

# Official Rules of Discflect & Tournament Rules



**PROFESSIONAL DISCFLECT ASSOCIATION**  
© 2021 PDFA

# TABLE OF CONTENTS

## PDFA OFFICIAL RULES OF DISCFLECT

<b>1.00</b>	<b>Overview</b>	<b>1</b>
<b>2.00</b>	<b>Spirit of the Game</b>	<b>1</b>
<b>3.00</b>	<b>Equipment</b>	<b>3</b>
3.01	Goals	
3.02	Tournament Goal Specifications	
3.03	Flying Discs	
<b>4.00</b>	<b>Court Set Up</b>	<b>4</b>
<b>5.00</b>	<b>Order of Play</b>	<b>6</b>
<b>6.00</b>	<b>Flying Disc Usage</b>	<b>7</b>
<b>7.00</b>	<b>Game Play</b>	<b>8</b>
<b>8.00</b>	<b>Points</b>	<b>8</b>
<b>9.00</b>	<b>Regulation</b>	<b>9</b>
<b>10.00</b>	<b>Going Over Penalty</b>	<b>10</b>
<b>11.00</b>	<b>Overtime</b>	<b>11</b>
<b>12.00</b>	<b>Winning the Game</b>	<b>11</b>
<b>13.00</b>	<b>Perfect Game</b>	<b>12</b>
<b>14.00</b>	<b>Throwing</b>	<b>12</b>
<b>15.00</b>	<b>Deflecting</b>	<b>13</b>
<b>16.00</b>	<b>Scoring Unique Plays</b>	<b>14</b>
16.01	Bounce-Outs	
16.02	Into the Goal and Out the Slot	
16.03	Into the Slot and Out the Goal	
16.04	Disc Trapped on Top of Goal	
16.05	Disc Hits Goal First, Deflected Toward Goal	
16.06	Goal Falls Over on Instant Win or Deflection	
16.07	Contact with Goal	
16.08	Disc Lands on Top of the Goal	
16.09	Disc Stuck in Goal Assembly	
<b>17.00</b>	<b>Disputes</b>	<b>17</b>
<b>18.00</b>	<b>Interference</b>	<b>17</b>

## PDFA TOURNAMENT RULES

<b>19.00</b>	<b>Skill Level Considerations</b>	<b>18</b>
<b>20.00</b>	<b>Divisions</b>	<b>19</b>
<b>21.00</b>	<b>Tournament Registration</b>	<b>20</b>
<b>22.00</b>	<b>Event Check-In</b>	<b>24</b>
<b>23.00</b>	<b>Scorecard and Stats Reporting</b>	<b>24</b>
<b>24.00</b>	<b>Tournament Format</b>	<b>26</b>
24.02	Pool Play	
24.03	Game Rating	
24.04	Seeding & Tiebreakers	
24.05	Bracket Play	
<b>25.00</b>	<b>Overall Tournament Standings</b>	<b>29</b>
<b>26.00</b>	<b>Distribution of Prizes, Trophies, and Payouts</b>	<b>29</b>
<b>27.00</b>	<b>Weather and Suspension of Play</b>	<b>30</b>
<b>28.00</b>	<b>Referee Requirements and Responsibilities</b>	<b>30</b>
<b>29.00</b>	<b>Code of Conduct</b>	<b>31</b>
29.01	General	
29.02	Warnings	
29.03	Dress Code	
29.04	Media	
29.05	Sponsors	
29.06	Vendors	
<b>30.00</b>	<b>Tournament Director Requirements and Responsibilities</b>	<b>34</b>
<b>Summary of Changes</b>		<b>37</b>
<b>Copyright</b>		<b>38</b>

***NOTE:** Click on a heading to go directly to each section.*

# PDFA OFFICIAL RULES OF DISCFLECT

## 1.00 - OVERVIEW

- 1.01 Discflect is a two-person flying disc team sport involving throwing and deflecting a disc at or into a goal. Each team takes their turn, where each player alternates as a thrower and a deflector. Points are awarded if the throw or deflection either hits the goal or lands inside the goal. Teams alternate until one team reaches 21 points in the same number of rounds, outscores their opponent in the maximum number of rounds or overtime, or throws an Instant Win.
- 1.02 This is a unique disc sport unlike any other since it involves not only accurate throwing, but also the distinct ability to deflect a thrown disc into a goal. Hence, the name of the sport is discflect, which combines disc and deflect into one word to accurately depict the sport.
- 1.03 Discflect encourages competition, fairness, and camaraderie. Since each team only consists of two players, it is easy for anyone to get a team together to compete. With four different ways to score, anything can happen during a game, and teams are always in it until the very end. It is a sport that can be played by anyone of all ages and skill levels. The goals are very portable and affordable, allowing Tournament Directors (TDs) to host a tournament nearly anywhere with open space.

## 2.00 - SPIRIT OF THE GAME

- 2.01 The Spirit of the Game is a set of expectations for the sport of discflect that is the responsibility of the players to maintain. Discflect promotes an atmosphere of camaraderie and sportsmanship, while encouraging competitive, fair, and fun play.
- 2.02 These expectations also apply to staff members and spectators. While spectators may not know all the detailed rules of the game, they are still expected to act with respect and integrity towards all players, staff, and other spectators. Poor behavior will not be tolerated, and spectators may be asked to leave.

- 2.03 All players are expected to know the rules of discflect and adhere to those rules in order to maintain fairness and respect the integrity of the game.
- 2.04 Players shall act as referees in their own games. It is the expectation of the players to administer the rules when they feel a judgement call is needed or when a violation has occurred.
- 2.05 If a violation is made during a game, it is up to the players involved in that game to call out that violation. It is not the responsibility of spectators, staff, or other teams watching the game to be calling out violations.
- 2.06 Players shall not abuse the ability to make their own calls to give themselves an advantage in a game. Players shall be honest and respectful and be willing to admit if a violation has been committed or a judgment call does not go the way a player wanted it to.
- 2.07 If a call has been made that the other players do not agree with, all players should come together to discuss the dispute. Disputes cannot go unresolved; a decision must be made, even if that means arbitrarily flipping a disc to determine an outcome. Team should not take any decisions personally; players should be able to admit and accept when they are wrong.
- 2.08 If players are not able to come to an agreement on their own, they are allowed to seek the opinion of spectators, staff, or players not involved in the game. However, it is the responsibility of those spectators, staff, or other players to remain unbiased and honest. If they did not clearly see the play in question, they should not offer their perspective.
- 2.09 All players are ambassadors for discflect and should strive to uphold the Spirit of the Game. Veteran players should be willing to mentor and help novice players to explain the rules and violations in a respectful manner, not just tell players they are wrong.
- 2.10 All players should be willing to respectfully talk to opposing players. The only way for players to improve their game play is to have open and honest conversations about what may have gone wrong. Players should be willing to accept this constructive criticism and again, should not take it personally.
- 2.11 Examples of actions that display the Spirit of the Game:
  - (a) Players introducing themselves prior to the start of a game;
  - (b) Congratulating an opposing player for a good deflection or throw;

- (c) Shaking hands with opposing players at the conclusion of a game or series;
- (d) Accepting when a violation is called out;
- (e) Players call themselves out if they know they have committed a violation;
- (f) Not taking calls against a player personally;
- (g) Staying calm during a dispute;
- (h) Respectfully coming to a mutual agreement; and
- (i) Clearly stating the score after each round.

#### 2.12 Examples of actions that do not follow the Spirit of the Game:

- (a) Arguing anytime a violation is called out;
- (b) Refusing to accept a resolution to a dispute;
- (c) Purposely lying about an action in order to benefit;
- (d) Celebrating when a team misses a play;
- (e) Purposely distracting a player while they are trying to make a throw or deflection;
- (f) Standing too close to an opposing player while they are attempting to throw or deflect the disc;
- (g) Swearing/cursing at the opposing players; and
- (h) Arguing with staff or referees.

### **3.00 - EQUIPMENT**

#### 3.01 Goals

- (a) Each goal must meet the following specifications:
  - (1) Made of durable plastic material with a thickness of at least 1/16 inch (1.5 mm).
  - (2) Have at least three interlocking tabs on one edge of the plastic sheet which are used to assemble the goal into a cylindrical shape.
  - (3) Height is 20 inches (50.8 cm).
  - (4) Has a slot opening on the front side, which measures 13 inches wide (33 cm) by 3 inches tall (7.6 cm). The slot opening corners will be a rounded radius of approximately 3/8 inch (9.5 mm).

(5) When assembled, the diameter of the open top will measure approximately 16 inches (40.6 cm).

(b) Anchors

(1) If playing surface is grass, each goal can have up to four holes at the bottom edge of the plastic for anchoring to the ground with stakes. While not required, this can be helpful in windy conditions.

### 3.02 Tournament Goal Specifications

(a) Graphics Location

(1) If there are labels, they shall be placed on the front side of the goal above the slot opening.

(2) Larger graphics can be placed under the slot opening on the front.

(b) Graphics Content

(1) Graphics can include sponsors, tournament logos, club logos, or PDFA branding for sanctioned events.

(2) Promotion of alcohol, drugs, explicit content, vulgar language, or offensive terms is strictly prohibited.

(3) Tournament Directors shall submit graphics for final approval by PDFA prior to event.

(4) Bumper stickers, promotional stickers, paint, tape, or any other graphics not related to the event are prohibited.

### 3.03 Flying Discs

(a) Teams can use any publicly available manufactured flying discs, as long as the discs meet the specifications below:

(1) Weight – Flying disc must weigh between 160-175g. Tolerance is +/- 2g.

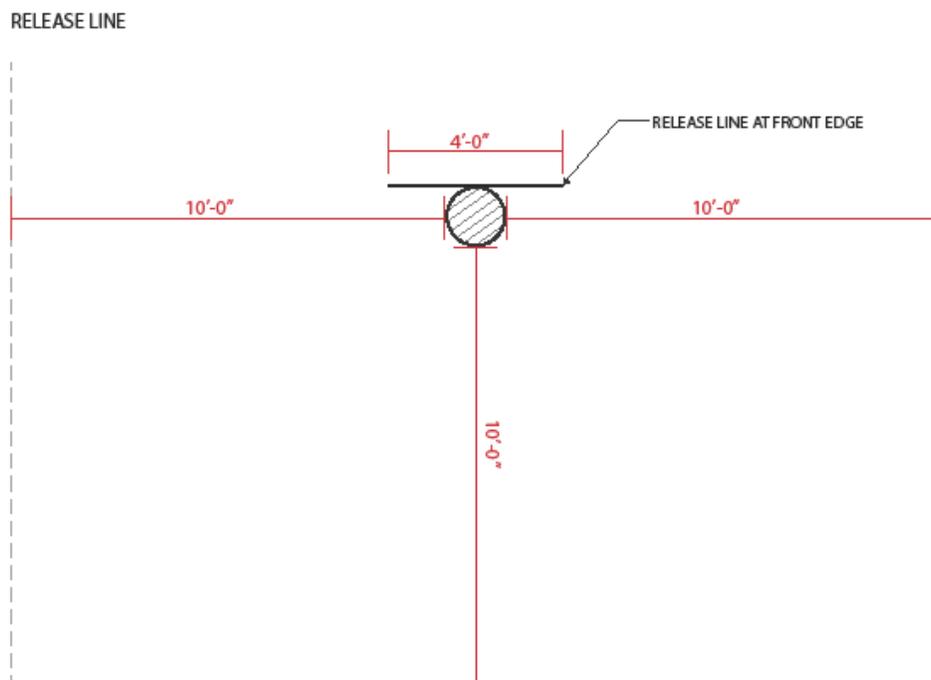
(2) Diameter – Flying disc must measure 10.75 inches (27.3 cm). Tolerance is +/- 1 cm.

(3) 3D printed discs are not permitted.

## 4.00 - COURT SET UP

4.01 Each game court will consist of two cylindrical goals.

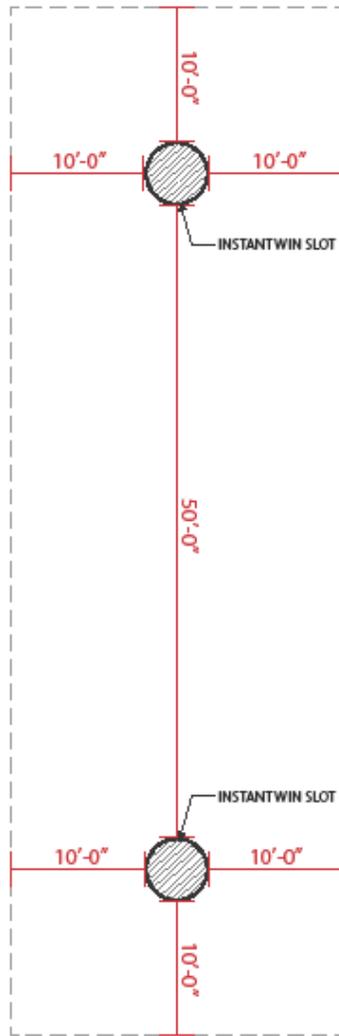
- 4.02 To assemble goals, insert the three-tab ends into the slotted openings. Insert the tabs from the outside to the inside of the goal.
- 4.03 The official distance between the goals is 50 feet (15.24 m). This distance should be measured from the front edge of one goal to the front edge of the other goal. Place the goals with the Instant Win slots facing each other.
- 4.04 One line will be marked on the playing surface at the front edge of each goal to mark the official distance as well as the release line.
- (a) If venue allows, lines should be marked with spray paint or washable paint. Line shall be a minimum 3' in length, but is recommended to be 4' in length.
- (b) If venue doesn't allow, lines should be marked with masking tape or painter's tape.
- 4.05 Release Line Diagram:



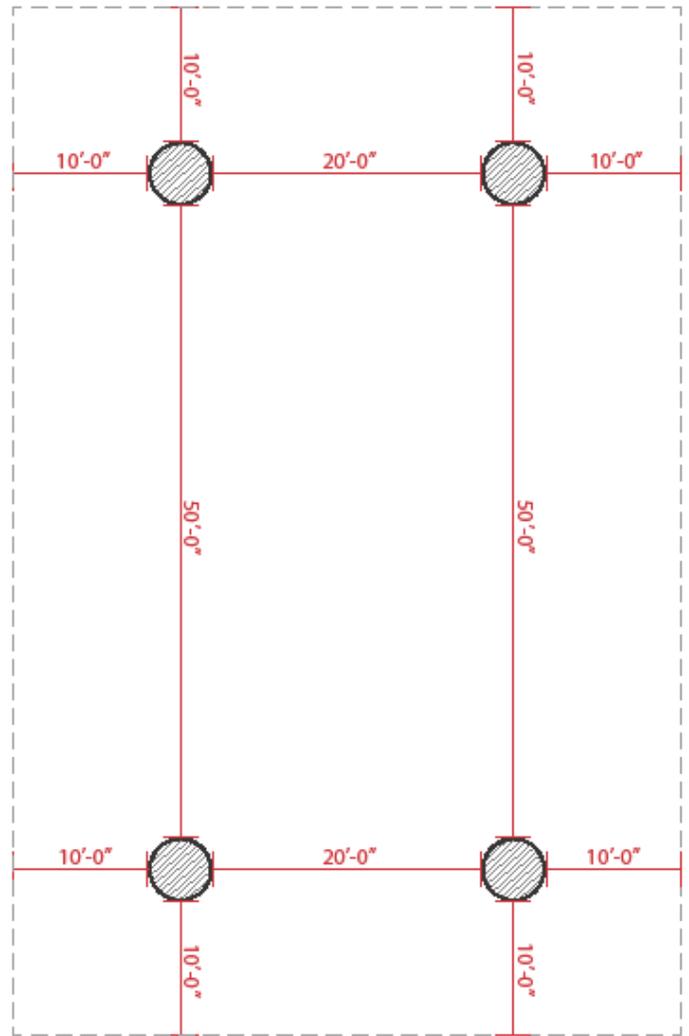
- 4.06 Single court set up shall have 10 feet (3.05 m) of open space on either side of each goal to allow room for deflecting.
- 4.07 For multiple courts set up aside one another - adjacent goals should be placed 20 feet (6.10 m) apart from each other. See diagram.
- 4.08 Behind each goal there should be no less than 10 feet (3.05 m) of clear and open space. See diagram.

#### 4.09 Court Set Up Diagram:

SINGLE COURT SET UP



MULTIPLE COURT SET UP



### 5.00 - ORDER OF PLAY

- 5.01 The Hammer: The right to throw last is called having The Hammer. Choosing to throw last is generally considered to be an advantage, similar to having "last bats" in baseball.
- 5.02 Game 1 or Single Game
  - (a) Start with a disc flip

- (1) Teams shall agree on any disc to flip.
  - (2) Teams shall decide on who will flip the disc and who on the opposing team will be the caller.
  - (3) Heads shall be the top of disc. Tails shall be the underside of the disc.
  - (4) One player will flip the disc into the air, and one member of the opposing team calls heads or tails.
- (b) The team who wins the disc flip shall determine one of the two pre-game options:
- (1) The winning team can decide which team throws first, or
  - (2) The winning team can decide which court end throws first. This is referred to as the starting goal.
  - (3) The unchosen option falls to the team who lost the disc flip.
- (c) Players will declare sides.
- (d) Each team will separate, sending a single player to each court end.
- (e) Once a side is declared, players may not switch sides in the middle of a game.
- (f) The players on the starting court end shall be the ones to fill out **the scorecard**.

### 5.03 Games 2-7

- (a) The team losing the previous game shall determine which team has The Hammer.
- (b) The starting court end chosen prior to game 1 is locked into place for the duration of the series.
- (c) Prior to the start of a new game, players may switch sides if desired. However, players may not change sides in the middle of a game.
- (d) The scorecard shall remain on the starting court end, regardless if players switch sides after a game.

## 6.00 - FLYING DISC USAGE

- 6.01 Each team shall use their own disc(s).
- 6.02 Teams can use any disc(s) as long as requirements noted in the **Equipment** section have been met.

- 6.03 In tournament play, the maximum number of discs that each team can bring to use is five.
- 6.04 The player who starts the game shall be the one to keep the discs on their side.
- 6.05 Teams can switch discs during a game but must throw the same disc for an entire round. Disc must be thrown down and back.
- 6.06 Only the person who starts the game shall be allowed to switch discs.

## **7.00 - GAME PLAY**

- 7.01 Play consists of four players divided into teams of two. Members of the same team (partners) stand at opposite goals.
- 7.02 One partner throws the flying disc and, when necessary, the other partner deflects (redirects) it toward or into the goal. After both partners complete one throw each, that team leaves the court, and the second team steps up to take their turn. There should only be one team on the court at a time.
- 7.03 The thrower can score points with a direct hit to the goal or the deflector can score by deflecting the flying disc to hit or land inside the goal.
- 7.04 Deflectors can move anywhere around the goal to redirect the disc, including in front of the goal if necessary.
- 7.05 No player substitutions are allowed in the middle of a game.
- 7.06 For tournament play, once the tournament begins, teams must play every game with the same partner.

## **8.00 - POINTS**

- 8.01 DINGER - 1 point: Disc is deflected and hits any part of the goal.
- 8.02 DEUCE - 2 points: Thrown disc hits the goal unassisted.
- 8.03 BUCKET - 3 points: Disc is deflected and lands inside the goal. This can occur through the top of the goal, but may also occur if the disc is deflected into the slot opening.

8.04 INSTANT WIN: Disc lands inside the goal unassisted.

- (a) The disc can enter through the slot opening on the front or through the open top of the goal.
- (b) When an Instant Win occurs, the throwing team is declared the winner and the opposing team does not receive a last toss option.

8.05 No points or Instant Wins are awarded when the disc hits the ground or an object before making contact with the goal directly or being deflected.

- (a) A disc is considered to have hit the ground or an object when the trajectory has been affected. Some examples include:
  - (1) If the disc hits the soil and the trajectory is changed or stopped, the disc has hit the ground and play is dead.
  - (2) If the disc only grazes weeds or grass blades, but continues on its original path, this is considered a legal throw.
  - (3) If the disc hits a tree branch, leaves, or any object overhead and the trajectory is changed or stopped, play is dead.
  - (4) If the disc grazes leaves overhead but continues on its original path, this is considered a legal throw.
- (b) If the goal is staked down, the stakes are considered part of the goal. If the disc hits a stake, either on a direct hit or a deflection, any points from that play will be counted.

## 9.00 - REGULATION

9.01 A regulation game is played to a maximum of eight rounds, or until a team reaches exactly 21 points without going over, whichever happens first.

9.02 One round consists of each team completing two throws, one per player. After all four players have thrown the disc, this signifies the end of a round. This is similar to innings in baseball; an inning is over once both teams have had the opportunity to bat.

9.03 Teams must complete an equal number of turns, except when an Instant Win is scored.

- 9.04 If the team that starts the game reaches 21 points first, the team with The Hammer always has their last turn to either catch up in points to force **Overtime**, or, if 21 points is not attainable from one round of throwing, toss an Instant Win. If the team with The Hammer reaches 21 points first, they are the winners; the other team does not have another round to tie.
- 9.05 If the game is played to eight rounds and neither team has reached 21 points, the team with the most points after the completion of round eight will be declared the winner. If the score is tied after the completion of round eight, the game will go to **Overtime**.
- 9.06 In tournament play, if the team throwing first completes round 8 and has the lower score, the team with The Hammer has won the game and has two options:
- (a) They can elect not to take their final turn and consider the game a win, or
  - (b) They can take their final turn to increase their points and boost their **Game Rating**.
- 9.07 Once a team reaches 21 points on the first throw of their turn, they still must toss the disc back to the starting goal. In the event the disc happens to hit the goal on the fly on the toss back or their partner accidentally redirects the disc to score points, that team will be over 21 points, and follows the rules described below for going over.

## 10.00 - GOING OVER PENALTY

- 10.01 Since a team must score exactly 21 points, if a given throw results in points that raise a team's total score above 21, the points from that play are deducted from their current score and play continues. The following scenarios will cause a team to go over 21 points:
- (a) If a team has 19 points and redirects the disc for a Bucket (3 points), their score is reduced to 16 points (current score of 19 points - 3 points = 16 points).
  - (b) If a team has 20 points and redirects the disc for a Bucket (3 points), their score is reduced to 17 points (current score of 20 points - 3 points = 17 points).
  - (c) If a team has 20 points and hits the goal on the fly for a Deuce (2 points), their score is reduced to 18 points (current score of 20 points - 2 points = 18 points).

- (d) If a team has 21 points after the first throw of their round, and on the second throw they accidentally redirect the disc for a Bucket (3 points), their score is reduced to 18 points (current score of 21 points - 3 points = 18 points).
- (e) If a team has 21 points after the first throw of their round, and the second throw accidentally hits the goal on the fly for a Deuce (2 points), their score is reduced to 19 points (current score of 21 points - 2 points = 19 points).
- (f) If a team has 21 points after the first throw of their round, and on the second throw they accidentally redirect the disc for a Dinger (1 point), their score is reduced to 20 points (current score of 21 points - 1 point = 20 points).

## **11.00 - OVERTIME**

- 11.01 If both teams reach 21 points in the same number of rounds, the game is extended to overtime.
- 11.02 After completing eight rounds, if both teams have the same number of points, the game is extended to overtime.
- 11.03 Overtime consists of each team taking a single turn; each player will get one throw. After the first team completes their turn, the team with The Hammer must either tie the opposing team's overtime score to force a second overtime round or simply score more points for the outright victory.
- 11.04 The team with The Hammer may not need to complete both throws in overtime. For example, team #1 throws and scores 2 points total. If the team with The Hammer scores a clean Bucket (3 points) on their first throw, the game is over as a victory for team #2. In this case, they can toss the disc back to the starting goal and do not need to attempt to score any more points.
- 11.05 If both teams score the same number of points, another round of overtime begins. The game proceeds as one round of overtime as needed until one team outscores the other.
- 11.06 An Instant Win thrown in overtime still ends the game. The opposing team does not get a chance to complete their turn, even if they have The Hammer.

## **12.00 - WINNING THE GAME**

- 12.01 There are several scenarios in which a team can win the game:

- (a) A team scores exactly 21 points, without going over, and their opponent is not able to match them in the same number of rounds to force overtime.
- (b) After completing eight rounds of play, the team with the most points wins.
- (c) If a game is forced into overtime, the team that outscores their opponent will win the game.
- (d) At any point, in Regulation or in Overtime, either team can throw an Instant Win. The throwing team is immediately declared the winner and the game is over.

### **13.00 - PERFECT GAME**

13.01 A perfect game in discflect is when one team wins a game by throwing all Buckets (3 points). There cannot be any catches or misses.

- (a) If the opposing team keeps pace and extends the game to overtime, the Perfect Game still counts, as long as the winning team continues to throw only Buckets (3 points) throughout overtime.
- (b) If an Instant Win is thrown by either team, the Perfect Game does not count.

### **14.00 - THROWING**

- 14.01 Players must have both feet behind the front edge of the goal when releasing the disc.
- 14.02 If a player steps past the front edge of the goal on their throw, the play is considered dead. There will be no re-throw or make up of that play, and any points scored, or Instant Wins thrown, do not count.
- 14.03 If a player throws the disc and the disc hits the goal on their own end, the play is considered dead, and no points shall be awarded for that throw.
- 14.04 Pace of Play - Players are expected to throw the disc within 15 seconds to maintain pace of play. If a player exceeds the 15-second time limit when throwing, the opposing team reserves the right to call a 'delay of game' violation and void that throw. If the violation is called on the player that is throwing first, the other team member will still have their chance to complete their throw for the round.

## 15.00 - DEFLECTING

- 15.01 The most important aspect of the game is deflecting. Discflect in essence is a game of deflection. While there is no one perfect way to deflect, there are many plays which should be considered "carries." A carry is not only when a player catches and throws the disc into the goal. A carry is called on any illegal deflection.
- 15.02 Clean Deflection - Players deflect the disc, striking the disc's middle edge or the disc's top center. Hands should be close together when striking the disc.
- (a) Deflections can be made using one hand or both hands at the same time.
  - (b) Deflections off other body parts (such as foot, stomach, etc.) are valid, as long as there are no **double-hits**.
  - (c) All contact of the disc should be momentary and in one motion.
- 15.03 Illegal Deflection - Any play considered illegal, as outlined below, will result in no points scored or Instant Wins awarded.
- (a) Carries – Players may not control the disc while deflecting. The following are considered carries with one hand or two:
    - (1) Stopping the disc in the air - Players cannot trap the disc between their palms or fingers to end its flight. While this would result in the disc dropping into the goal, it is not a clean deflection. This is almost always seen when a deflector “sandwiches” the outer edges of the disc.
    - (2) Catching or throwing - It is a violation when the disc is thrown or tossed toward the target. This is most common on errant throws where simply stopping the flight of the disc is not enough to score. Players cannot catch the disc and throw or toss it toward the goal.
    - (3) Pushing or lifting the disc - A push or lift is an illegal attempt to flip a low throw up and into the goal. When a player makes prolonged contact with the underside of the disc (the rim or the flight plate) and the motion of the flip continues up and forward, this is considered a carry. If the play is similar to a ‘set’ in volleyball, this is prolonged contact and will be considered a carry.
    - (4) Pulling the disc - A pull is an illegal attempt to deflect a high throw. A pull happens when a deflector stops or grabs the disc and moves it toward the goal, usually in a straight line, with the disc sandwiched between their hands.
  - (b) Double Hits – Players may strike the disc only once.

- (1) Two hands may be used as one contact point, as long as they make contact with the disc simultaneously.
- (2) A disc may not strike one body part and then another.
- (3) If a player makes contact with the disc a second time, the play is dead upon second contact. Whatever happened before the second contact will count, but no other action will be counted thereafter.
  - (A) For example, a player slams the disc, the disc bounces off the top of the goal, and the player hits the disc again into the goal. This play results in only 1 point.

## **16.00 - SCORING UNIQUE PLAYS**

### **16.01 Bounce-Outs**

- (a) If a player deflects the disc into the top of the goal, the disc hits the bottom or ground inside the goal, and the disc bounces back out through the open top or slot, this is counted as 3 points. The bottom or ground causes the play to be dead.

### **16.02 Into the Goal and Out the Slot**

- (a) If a player deflects the disc into the top of the goal and the disc exits the goal through the slot opening on the front, this is counted as 1 point, assuming the disc makes contact with the goal on the way out. If the disc is deflected into the top of the goal and comes out the slot cleanly without touching the goal, it will be 0 points.

### **16.03 Into the Slot and Out of the Goal**

- (a) If a player throws a disc and it enters the slot opening and comes out the top of the goal without the deflector touching the disc, it is not an Instant Win, but rather a Deuce (2 points). If this happens and the disc doesn't touch the goal at all, it is 0 points. To be a legal Instant Win, the disc must remain inside the goal, or touch the bottom/ground.
- (b) If a thrown disc enters the slot opening without the deflector touching it, hits the back of the goal, and somehow comes back out the slot, it will only be counted as a Deuce (2 points).
- (c) If a thrown disc enters the slot opening, comes out the top of the goal, and then is deflected toward the goal, it will be a Deuce (2 points), providing the disc touched the goal before it was deflected.

- (d) If the disc enters the slot without making contact with the goal, comes out the top of the goal without making contact, and then the disc is deflected toward the goal, it will count as either a Dinger (1 point) or Bucket (3 points), depending on whether the deflected disc hits the goal or lands inside of it.
- (e) For any shot approaching the Instant Win slot, it is recommended to back away and become a spectator. For example, a player holds their hands over the top of the goal to prevent a disc thrown into the slot from exiting the goal. This type of play prevents the disc from completing its action, and would be scored as follows:
- (f) Disc is thrown into the slot and makes contact with the goal before the deflector touches the disc: This counts as 2 points, since the disc hit the goal first and the deflector made contact after, causing the play to be dead.
- (g) Disc is thrown into the slot without making contact with the goal and makes contact with the deflector before touching the bottom or ground inside the goal: This counts as 3 points, since the deflector assisted or indirectly deflected the disc to keep it in the goal.
- (h) If a thrown disc is deflected into the slot opening and somehow comes back out, either through the slot or open top (very rare), this is only counted as a Dinger (1 point), as long as the disc touches the goal. If this happens and the disc does not touch the goal at all, it is 0 points.

#### 16.04 Disc Trapped on Top of Goal

- (a) A disc is considered to be trapped if while in the middle of a deflection, a player's hands hit the disc and sandwich the disc between their hands and the top edge of the goal for longer than momentary contact.
- (b) Trapping the disc is considered a carry, and will result in 0 points regardless if the disc falls into or out of the goal.

#### 16.05 Disc Hits Goal First, then Deflected toward Goal

- (a) If a disc strikes the goal on the fly without deflection, it is a Deuce (2 points) regardless if the player then deflects it either into the goal for a Bucket (3 points), deflects the disc into the side of the goal for a Dinger (1 point), or misses completely. In other words, once the disc hits the goal on the fly for 2 points, no more action on that turn will be counted unless the disc somehow flips or falls into the goal unassisted for an Instant Win.

#### 16.06 Goal Falls Over on an Instant Win or a Deflection

- (a) If the goal falls over on an Instant Win shot or a Bucket (3 points), scoring will depend on which end of the goal the disc exits. The Instant Win or Bucket (3 points) will only count in the following scenarios:
  - (1) Disc exits through the bottom of the goal.
  - (2) Disc remains inside the fallen goal.
  - (3) More than half of the disc remains inside the top end of the fallen goal. If exactly half the disc remains in the top end of the fallen goal and half out of the goal, then the Instant Win or Bucket (3 points) will count.
- (b) If a thrown disc enters through the slot but exits the top of the goal as the goal is falling, this is scored as a Deuce (2 points).
- (c) If a deflected disc hits the inside of the goal but knocks the goal over and the disc exits the top of the goal, this is scored as a Dinger (1 point).

#### 16.07 Contact with Goal

- (a) Players waiting to deflect may not touch the goal in any way, even to let it edge up to their legs for support. The goal must remain free standing at all times to be legal.
- (b) If the deflecting player is holding the goal, any points or Instant Wins will be automatically voided.
- (c) A player may not make contact with the goal in order to change the outcome of the play. For example, if a team only needs 1 point and the player deflects the disc to hit the side of the goal but the goal falls over and the disc appears as if it will fall into the goal for 3 points, that player may not move the goal out of the way to prevent the 3 point play. If a player makes contact with the goal on purpose, all points are voided.

#### 16.08 Disc Lands on Top of the Goal

- (a) In the rare case the disc is deflected cleanly and then comes to rest for more than five seconds on the top edge of the goal (perfectly balanced), this will count as a Dinger (1 point).
- (b) If the disc falls into the goal in under five seconds, this will count as a Bucket (3 points).
- (c) The deflector may not assist the disc into the goal in any way after it has come to rest. This includes blowing on or fanning at the disc to cause it to drop.
- (d) If the deflector assists the disc in any way to cause it to drop, the play is dead, and the initial Dinger (1 point) is what shall be scored.

- (e) If this same situation were to happen on a direct throw without the deflector touching the disc (extremely rare), it will be counted as a Deuce (2 points).

#### 16.09 Disc Stuck in Goal Assembly

- (a) If the disc is deflected and becomes stuck in the assembly of the goal for more than five seconds, this will count as a Dinger (1 point). For example, the disc is deflected and becomes stuck in between the tabs of plastic that are used hold the goal together.
- (b) Like in the previous case, if this same situation were to happen on a direct throw without the deflector touching the disc (extremely rare), it will be counted as a Deuce (2 points).
- (c) If the disc becomes stuck on a direct throw and falls into the goal unassisted in under five seconds, this will count as an Instant Win.

### 17.00 - DISPUTES

17.01 Any disputes over the score, rules, or a specific play should be resolved at the moment they occur. It is up to the players to call their own games and players must speak up when they feel a violation has occurred or there is a discrepancy in the outcome of a play.

- (a) While the disc is still in the air on the next throw, and before any points or Instant Wins have been scored, players can dispute a play or call out a violation from the previous play. If a violation is called out while the disc is in the air, the player that threw the disc will get an opportunity for a rethrow once teams have decided on a resolution of the previous play.
- (b) In tournament play, if a clarification regarding a rule is needed, players can seek out a referee or staff member. If it is a judgement call, players may seek the perspective of spectators or staff for additional opinions, provided they saw the play in question occur.

### 18.00 - INTERFERENCE

18.01 If a player purposely interferes with play, they automatically forfeit the game, and the opposing team is declared the winner.

18.02 If it is incidental interference, teams will come to a mutual agreement if a rethrow should be warranted. This will happen mostly in tournament play

where multiple courts are set up next to each other. It is not unusual to have players from adjacent courts running out to make a play on or near another court. If a player from another court is in the way, interference can be called and a rethrow is permitted.

- 18.03 There is no rethrow for things such as wind unless the entire goal itself blows away in the middle of a throw or a deflection. There is also no rethrow for a situation where a player jumps for a deflection and hits a tree or other object.

## **PDFA TOURNAMENT RULES**

### **19.00 - SKILL LEVEL CONSIDERATIONS**

- 19.01 Since tournaments will offer multiple divisions, and divisions will be based on skill, teams can use the Skill Levels listed below to help determine which division they can compete in.
- 19.02 Along with the written considerations, teams can use their Skills Assessment results to help choose the proper division. A Skills Assessment is a practice session with a partner consisting of 10 rounds of throws. Each round is one throw per player, so there will be a total of 20 throws. If an Instant Win is thrown during the assessment, this will be counted as 2 points, as this session is only to determine a skill level based on points and is not about winning a game. These points can be found at the end of each consideration.

#### **19.03 Skill Levels**

- (a) Level 1: Newbie – A team with little to no experience. At this level, players are unlikely to throw with accuracy, proper distance control, and often score 2 points or less per round. A round of 0 points is not unusual. Deflecting the disc often results in whiffs, carries, and the disc does not go where the player intends. Teams in this division have no strategy. Skills Assessment Total: 0-15
- (b) Level 2: Limited – A team at this level has some distance control but still lacks consistent accuracy. Limited teams are further along in development than Newbies, and typically score 3 points or less per round. Throwing is likely to be stronger than deflecting. A round of 0 still may occur, but it is less likely. A team in this division knows basic strategy only. Skills Assessment Total: 16 – 27

- (c) Level 3: Intermediate – A team with reasonable accuracy who still misses deflections and throws. A team at this level should be looking to progress by improving strategy and deflections. A round score of under 4 is likely half the time. Skills Assessment Total: 28 – 35
- (d) Level 4: Proficient – A team with the ability to throw and deflect fairly well but does not always do so. They can look Premier at times, but they may struggle in subsequent games to duplicate such a high level of play. These teams almost always get points on every throw. Teams at this level know some strategy. Skills Assessment Total: 36-42
- (e) Level 5: Premier - A team at this level is consistent with their throwing and deflecting skills. They almost always score 4 points or more each round, and 6-point rounds are likely half the time. Teams at this level know strategy and use it to their advantage. Skills Assessment Total 43-51
- (f) Level 6: Elite – This team is at the very top of the sport. Throwing and deflecting is very consistent, and these teams often score 6 points per round with ease. Teamwork and strategy help these teams win more often than not, and perfect games can be common. Skills Assessment Total: 52-60

## 20.00 - DIVISIONS

- 20.01 Amateur 1 (AM 1): This is a division for Newbie and Limited skill level teams. Teams in this division are considered AM 1 teams. This is a great option to keep new or struggling teams involved in the sport without having them play Pro teams. AM 1 teams will compete for trophies and/or prizes, depending on the tournament.
- 20.02 Amateur 2 (AM 2): This is a division for Intermediate and Proficient skill level teams. Teams in this division are considered AM 2 teams. AM 2 teams are much further along in their game than AM 1 teams. AM 2 teams will compete for trophies and/or prizes, depending on the tournament.
- 20.03 Pro – This is a division for Premier and Elite skill level teams. Teams in this division are considered Pro teams and will compete for payouts.
- 20.04 The divisions act as separate tournaments. Each division will have **Pool Play** and **Bracket Play** to determine a single winner. There is no crossover, teams will only compete within their own division for the entire tournament.

- 20.05 Teams can play in any division they prefer; however, Premier and Elite skill level teams are highly encouraged to always play in the Pro division.
- 20.06 If teams wanted to test themselves, an AM 1 team could enter the AM 2 or Pro division. Teams always have the option to play in a higher division.
- 20.07 Once a team accepts a monetary prize, that team is considered Pro for all future tournaments, and they must always compete in the Pro division moving forward.
- (a) To avoid being classified as a Pro team for all future tournaments, AM 1 and AM 2 teams playing in the Pro division may accept prizes or trophies in lieu of money, if available. This allows teams that may have moved up for any reason to not get stuck playing in Pro for all future tournaments.
  - (b) Teams may also choose not to accept a monetary prize if they are not allowed to do so. For example, collegiate athletes or military restrictions.

## **21.00 - TOURNAMENT REGISTRATION**

- 21.01 Tournament Directors will host their own team registration for each event. Teams will need to register for the event prior to showing up. Prior to opening registration to the public, Tournament Directors will decide the parameters for the following items:
- (a) The cap on number of teams
  - (b) Which divisions are offered
  - (c) The schedule for the day
  - (d) The last day to register
  - (e) Team entry fees
    - (1) Directors reserve the right for entry fees to be the same for all teams or to vary between divisions, offer early bird discounts, or increased prices for later registrations.
  - (f) Refund policy and refund cut off date
  - (g) Prizes and trophies, if any
  - (h) The number of payout places and payout percentages

- 21.02 Waivers - Tournament Directors shall have all players and staff complete an event waiver.
- 21.03 Divisions - PDFA sanctioned tournaments shall offer Amateur (AM1 & AM2) and Pro Divisions for tournament play. At least one Amateur Division shall be offered, but ideally both will be available. When teams register, they will choose which division they want to compete in. See [Divisions](#) section for the recommendations for each skill level.
- 21.04 Registration should close no more than three days prior to an event.
- 21.05 Team entry fees
- (a) Local Tournaments - minimum \$20.00 per team, recommended \$30.00+ per team.
  - (b) Regional Tournaments - minimum of \$40.00 per team, recommended \$50.00+ per team.
  - (c) Major Tournaments - minimum of \$50.00 per team, recommended \$60.00+ per team.
- 21.06 Refunds
- (a) If a team contacts the Tournament Director at least one day before the event, a refund should be offered.
  - (b) Refunds should be offered up to one day before an event, but the cutoff date shall not be more than three days prior.
  - (c) Refunds cannot be offered to teams that do not show up or do not contact a director by the refund cutoff date.
- 21.07 Prizes and trophies, if any
- (a) Prizes and trophies shall be awarded to each player individually and shall not be a shared item per team.
  - (b) Trophies shall be awarded to first, second, and third place.
    - (1) Local Tournaments - minimum trophy value of \$5.00 per person for third place. \$10.00 value per team.
    - (2) Regional Tournaments - minimum trophy value of \$6.00 per person for third place. \$12.00 value per team.
    - (3) Major Tournaments - minimum trophy value of \$8.00 per person for third place. \$16.00 value per team.

- (c) Prizes shall be awarded to a minimum of first, second, and third place, but can be more if more prizes are available.
  - (1) Local Tournaments - minimum prize value of \$10.00 per person for third place and should increase value for higher placements. \$20.00 value per team.
  - (2) Regional Tournaments - minimum prize value of \$12.00 per person for third place and should increase value for higher placements. \$24.00 value per team.
  - (3) Major Tournaments - minimum prize value of \$15.00 per person for third place and should increase value for higher placements. \$30.00 value per team.

#### 21.08 Pro Division Payouts

- (a) Number of payout places shall be a minimum of three and can increase with larger tournaments.
- (b) Payouts are generated from team entry fees. A minimum of 50% of Pro Division entry fees and 30% of Amateur Division entry fees will go towards Pro payouts.

#### 21.09 Team name guidelines

- (a) When teams register, they will enter or select a team name for the tournament.
- (b) Team names shall be limited to 32 characters or less in length, including spaces.
- (c) Team names shall consist of only letters and/or numbers, no special characters.
- (d) Team names shall not include any offensive or vulgar language or any trademarked names, brands, or words.
- (e) Team names cannot be duplicated within a single tournament, regardless of division.
- (f) Tournament Directors reserve the right to request teams to change their team name, if necessary.

#### 21.10 Team name usage across multiple tournaments

- (a) Teams consisting of the same two players across multiple tournaments are expected to use the exact same team name.
- (b) If team names vary, statistics and result tables will not be accurate and will not calculate or show totals under one common team name. This includes legacy statistics and results prior to 2021.
- (c) Once a team has won a regional or major tournament, their team name must stay exactly the same for any future tournaments. This includes legacy statistics and results prior to 2021.

### 21.11 Combining divisions

- (a) Tournament Directors should make the decision to combine or not combine divisions the day after registration closes.
- (b) Decisions may have to be made at the tournament due to teams who do not show or cannot make it last minute.
- (c) The minimum number of teams needed to fulfill a division is four; however, six teams or more is recommended.
- (d) If there are not enough teams registered to fulfill a division, the following scenarios should be considered:
  - (1) If AM1 and AM2 Divisions do not meet the minimum team requirements individually, but do collectively, they will be combined into the AM2 Division.
  - (2) If combining those divisions still does not meet minimums, teams can elect to receive a refund or move up to the Pro Division.
  - (3) If a team chooses to receive a refund, this means they are no longer eligible to play in the tournament.
  - (4) If there are no AM1 teams, and AM2 teams have not met the minimum requirement, all teams can choose to play in the Pro Division or elect to receive a refund.
  - (5) If AM1 teams have not met the minimum requirement, and there are no AM2 teams, all teams can choose to play in the Pro Division or elect to receive a refund.
- (e) If the Pro Division does not meet the minimum team requirements, the following actions can be taken:
  - (1) Tournament Directors can ask if any registered AM1 or AM2 teams would like to move up to the Pro Division to meet the minimum requirements.
  - (2) AM 1 and AM2 teams would not have to accept payouts; however, if an Amateur team does accept payout, they will not be forced to play in the Pro Division moving forward, due to the extenuating circumstances.
  - (3) Pro teams can be issued a refund due to lack of teams.
  - (4) Pro teams cannot play down in an AM1 or AM2 division for the sake of keeping a tournament competitive and fair.

## **22.00 - EVENT CHECK-IN**

- 22.01 Teams should be familiar with the tournament schedule and be sure to arrive and check-in on time.
- (a) Teams will be sorted into pools, if necessary, and this sorting cannot happen until teams have officially checked-in.
  - (b) Once teams are sorted into pools, late teams cannot be checked-in and will not be eligible to participate in the tournament.
  - (c) If a team knows they are going to be late due to circumstances out of their control, it will be important to notify the Tournament Director via phone call or text so that pool sorting can still happen.
  - (d) Teams that notify the Tournament Director they will be late but are on their way will still be sorted into a pool, and it will be their responsibility to complete all their games in the allotted time. No extra time will be given.

## **23.00 - SCORECARD AND STATS REPORTING**

- 23.01 There will be one scorecard per game. Both teams shall use the same scorecard. The players tracking stats must both stand at the starting goal during game play.
- 23.02 After The Hammer has been determined, but before game play begins, one person should fill out the following items: team number, team name, and player names. The players throwing first should be listed as Player 1 on their respective sides of the scorecard and Player 2 is the player that throws second for each team.
- 23.03 Teams will track and log the results of their opponents for every throw of the game. For example, while Team A is throwing, Team B will track and log the results of each throw on the scorecard. Once a turn is complete, teams will switch roles; Team A will track and log while Team B is throwing.
- 23.04 The players filling out the scorecard are keeping track of stats and should not be responsible for communicating the overall score out loud. However, the scorecard can be used as a reference in case of any score discrepancies during game play.

- 23.05 The players on the opposite end of the starting goal should be responsible for communicating the overall score out loud during game play.
- 23.06 Upon completion of the game, one person shall fill out the bottom of the scorecard. Each category needs to be filled out accurately to ensure each team is getting the proper stats recorded. Most importantly, the correct Team Numbers must be entered in the corresponding Winning and Losing Team Number boxes. The categories are as follows:
- (a) Division
  - (b) Pool Letter
  - (c) Winning Team Number
  - (d) Losing Team Number
  - (e) Winning Team and Losing Team Regulation Points - This is the total number of points scored during regulation play by each team. This does not include overtime points.
    - (1) Instant Wins do not count as points.
    - (2) If an Instant Win is thrown, the total number of points should reflect only the points that have been scored. For example, Team A has recorded 20 points, and Team B has recorded 5 points. Team B throws an Instant Win. Team B is the Winning Team and will record 5 points for this category while Team A is the Losing Team and will record 20 points for this category.
  - (f) Number of Regulation Rounds - This is the number of rounds that have been played and is the same number for both teams. If even one throw has been completed by either team, that round counts. For example, Team A takes their first throw in round 5 and throws an Instant Win. Therefore, the game ended in round 5, and Number of Regulation Rounds is considered 5. This is only for Regulation and does not include overtime rounds.
  - (g) Number of Overtime Rounds - The overtime round where the game ended. For example, if a game goes to triple overtime, the Number of Overtime Rounds shall be 3. If the game does not go to overtime, this category can be left blank or entered as 0.
  - (h) Perfect Game - If a **Perfect Game** is thrown, check Yes. If the game was not perfect, check No or leave category blank.
  - (i) Instant Win - If an Instant Win is thrown, mark either Slot or Top depending on how the disc entered the goal. In addition, write in the name of the player who threw the Instant Win.

- 23.07 Both teams, one player from each team, shall write their initials in the provided boxes on the scorecard. This acknowledges that both teams agree the stats are accurate.
- 23.08 Should there be a discrepancy in the stats, the teams will need to reconcile prior to turning in the scorecard. Once the scorecard is signed and submitted, results are official and cannot be reversed.
- 23.09 The Winning Team shall turn the scorecard in to the scorer's table immediately upon completion and prior to starting a new game.
- 23.10 For Bracket Play, all of the above rules apply with the following exceptions:
- (a) Instead of a Team Number, a Seed Number shall be entered.
  - (b) Pools have been combined into one bracket, so a Pool Letter will not need to be entered.
  - (c) At the conclusion of the series, teams shall fill out the front of the booklet, and the winning team shall hand it in.
- 23.11 For Bracket Play, totals and initials should still be recorded after each game for accuracy and to ensure that any discrepancies are resolved immediately, prior to starting the next game.

## **24.00 - TOURNAMENT FORMAT**

- 24.01 All PDFA sanctioned tournaments will follow a basic format consisting of pool play games to qualify for a seed, and an elimination bracket in best-of series. Each division will have their own individual tournament.
- 24.02 Pool Play
- (a) All teams, regardless of division, are guaranteed to play at least 7 games in pool play.
  - (b) PDFA recommends pool play of approximately 8 to 12 games. The actual number will range anywhere from 7 to 14 games. The actual number of games will be determined by the Tournament Director depending on the total number of teams or pools, timeframe, number of courts, and weather.
  - (c) Generally, pool play is recommended for a maximum of two hours.

- (d) Schedule - Since games are usually 10 minutes or less, there is no need to implement a schedule for pool play games. Instead, teams are responsible for completing all their games in the allotted time by finding teams and open courts to play.
- (e) Tournament Directors will communicate whether pool matches will be 1-game, 2-game, 3-game, or 4-game matches. In most cases, pool play will consist of one game against every opponent in the pool.
- (f) Tournament Directors will be responsible for communicating which teams are in which pools, and on which courts each pool should be playing. Courts should be clearly marked to help teams find where they should be playing.
- (g) Those with limited time slots or space can implement timed games. For example, teams are scheduled to play their pool games from 2:00 pm to 2:30 pm, then the next group comes in at 2:30 pm to 3:00 pm.
- (h) All teams must complete all their pool play games within the timeframe designated. Any pool play games not completed will not count towards a team's overall record and game rating.
- (i) Teams will be responsible for tracking which teams they have played. Tournament Directors will hand out team cards to help track. These cards do not need to be handed in and will not count for any standings; they are solely a reference.
- (j) In the event a team leaves the tournament early, all their games will not be counted, including prior games either won or lost. The Tournament Director will need to make the correction to all previously played games.

24.03 Game Rating - a 0 to 30 scale that combines several stats and awards bonuses depending on the level of play for that particular game.

- (a) The game rating provides players a picture of how well they played during an individual game and is also a stat that can be used to break ties.
- (b) The game rating is based on number of points scored in regulation rounds, or 21 points for an Instant Win, plus:
  - (1) 7 bonus points for winning the game when regulation was 4 rounds or less
  - (2) 6 bonus points for winning the game when regulation was 5 rounds
  - (3) 5 bonus points for winning the game when regulation was 6 rounds
  - (4) 4 bonus points for winning the game when regulation was 7 rounds or more
  - (5) 2 bonus points for a perfect game
  - (6) 1 bonus point for an Instant Win

#### 24.04 Seeding & Tiebreakers

- (a) After the conclusion of pool play, teams will have a short break. At this time, divisional seeds are finalized.
- (b) Teams are ranked first within their own pool and seeded accordingly based on the following:
  - (1) Total number of wins
  - (2) Head-to-head **Game Rating** among tied teams
  - (3) Average Game Rating for all pool games
  - (4) Average Regulation Points for all pool games
  - (5) 1 Round shootout, if time permits, otherwise random assignment. Shootouts will be extremely rare, as almost every tie will be broken by Game Rating in (2) and (3) above. A shootout is the equivalent of playing one round of overtime.
- (c) If a shootout is needed, it will need to be overseen by a referee or staff member. All teams in the tie will complete the shootout on the same court. There will be a disc flip to decide the order. Team A will complete one round of throws. Then Team B will complete one round of throws, and so on. Teams in the tie are then ranked based on their total score in the shootout. Instant Wins are counted as 10 points. If tied, play proceeds another round (like overtime) until every team outscores the other(s).
- (d) In the event of multiple pools within a division, seeds are combined to create one pool for that division for bracket play based on the following:
  - (1) Teams are first seeded based on their pool rank. For example, if there are three total pools in a division, the three #1 ranked teams are seeded #1, #2, and #3.
  - (2) Teams with the same rank are broken by best Average Game Rating.
  - (3) In the rare case it is still tied, then best Average Regulation Points.
  - (4) If still tied, a 1 round shootout will occur if time permits, otherwise random assignment.

#### 24.05 Bracket Play

- (a) Since each division is a separate tournament, there will be a bracket created for each division.
- (b) Tournament Director will announce all bracket matches and where teams will play.

- (c) The higher seed from each matchup will need to get a bracket series booklet to track stats. See [Scorecards and Stat Reporting](#) for how to fill out the booklet.
- (d) Bracket matches are all best-of series. All series will either be best-of-3, best-of-5, or best-of-7 game series. The Tournament Director will set the exact format and announce the length of the series prior to each round of the bracket.
- (e) Depending on the total number of teams, there could be bye teams for the first round of the bracket.
- (f) The top seed will face the bottom seed throughout the bracket until one team remains. This is not a fixed bracket, but one that reseeds after each round. For example:

Round 1: #1 vs #8: Winning team is #1 seed

#2 vs #7: Winning team is #2 seed

#3 vs #6: Winning team is #6 seed

#4 vs #5: Winning team is #4 seed

Round 2: #1 seed vs #6 seed

#2 seed vs #4 seed

## **25.00 - OVERALL TOURNAMENT STANDINGS**

- 25.01 Each division will have their own standings.
- 25.02 Overall tournament ranks are based on how far teams make it in Bracket Play for their division.
- 25.03 For multiple teams knocked out in the same round, ties are broken by their Division Seed.

## **26.00 - DISTRIBUTION OF PRIZES, TROPHIES, AND PAYOUTS**

- 26.01 Teams competing in the Pro Division will have the ability to earn payouts, while teams competing in the Amateur Divisions can earn prizes. The payout amounts and prizes will be posted by the Tournament Director once the tournament commences.

- 26.02 The number of teams that earn payouts or prizes will be determined by the Tournament Director. This is going to be based on the total number of teams competing in the division.
- 26.03 At the conclusion of the tournament, the Tournament Director will announce the top teams and overall ranks, including those that made the cut to earn payouts or prizes.
- 26.04 If a team declines a payout, the money that would have been awarded to that team will instead be awarded to the next seed, and all payouts will shift accordingly.
- (a) Any trophies or prizes should still be awarded to the team that declined the payout.

## **27.00 - WEATHER AND SUSPENSION OF PLAY**

- 27.01 In the case of inclement weather (especially torrential rain or lightening), Tournament Directors reserve the right to suspend or postpone play.
- 27.02 Tournament Directors should make every effort to finish the tournament as games can be played in rain, wind, or non-ideal conditions.
- 27.03 It is highly encouraged for tournaments to be completed on the same day; however, some circumstances may require a secondary date.
- (a) If Pool Play has been completed, all teams have been seeded into Bracket Play, and the Tournament Director determines the tournament cannot be completed due to weather or lack of a secondary date, then Tournament Directors can award payouts, trophies, and prizes based on Bracket Play seeding, if they choose to do so.
- (b) If a tournament is not completed, it will not be considered official, and no tournament results or statistics will count.

## **28.00 - REFEREE REQUIREMENTS AND RESPONSIBILITIES**

- 28.01 A referee should be viewed as a rules expert first and is not expected to officiate any particular game during any portion of a tournament.
- 28.02 Referees should be used as support for questions about rules and general game play, but due to the number of games being played at one time, will not be able or expected to oversee all games.

28.03 Once tournaments enter Bracket Play, referees can oversee a series in a more official capacity, but teams are still expected to call their own games as explained in the **Spirit of the Game** section above.

28.04 Tournament Directors reserve the right to have a referee oversee a particular series, during the finals for example, to ensure there is a dedicated person to ask questions. This referee should be considered a backup, as teams will still be expected to call their own games.

28.05 Referees are not responsible for keeping score for any particular game during any portion of a tournament.

28.06 Referee Requirements - Referees will be expected to be responsible for the following:

- (a) Know the PDFA Official Rules of Discflect;
- (b) Know the PDFA Tournament Rules; and
- (c) Know the tournament parameters that have been set by the Tournament Director.
- (d) Referees shall maintain an impartial bias towards all teams and will not allow personal relationships with a player or team to affect how they may oversee a particular play or game.
- (e) Tournament Directors may request that potential referees take a test to become certified for their tournament.

28.07 Tournament Referee Requirements

- (a) Local - No referee is required, as Tournament Director is expected to be familiar with all rules.
- (b) Regional - Minimum of one referee required. Additional referees encouraged, if available.
- (c) Major - Minimum of two referees required. Additional referees encouraged, if available.

## **29.00 - CODE OF CONDUCT**

29.01 General

- (a) All tournament players must be familiar with and follow all PDFA Official Rules of Discflect and PDFA Tournament Rules.

- (b) Players, staff, and spectators are expected to act in a professional manor at all times. Tournament Directors reserve the right to ask any player, staff, or spectator to leave if it has been determined they are a disruption to the tournament.
- (c) PDFFA reserves the right to ban players, staff, or spectators from any future events if Tournament Directors have lodged a complaint and the disruptive behavior is determined to be detrimental to an event.

## 29.02 Warnings

- (a) A warning will be issued if a player, team, spectator, or staff fails to follow proper Spirit of the Game etiquette, or displays unprofessional conduct including, but not limited to:
  - (1) Cheating
  - (2) Excessive use of vulgar language
  - (3) Arguing with other players, referees, or staff
  - (4) Consumption of alcohol at events where prohibited
- (b) If a second warning must be issued, the referees or staff members reserve the right to ask a team, spectator, or staff member to leave. If a player or team has been asked to leave, they will forfeit the rest of their games.
- (c) Damage of Property – If an individual purposely causes damage to any tournament equipment, items owned by Tournament Directors, items owned by other players, or venue property, they will be asked to leave the event, thus forfeiting the rest of their games. Legal action may be taken.
- (d) Misconduct - Use of drugs and physical attacks will not be tolerated. If an individual is in violation of either, they will be asked to leave, and legal action may be taken.
- (e) Tournament Directors reserve the right to make all final decisions. Warnings do not have to be issued if a Tournament Director feels the action is severe enough. Tournament Directors can ask a player, spectator, or staff member to leave immediately.

## 29.03 Dress Code

- (a) All competitors and staff are required to wear a shirt or jersey.
- (b) All competitors and staff are encouraged to wear shoes or other foot coverings.
- (c) The following dress code for all teams will be enforced at all PDFFA sanctioned tournaments:

- (1) Teams are encouraged to wear matching shirts or jerseys.
  - (2) No ripped shirts, shorts, or pants.
  - (3) No offensive, profane, or obscene slogans or logos shall be allowed on any clothing. Players may also not wear slogans or logos referring to alcohol, tobacco, or drugs.
- (d) This dress code will be in effect from start to finish at each event, including all Bracket Play rounds and the conclusion of awards distribution.
  - (e) Teams that have been eliminated but choose to stay to watch the conclusion of the tournament will be considered spectators and no longer required to follow the dress code. Teams may be asked to put their shirts or jerseys back on for photographs and awards distribution.

#### 29.04 Media

- (a) All teams and staff understand and agree that PDFA and Local Organizing Committees may record video and photography of their participation in a tournament.
- (b) Teams should be aware that Media may be present and may request an interview during a tournament.
- (c) Media personnel should refrain from interviewing a player or team if they decline an interview and should be mindful of time restrictions during pool play. Teams should not be asked for an interview during any ongoing series.

#### 29.05 Sponsors

- (a) Alcoholic sponsors will not be permitted if the tournament is an alcohol-free event.
- (b) Sponsor material shall not contain any offensive, profane, or obscene slogans or logos and shall not refer to tobacco or drugs.
- (c) Individual teams can also be sponsored; however, the rules above apply to team shirts, jerseys, or any other attire. This also include flying discs.
- (d) Sponsor material shall not obstruct or impede the field of play in any way.

#### 29.06 Vendors

- (a) Tournament Directors reserve the right to refuse access to any vendor at their discretion.
- (b) Vendors will be responsible to obtain any required permits as requested by Tournament Directors or Host Venues at their own expense.

- (c) Vendor merchandise may not contain alcohol at alcohol prohibited tournaments.
- (d) Vendor merchandise may not contain tobacco or drug paraphernalia of any kind.
- (e) Tournament Directors reserve the right to ask vendors to leave if they are not in compliance with these guidelines.

### **30.00 - TOURNAMENT DIRECTOR REQUIREMENTS AND RESPONSIBILITIES**

30.01 Anyone that wants to host a tournament can be a Tournament Director; they are the heart and soul of growing the sport of discflect. Tournament Directors will be a big part of bringing discflect to new cities and expanding the community.

30.02 PDFA recommends Tournament Directors establish a local club, consisting of multiple members to help them manage and run tournaments. This will help with balancing the duties and responsibilities needed to host a tournament.

30.03 While a club can be considered the host of a tournament, one person should have the title and act as Tournament Director. This person will make final decisions and oversee all planning for the tournament.

30.04 Tournament Directors should have the following skills and qualifications:

- (a) Be an expert in all discflect rules, including PDFA Official Rules of Discflect and PDFA Tournament & Competition Rules.
- (b) Communication Skills
  - (1) Social media: Help grow a discflect community in their area, promote PDFA and discflect, and promote tournaments.
  - (2) Email: This will be an important form of communication from tournament teams and players, especially when dealing with team registrations.
  - (3) Day of announcements, including welcoming teams to the tournament, going over basic rules and expectations, letting teams know where they are playing and which pool they are in, schedule for the day, when each portion of the tournament starts or stops, and awarding prizes and trophies.
- (c) People management skills
  - (1) Tournaments are much easier to host with a team of people helping; Tournament Directors should be able to delegate tasks for planning and organizing a tournament as well as day of operations.

(d) Technical and computer skills

- (1) Knowledge of Excel - Tournament tools provided by PDFA are Excel files. They are simple to use and do a lot of the work behind the scenes, but a Tournament Director should be comfortable working with an Excel file.
- (2) Tournament Registration - This will need to be hosted online in some fashion. There are many options for hosting registration, so a Tournament Director can choose what they are most comfortable with.

(e) Decision making skills

- (1) Tournament Directors should be comfortable with making decisions to plan and organize their event including date, location, team limits, etc.
- (2) They may also have to make decisions on the fly on the day of the tournament such as whether to combine divisions or if play needs to be suspended due to weather.

(f) Financial skills

- (1) Tournament Directors should be organized to track many budget items including registration fees, cost of prizes and trophies, and sanction fees.
- (2) Tournament Directors will also be responsible for awarding payouts to top finishing teams.

30.05 Tournament Directors can also participate, depending on the type of tournament.

- (a) Local - Tournament Directors can play; however, hosting duties should take precedence.
- (b) Regional - Tournament Directors are encouraged not to play. Hosting duties will require a lot of attention and some practice or playing time may need to be sacrificed. However, if the right plan is in place, and there are enough volunteers available to help, a Tournament Director could conceivably play. There should still be one non-playing person dedicated to delegating tasks to volunteers and acting as Game Day Tournament Director.
- (c) Major - Tournament Directors cannot play in the tournament. The hosting duties will be too significant and playing would distract from running an efficient and successful tournament.

30.06 Each tournament will need a dedicated, non-playing, scorekeeper who is entering completed scorecards as they are handed in. This could also be the Tournament Director.

#### 30.07 Request to change rules for tournaments

- (a) All sanctioned tournaments shall follow the official PDFFA rules and standard tournament format. If a Tournament Director would like to modify the rules or format for their tournament, they can submit a request to PDFFA to change a particular rule. PDFFA reserves the right to approve or decline this request.

#### 30.08 Sanctioning Agreement

- (a) Tournament Directors are required to complete a sanctioning agreement during their preplanning process. This agreement will include the following information:
  - (1) Date, time, location of tournament; and
  - (2) Type of tournament: local, regional, or major.
- (b) This sanctioning agreement will also require that Tournament Directors will:
  - (1) Abide by all PDFFA Official Rules of Discflect and PDFFA Tournament Rules;
  - (2) Follow PDFFA official tournament format;
  - (3) Make every effort to host the tournament and not cancel unless due to extenuating circumstances;
  - (4) Obtain necessary insurance policy as required;
  - (5) Communicate with teams as needed including but not limited to all pertinent information such as date and location, registration fees, refund policy, prizes and trophies; and
  - (6) Send the tournament Excel file with results and standings to PDFFA within 48 hours of the conclusion of the tournament.

## Summary of Changes

- 8/4/2021 - Official Rules of Discflect & Tournament Rules published

## **Copyright**

Full copyright of these rules and any iteration of its contents is reserved by PDFa. Copyright © 2021 PDFa.

All rights reserved. No portion of these rules may be reproduced in any form without permission from PDFa. For permissions email [contact@pdfa.com](mailto:contact@pdfa.com).