of 3 games to 12 points. (Single elimination tournament).
5. United States Bocce Federation rules will be followed: [www.usbf.us](http://www.usbf.us).

### **General Rules:**

1. Winner of the coin toss chooses 4 balls of same color and throws the pallino ("jack") past the center line but not touching the back wall at the opposite end.
2. Singles are played with each person throwing 4 balls. Players alternate the use of each end of the court.
3. Players may step on, but not have their foot completely over, the foul line before releasing the pallino or the bocce ball.
4. The bocce ball is rolled or tossed to try to get as close to the pallino as possible without hitting the backboard (dead ball removed).
5. Once the point is established, the opposing player must shoot until they make a new (closer) point.
6. Players may use side boards at any time.
7. A player may hit the pallino or another player's ball when throwing their ball.
8. Once all the balls have been thrown, a point is awarded to the person with the ball closest to the pallino. (No points are awarded in the event of a tie)
9. The winner of the advance on the bracket.
10. Medals will be awarded for 1st, 2<sup>nd</sup>, and 3rd place finishers of the championship game.

**The organizers reserve the right to make changes in these regulations.**





## Cornhole Rules

BRACKETS: Men's & Women's Singles/ Mixed Doubles

### ENTRY REGULATIONS

1. \$5 per event: **Men's Singles, Women's Singles, Mixed Doubles**
2. Athletes may compete with only one partner per doubles event.
3. Athletes may only compete in one age group per event.
4. The age division of competition will be determined by the athlete's age as of December 31, 2021. In doubles, the athletes' age bracket is determined by the younger age of the two partners.
5. Cornhole equipment will be provided.

### FORMAT

1. Tournament will be single elimination format.
2. Awards will be presented for 1<sup>st</sup> and 2<sup>nd</sup> place for each event within each age division.
3. AVG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

### SPORT RULES

1. All matches will be first to 21 points, best 2 out of 3 games.
2. Matches are self-officiated.
3. All matches will be conducted in accordance with American Cornhole Organization Rules, except as modified herein.

#### Singles Play

- Player A competes against Player B.
- Both players stay in their designated lane for the whole game.
- Players start the game at the headboard and will alternate pitching bags until each player has pitched all (4) of his/her bags.
- Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other cornhole board.

#### Doubles Play

- Team A competes against Team B – each team is comprised of two (2) people.
- Each team will stay in their designated lane for the whole game.
- Players at the headboard will alternate pitching bags until each player has pitched all (4) of his/her bags.
- Players at the footboard will take score and resume pitching back to the other cornhole board.

If the age divisions do not fill up, we will play with the number of players who have enrolled. If only one person enters an age division, they will win their division. If two participants enter, they will play for 1<sup>st</sup> and 2<sup>nd</sup>. If three Participants enter, they will all play each other, and if there is a tie, additional playoff games will be played.



## Cycling Rules

BRACKETS: 5K/10K (Time Trials) & 20K/40K (Road Races)

### Entry:

1. Cyclists may register for either the 5K or 10K time trial or both events.
2. Cyclists may register for either the 20K or 40K road race or both events.
3. Cyclists must provide their own bicycles and helmets.

### Format

1. Starting times for the time trials will be at equal intervals, usually one minute, but no less than 30 seconds. No allowances will be made for mechanical or other mishaps.
2. Starting order for the time trials is determined by random selection.
3. If a rider appears later than the appointed starting time, the start will be allowed only to the extent that in the judgment of the officials it does not interfere with other riders starting on schedule. If it does interfere, the rider may be further delayed. In case of a late start, the appointed starting time shall be used in computing results.
4. The start sheet with the starting order and appointed starting times will be available for the rider's review at least one hour before the start of each event.
5. The road races will be a mass start at pre-determined intervals by age division and gender with combinations when needed. Depending on the structure of the road race course, a neutral start may be utilized.
6. Awards will be presented for 1<sup>st</sup> through 3<sup>rd</sup> place for each event within each age division.

## Sport Rules

1. All cycling events will be conducted in accordance with USA Cycling rules, except as modified herein. For a copy of these rules, please write or call:  
USA Cycling  
210 USA Cycling Point, Suite 100  
Colorado Springs, CO 80919-2215  
719 – 434 – 4200  
[www.usacycling.org](http://www.usacycling.org)
2. Helmets are mandatory and must conform to USA Cycling regulations.
3. Multi-gear (free wheel) bikes with front and rear brakes are required. Fixed gear and recumbent bicycles are not permitted. All bicycles must be certified by race officials prior to the competition.

4. There may be no protective shield, faring, or other device on any part of the bicycle (including, but not limited to, the frame, wheels, handlebars, chain wheel, or accessories) that has the effect of reducing air resistance, except those allowed by USA Cycling.
5. Handlebars used for steering with ends, features, or attachments that extend forward or upward or that provide support for other than the riders hands (including aero bars) are permitted only in the time trial events and not in the road race events.
6. If in doubt about your qualification, check for an official ruling from the chief referee before your appointed starting time. Once the clock begins, your time is running and will not be adjusted.
7. Riders must stay to the right except when overtaking another rider. Failure to do so will result in disqualification.



**Golf Rules**

BRACKETS: Men’s and Women’s Scratch

Age Groups: 50+, 60 +, 70+, 80 +, 90+

**ENTRY REGULATIONS**

1. Golfers must provide their own clubs.
2. Golf carts are mandatory and will be included as part of tournament fee.
3. PGA members may compete as long as they are not on the PGA TOUR.
4. All participants must have paid their registration fee before participating.

**FORMAT**

1. Winners are determined by individual net score.
2. Flights will be broken down based on number of entries.
3. Shotgun start tournament. All groups of players will tee off simultaneously from different holes.
4. Starting hole for each player will be decided at the start of the tournament.
5. The tournament will start at 8:00 AM. Driving range practice will be open prior to start of tournament.
6. Inclement Weather: There is no rain out date available to reschedule this tournament. The golf course manager will determine if the event should be canceled due to inclement weather such as freezing temperatures or lightning. Heat, wind or rain will ***not*** cause a tournament to be canceled. If the tournament is cancelled due to weather, a refund for the golf event will be given to all registered players.

**SCORING**

Penalty	How to Score
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Out-of-bounds	1-stroke penalty plus distance. Replay the ball from where it was just played (or tee up again if it was your first shot).
Unplayable lies	1-stroke penalty. Drop the ball within two club lengths of the original spot, no nearer to the hole. Or drop the ball as far back as you want, as long as you keep the original unplayable lie point between you and the hole. You may also return to the spot from which you played your original shot if you prefer.
Water Hazard (yellow stakes)	1-stroke penalty. Play the ball as near as possible to the place from which the original shot was hit. Or drop a ball behind the water, as long as you keep the point at which the original ball crossed the edge of the water hazard directly between the hole and the spot on which the ball is dropped. There is no limit to how far behind the water hazard you can go with the ball.
Lateral water hazard (red stakes)	1-stroke penalty. Drop a ball outside the lateral hazard within two club lengths of where the ball went in, but not nearer to the hole. Or keep a point on the opposite edge of the water hazard equidistant from the hole.
Fake score card	Dismissal from tournament.

## RULES

- This tournament will be conducted in accordance with USGA rules, except as modified herein. For a copy of these rules, please write or call:
 

United States Golf Association P.O. Box 708  
Far Hills, NJ 07931  
(908) 234-2300  
[www.usga.org](http://www.usga.org)
- If a competitor is doubtful of his/her rights or the correct procedure during the play of a hole, he/she may, without penalty, complete the hole with two balls by invoking Rule 3-3, Stroke Play - Doubt as to Procedure. In these circumstances, before taking any further action, the correct procedure for the competitor is to:
  - Announce to his/her marker, or fellow competitor, that he/she intends to play two balls
  - Declare which ball he/she wishes to count if the Rules permit.
  - Play out the hole with both balls recording the separate scores
  - Report the facts to the Committee.



### Pickleball Rules

BRACKETS: Men's Doubles, Women's Doubles, Co-ed Doubles

### ENTRY REGULATIONS

1. Athletes may compete with only one partner per event. Under NSGA rules, doubles and mixed doubles are classified as events; therefore, athletes may not compete in more than one age division for doubles or mixed doubles.
2. Competitors must provide their own paddles. Balls will be provided.

### FORMAT

1. Tournament format will be single elimination play with the first person/team to win 2 out of 3 games; each game is played to 11, win by 2. Consolation brackets will be offered for a guarantee of two games.
2. AVG reserve the right to change the tournament format depending on entry numbers, space restrictions or other circumstances.
3. Awards will be presented to 1st through 3rd place for each event within each age division.

### SPORT RULES

1. All Pickleball events will be conducted in accordance with the USA Pickleball Association rules, except as modified herein. For copy of the rules please write or visit:

USA Pickleball Association  
PO Box 7354  
Surprise, AZ 85374  
[www.usapa.org](http://www.usapa.org)

2. Athletes must wear proper court shoes – no black sole shoes allowed on the court area.



### Tennis Rules

BRACKETS: Men's Singles, Women's Singles, Mixed Doubles

### ENTRY REGULATIONS

1. Athletes may compete with only one partner per event. Under NSGA rules, doubles and mixed doubles are classified as events; therefore, athletes may not compete in more than one age division for doubles or mixed doubles.

2. The age division of competition for doubles will be determined by the lower age of the two partners as of December 31, 2021.
3. Athletes must provide their own racquets and practice balls.
4. Athletes may enter a maximum of two tennis event

#### **FORMAT**

1. Tournament format will be single elimination with a consolation bracket for first round losers. Quarterfinal losers will compete for 5th through 8th places. Subject to change based on smaller draw sizes.
2. Awards will be presented for 1st through 3rd place and consolation bracket winner for each event within each age division.
3. The ASG reserve the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

#### **SPORT RULES**

1. All matches will be conducted in accordance with United States Tennis Association (USTA) rules, except as modified herein. For a copy of these rules, please write, email or call:

United States Tennis Association Publications Department  
70 West Red Oak Lane  
White Plains, NY 10604  
(914) 696-7000  
[www.usta.com](http://www.usta.com)

2. If an athlete is entered in more than one tennis event, a situation may arise wherein he/she will have to play more than the USTA-recommended number of matches in any given day. Attempts will be made to schedule in such a manner to avoid conflicts between events. However, it is the responsibility of the athlete to make conflicts known to the Competition Manager with sufficient time to reschedule or withdraw.
3. The scoring format for all singles and doubles matches will be two out of three tiebreak sets, in the event of split sets, a match tiebreak (first to 10 points win by 2) will be played. There will be no full third sets. The only exception to this is that it may be modified in accordance with Format, Item 3.
4. USTA national rankings (if available) will be used to assist with the seeding.
5. A tie-break set is played with the same rules as the advantage set, except when the score is tied at 6–6, a tie-break game (or tiebreaker) is played. Typically, the tie-break game continues until one player wins seven points by a margin of two or more points.



## Track and Field Rules

50, 100, 200, 400, 800, 1500, 3000 Meter, 4x100-Meter Relay;  
Discus; High Jump; Javelin; Long Jump; Pole Vault; Shot Put; Triple Jump

### ENTRY REGULATIONS

1. The Local Organizing Committee shall provide certified implements for all events and age groups. In addition, athletes shall be permitted to use their own implements, provided they have been certified by the Track & Field Committee. Athletes who wish to use their own implements shall agree to all certification procedures including but not limited to marking, impounding, etc. Athletes must provide their own vaulting poles.
2. Shoes must comply with USATF Rule 143, 3(a) – (f).
3. Age division of relay teams will be based on the age of the youngest team member as of December 31, 2021.

### FORMAT

1. For field events, if there are more than 12 athletes in any age division, a qualifying round may be held.
2. For track events, the number of heats will be determined based on the number of entries.

### SPORT RULES

1. This meet will be conducted in accordance with USA Track & Field rules, except as modified herein. For a copy of these rules, please write, email, or call:

USA Track & Field  
132 East Washington St., Suite 800  
Indianapolis, IN 46204  
(317) 261-0500  
[www.usatf.org](http://www.usatf.org)

2. Following are the weights of the various implements (subject to change) to be used for each gender and age division:

Age Division	Discus	Hammer	Javelin	Shotput
M50-54	1.5kg	6kg	700g	6kg
M55-59	1.5kg	6kg	700g	6kg
M60-64	1.0kg	5kg	600g	5kg
M65-69	1.0kg	5kg	600g	5kg
M70-74	1.0kg	4kg	500g	4kg
M75-79	1.0kg	4kg	500g	4kg
M80+	1.0kg	3kg	400g	3kg
W50-54	1.0kg	3kg	500g	3kg
W55-59	1.0kg	3kg	500g	3kg

W60-74	1.0kg	3kg	500g	3kg
W75+	.75kg	2kg	400g	2kg

3. The competitors must not wear clothing that could impede the view of the judge



**Volleyball Rules**

BRACKETS: co-ed

**ENTRY REGULATIONS**

1. Team roster shall be limited to 15 persons, including non-playing coaches, non-playing captains, and non-playing bench personnel. Roster changes shall be allowed only with Volleyball Competition Coordinator approval.
2. All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
3. Volleyball will be divided into the following age divisions for men, women, and open/co-ed: 50+, 60+, and 70+.
4. Age divisions for all team competition will be determined by the age of the youngest team member as of December 31, 2021.

**FORMAT**

1. Tournament format will include round robin play.
2. Every effort will be made to provide teams a minimum of 3 matches.
3. All competition will be the best of 3 set matches.
4. Volunteers will be used as line judges and scorekeepers.
5. Net height shall be in accordance with USA Volleyball rules.

**SPORT RULES**

1. All matches will be played in accordance with USA Volleyball rules, except as modified herein.
2. A team must have at least five players present to start a game; otherwise, the game is forfeited. Teams will be allowed a five-minute grace period to assemble a minimum of five players. The sixth player may enter upon arrival. In the event of injury, a team may continue/finish with a minimum of four players on the floor.
3. Teams competing with only 5 players shall always have three players on the front row. No service penalty shall be assessed for not having six players.
4. To win a match, a team must win two out of three games.



- USA Volleyball rules governing tiebreakers will be used. Two Libero's are permitted and may be changed from set to set and not have to be designated for their match.



### Washers Game Rules

The Washers Game is a fun tossing game that is perfect for backyard parties and tailgates. All you need is a good quality washers game board and some washers to play. Read on if you're interested in learning about the 3-hole washers game rules.

#### Setting up your Washer Board Game:

Place your Washer Boards 10' apart, which is easily measured by the 10' connecting rope. Six metal washers are provided with your game. Teams may be distinguished by a small hole drilled through three of the washers. Original Washers may be played on a level lawn, on the beach, camping, or anyplace else you wish to play.

#### Initial Play:

Each individual, or one member of each team, throws a washer, whomever gets closest to a hole, chooses if they want to go first or second. Players may either stand on, or next to the board. The foul line is at the front of each board.

#### For a Two Player Game (1-on-1):

Each player will throw their washers from the same side to the opposite board. The first player will throw their 3 washers; the second player will then throw their 3 washers to complete one round.

After all washers have been tossed, and scores are noted, players will move to the opposite board to continue play.

#### For Team Play (2-on-2):

Team members will throw from opposite boards. The first player from Team One will toss three washers; the first player from Team Two will toss their 3 washers to the same board and notate scores.

Opposing players will collect the washers and proceed to throw from their side. Team One, player two,

throws their 3 washers, then Team Two player two. A round is completed after all washers have been tossed and scores are noted.

The last player or team to score throws first in the next round. A cancel does not change this.

#### Keeping Score:

Please note scoring is different from the single hole washers game. Here is how to score using the official 3-hole washer board rules.

- 1) One point is scored for the hole closest to the front of the board.
- 2) Three points are scored for the center hole.
- 3) Five points are scored for the last hole on the board.

To score points the washer must fall entirely into the hole.

If a washer is knocked into a hole either by an opponent or by a team member, the points go to the player who originally threw the washer.

If during a round, opponents each toss a washer into the same hole, neither player scores; a player may in this way cancel another player's successful score.

#### Winning the Game:

The washers board game rules and scoring may be changed but must be agreed upon prior to the start of the game.

The first player or team to reach no more and no less than 21 points wins the game! The round must be complete.

If a score exceeds 21 points a penalty is incurred. If you go over 21 points your score is reduced by the number of points you scored that caused you to exceed 21.

*Example:* A player or team has a score of 19, and they score another "5." This puts them at 24, which is over "21." The previous score must be reduced by 5, the score that caused them to exceed "21." The score is now 14.

#### Mercy Rule:

If one side outscores the opponent by 13 points or more to zero...the Mercy Rule is implemented. The team who is in the lead is considered the winner.



### Horseshoe Rules

1. Each player pitches both shoes. Then the opponent pitches both of their two shoes.
2. In pitching a shoe, the player may not cross the foul line.
3. When playing teams, half the team throws from one stake and half throws from the other stake.
4. Games are played to 21 points.

### Scoring

1. Any shoe must be within one horseshoe-width (measured across the outside of the open end of the shoe) of the stake to be considered for points. (Official rules call for 6 inches max).
2. The closest shoe to the stake gets 1 point.
3. If you have two shoes closer than any of your opponent's, you get 2 points.
4. Ringers are worth 3 points each and must completely encircle the stake so the ends can be touched with a straight-edge without touching the stake.
5. If you have the closest shoe and a ringer, it's 4 points.
6. If your opponent throws a ringer on top of yours, they cancel your ringer and no points are scored.
7. Leaners are worth 1 point and are considered closer than any adjacent shoe except ringers



### Rules of Disc Golf

#### Description of the Game

The object of the game of disc golf is to complete a course with the fewest throws of the disc(s). 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.

## 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 of a 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.

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

## 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.
- 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.
- 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.
- 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.

## Throw

- A. A *throw* is the propulsion and release of a disc in order to change its position.
- B. Each throw that is made as a competitive attempt to change the lie is counted, unless by rule it is disregarded.
- C. For a throw that is disregarded, any penalty throws associated with making that throw are also disregarded. Penalties that are associated with making a throw are those for: out-of-bounds, hazard, missed mandatory, above two meters, stance, marking, taking improper relief, and lost disc.

## Order of Play

- A. Throwing order on the tee of the first hole is determined by 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.
- 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.
- F. Throwing out of order is a courtesy violation.
- 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.

## Excessive Time

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

1. After the previous player has thrown
  2. After they have had a reasonable amount of time to arrive at and determine the lie
  3. After they are next in the throwing order
  4. During which the playing area is clear
- 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 excessive time during the round receives one penalty throw. See [811.F.5](#) for a player who is absent when it is their turn to throw.
- C. A player may request extra time from the group to take a bathroom break. If the player does not return in a reasonable time, the player is considered missing for the hole and receives a score of par plus 4 for the hole.

### 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 perpendicular 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.
- B. 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.
- C. A player who violates 802.04.B has committed a stance violation and receives one penalty throw.

### 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.
- 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.
- 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](#).

### Marking the Lie

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

- 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.
- 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.
- D. Throwing from a lie marked 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.

## 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
  - 2. Have no supporting point closer to the target than the rear edge of the marker disc
  - 3. Have all supporting points in-bounds
- B. A drop zone is played as either a teeing area (see [802.04.B](#)) or a marked lie (see 802.07.A).
- C. A player who violates 802.07.A or 802.07.B has committed a stance violation and receives one penalty throw.

## 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.
- 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 on the playing surface where a supporting point may be placed when taking a stance. 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.
  - 2. A player may request that other people move themselves or their belongings.
  - 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.

## Relief from Obstacles

- A. A player may obtain relief from the following obstacles that are on or behind the lie: harmful insects or animals, people, or any item 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 (unless greater relief is announced by the Director).

- B. If an obstacle physically 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 on the line of play immediately behind that 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.

### Mandatory Routes

- A. A *mandatory route* restricts the path the disc may take to the target.
- B. The restricted space is a vertical plane marked by one or more objects or other markers which define the edges of the space.
- C. If a thrown part of a thrown disc clearly and completely enters into a restricted space, the player receives one penalty throw. The lie for the next throw is the drop zone for that mandatory. If no drop zone has been designated, the lie for the next throw is the previous lie.
- D. If the thrown disc is released on the other side of the restricted space compared to the rear edge of the marker disc, the player has missed the mandatory. The next lie and penalty are the same as 804.01.C.

### 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.
- C. If a disc comes to rest above the playing surface, its position is on the playing surface directly below the disc. If there is no playing surface below the disc, then its position is on the playing surface directly above the disc.
- D. If a thrown disc breaks into pieces, its position is that of the largest piece.

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



- 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.

### 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.
- B. All players in the group must assist in searching for the disc. Failure to do so is a courtesy violation.
- C. Once a disc has been declared lost, the status does not change if subsequently found. A player is allowed to use the disc if found.
- D. 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.
- E. If it is discovered prior to the completion of the tournament that a player's disc that had been declared lost had been removed or taken prior to it being declared lost, then two throws are subtracted from the player's score for that hole.
- F. 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.

### Putting Area

- A. Any throw made from within 10 meters of the target, as measured from the front of the lie to the base of the target, is a *putt*.
- 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.

### 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*.
- B. A disc is out-of-bounds if its position is clearly and completely surrounded by an out-of-bounds area.
- 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 [805.03](#).
- 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
  - 2. A lie designated by a marker disc placed on the playing surface up to one meter away from the point where the disc was last in-bounds.

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

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

3. Within the designated drop zone
  4. A lie designated by a marker disc placed on the playing surface up to one meter away from the point on the out-of-bounds line nearest 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 that point on the out-of-bounds line and passes through the thrown disc. Alternatively, when the thrown disc is within one meter of a corner, the lie may be relocated on a one meter line that extends from that corner through 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. The Director may announce relief greater than one meter for particular out-of-bounds areas on a hole.
  - I. 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.

### 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.
- 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).

### 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.

### 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 or by a combination of the hazard and an out-of-bounds area.
- C. A player whose disc is in a hazard receives one penalty throw. The lie is not relocated.
- 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.

## 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 come to rest supported by the tray or the chains below the chain support.
- 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.

## Scoring

- A. The player listed first bears primary responsibility for picking up the group's scorecard(s).
- 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 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 submitted.
- F. All players are responsible for submitting their scorecards within 30 minutes of when their group has finished the round. A player whose scorecard is not submitted on time receives two penalty throws.
- G. After the scorecard has been submitted, the total score as recorded is final, except for the following circumstances:
  - 1. Penalty throws may be added or removed up by the Director up until the Director declares the tournament over, or all awards have been distributed.
  - 2. If the total score or any hole 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 submitted an otherwise correct scorecard.

## 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.

- B. If a drop zone has been designated for abandoned throws on the hole, the player may throw from the drop zone instead of the previous lie.

### 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.

### Practice Throw

- A. 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.
- B. A player receives one penalty throw for making a practice throw; the throw itself is disregarded and not counted.

### 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.
- 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.
- D. It is a violation if a player or their equipment interferes with the course of their own thrown disc. The throw and one penalty throw are counted in the player's score; the player continues play from the previous lie. Any other penalty throws incurred by the throw are disregarded. If a throw

is interfered with by request of the thrower, that is considered the same as a player interfering with their own throw.

- E. A thrown disc whose course was intentionally altered by someone other than the thrower 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, in which case the original throw is not counted in the player's score.
- F. A player who intentionally interferes with another player's 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](#)).
- 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.
- 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.

## 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.
- B. A *misplay* has occurred if the player either 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.
- C. If a misplay is discovered after the scorecard has been turned in, the player receives the penalty throws applicable to the misplay.
- 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,
    - c. Played an out-of-bounds disc as if it were in-bounds; or,
    - d. Thrown from a lie established by a previous throw which missed a mandatory; or,
    - e. Played a disc in a relief area as if it were not in a relief area.

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.
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.
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.
5. Absent. If a player is not present at the start of the round for their assigned group, the player is considered absent and does not play the hole. A player is also considered absent if the player has not played the previous hole and is not present when their group is ready to start on a hole. The absent player receives a score of par plus four for each hole not played. *Par* is determined by the Director.
6. Missing. If a player was present with the group and is now missing when it is their turn to throw, the player is given 30 seconds to rejoin the group. If the player remains missing for that time, then the player is considered absent for the hole and receives a score of par plus 4 for the hole. See [802.03.C](#) for exception to this rule.
7. 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 unplayed hole.
8. 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.
9. 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.
10. Wrong Starting Group. The player has begun play in a group other than the one to which they were assigned. The player must find their assigned group to begin play. Any throws made by a player in the wrong group are disregarded. The player is subject to penalties for being absent from their assigned group.
11. Wrong Starting Hole. The group has begun play on a hole other than the one to which they were assigned. If any player in the group makes more than one throw on the hole, the entire group has misplayed the hole. The group completes the hole, and each player adds two penalty throws to their score for the hole. Otherwise, the players who have made a single throw each receive one penalty throw and the misplayed throw is disregarded. The group then proceeds to the correct hole to begin their round.

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.

## Illegal Disc

- A. Discs used in play must be approved by the PDGA and meet all of the conditions set forth in the PDGA Technical Standards. For a list of approved discs, see <https://pdga.com/technical-standards/equipment-certification/discs>
- B. Allowed modifications to a disc after production are limited to:
  - 1. Wear and tear from usage during play;
  - 2. Moderate sanding to address wear and tear or small molding imperfections;
  - 3. Marking with dye or permanent marker ink.
- C. Other modifications to a disc after production make the disc illegal, including but not limited to:
  - 1. Modifying the disc in a way that alters its original flight characteristics;
  - 2. Excessively sanding the disc;
  - 3. Etching, carving, or engraving the disc;
  - 4. Adding a material of a detectable thickness such as paint.
- D. When night or snow play has been announced by the Director, players are allowed to add a material or device to assist in finding the disc.
- E. A disc which is cracked or has a hole in it is illegal.
- F. A disc that is questioned by another player or an Official is illegal unless it is subsequently approved by the Director.

- G. 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](#).
- H. All discs used in play, except mini marker discs, must be identifiably 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.

### Illegal Device

- A. A player must not use any device that directly assists in making a throw.
- B. Placing an object as a directional aid is not allowed.
- C. Devices that reduce or control abrasion to the skin (such as gloves, tape, bandages, or gauze), items applied to the skin to improve grip (such as talc, chalk, dust, or dirt) and medical items (such as knee or ankle braces) are allowed.
- D. An item such as a towel or a pad may be placed under a supporting point as long as it is not greater than one centimeter in thickness when compressed.
- E. A device that is questioned by another player or an Official is illegal unless it is subsequently approved by the Director.
- F. 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](#).

### General

- A. In *match play*, a pair of players competes against each other in an effort to win each hole during the round. The player who wins more holes wins the match.
- B. The Official Rules of Disc Golf (which describe *medal play*) are to be used except where superseded by these rules.
- C. A pair of opponents plays in a group with at least one other pair, or an Official.

### Order of Play

- A. The teeing order for pairs of opponents in the same group follows the order on the scorecard.
- B. Within each pair of opponents, the player listed first on the scorecard throws first on the first hole. On all subsequent holes, the player who won the previous hole throws first. Ties do not change the throwing order.

### Penalties

- A. Only a player's opponent may call a violation on or warn a player. Any player in the group or an official may confirm the call.
- B. Penalties and warnings assessed between holes apply to the next hole.

### Scoring



- A. Scoring in match play is recorded in terms of which player has won more holes at any given point. The match starts with the pair tied, or *all square*. As the match progresses, the player who has won more holes is *up* that many holes; their opponent is *down* that many holes.
- B. A player wins a hole by completing the hole in fewer throws than their opponent. The player who won the hole receives a score of 1. The other player receives no score, which can be indicated by a dash. If the two players complete the hole with the same number of throws, the hole is *halved*, and neither player receives a score.
- C. A player may ask their opponent how many throws they have made on the current hole. A player who falsely reports that number loses the hole.

### Conceding

- A. A player may concede a match at any time before the conclusion of the match. The opponent wins the match.
- B. A player may concede a hole at any time before both players have completed the hole. The opponent wins the hole.
- C. A player may concede their opponent's next throw. The throw is considered to have completed the hole.
- D. A pair of players may agree to halve the hole being played.
- E. A concession may not be declined or withdrawn.

### Winning the Match

- A. When a player is up more holes than there are holes remaining to be played, that player has won the match.
- B. If a pair of players is all square at the end of the round, the match is tied. The Director decides if and how ties are to be broken.