

## SECTION 1: CONDUCT OF PLAY

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### 1.1 COURTESY & SPORTSMANSHIP

#### A. COURTESY

Players should not throw until they are certain that the thrown disc will not distract or injure another player. Watching another member of the groups throws as well as aiding in recovery of a disc is always needed and welcomed.

#### B. SPORTSMANSHIP

Distracting noises and/or movements are in-appropriate. Throwing of bags and other non-discs is never welcomed in a friendly match.

#### C. COUTESY VIOLATIONS

Any courtesy violations from littering or poor sportsmanship can only be enforced with the majority vote of the group or by the league director. No more than two strokes will ever be penalized to any player in a given round.

### 1.2 CONDUCT OF PLAY

#### A. HANDICAPS

All handicaps will be observed. A player or team can have no more than 9 strokes [before penalties] in a contest. Differentials in average scores will be divided by 1.5. Handicap holes will be 8,17,16,12,13,7,14,11,18

#### B. SCHEDULING

1. Any player/team that is not able to play their opponent without giving prior knowledge of scheduling conflict to all parties involved, will forfeit 2 holes [1 & 9] and be penalized 3 more strokes.
2. During playoffs without, re-scheduling the game will end in forfeit.
3. It is not the job of the league director to secure playing times. Players/teams will give their opposition the chance to play head to head or risk stated penalties.
4. If any player refuses to play a team/player to take advantage of above penalties, than the league director will re-schedule the match.

#### C. CONTESTING A SCORE/CHEATING

Any question of fowl play must be reported within the playing confines of this course. There will be a 24 hour time table to report any forms of misconduct. Any questions of misconduct have to be backed up by more than one other player. If there is any thought of cheating or any other forms of cheating, than both or all rounds will be thrown out and all players in the group will replay the match in entirety with handicaps and penalties intact.

#### D. OUTSTANDING DEBT

Any outstanding debt will be automatically deducted from league winnings.

## SECTION 2: PLAYING STANDARDS

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### 2.1 GENERAL

All holes must be played unless the game is called by the league director.

### 2.2 TEEING ORDER

1. Teeing order on any hole is strictly up to how the group wants to approach the game. Holes should start with the player/team who won the previous hole. This is not to be strongly enforced.
2. After all players have teed off, the player farthest from the basket throws first, etc... Throwing out of turn is a courtesy violation, but the group shall only issue warnings and not enforce a penalty.

### 2.3 TIME

A player will have no more than two minutes to make their shot after finding their disc and it is their turn.

### 2.4 PLAYING WRONG TEES

Holes with alternate tees are not necessary for league play. They can be played without penalty in lue of regular tee, however with par for the regular tee being used.

### 2.5 OUT OF BOUNDS

A disc that lands out of bounds will be played from the last point it was seen in bounds as voted on by the group. Cranberry Bogs, Rivers, Ponds, & Swamps are O.B. with players being penalized 1 stroke if disc is out of bounds.

### 2.6 MARKING & PLAYING THE LIE

Marking your lie with at least another disc is recommended.. Advancing over the lie is a penalty of 1 stroke.

### 2.7 STANCE

A player will not be penalized for any stance violations; however the shooter must be on the tee box or behind their discs when shooting.

#### 2.8 LOST DISC

A disc is considered lost after all members in the group searched for five minutes. No penalty will be enforced unless the disc was lost out of bounds; in that event the out of bounds rule will be in effect.

#### 2.9 HOLING OUT

Holing out or finishing a hole is mandatory. The group will not move to next hole until everyone has completed the hole.

#### 2.10 PLAYING THROUGH- SPEED OF PLAY

Teams/players will play to the speed of their opponent. Teams/players will be allowed to play through. Players should ask permission of the group ahead before playing through.

#### 2.11 YOUTH TEES & SENIORS TEES

Seniors, Ladies, & youths (age 14 & under) can use the novice tee on #8, #17, & #18

## SECTION 3: SINGLES LEAGUE

#### 3.1 SEASON

The regular season is 15 weeks. Regular season starts APRIL 23<sup>rd</sup> AND concludes with playoffs in August.. Weather permitting the start of league. League will not be stopped, when started due to rain.

#### 3.2 FEES

\$4 with two dollars going to the end of season purse; One dollar to compete in the team league; another dollar is added for the CTP contest [\$6 total].

#### 3.3 FORMAT

The regular season will be a 15-week season with individuals competing for placement in the league for a future playoff seeding through a point system.

Every week a prize will be made available to players depending upon finish and/or special achievement. Each week the achievement will change: for example one week may be closest to the pin on hole 6 while the next week may be longest drive. There will be at least two holes that will be set up for payout and or prize. To enter the weekly prize contest \$1 is to paid to be eligible for the competition.

#### 3.4 POINT SYSTEM

The points given out will be based, per week, on where the player finished in a given weeks rankings. The point distribution will be as follows:

Finish	Points	Finish	Points
1st	50	11th	16
2nd	45	12th	15
3rd	40	13th	14
4th	35	14th	13
5th	30	15th	12
6th	25	16th	11
7th	20	17th	10
8th	19	18th	9
9th	18	19th	8
10th	17	20th	7
		21st	6

Etc...

#### 3.5 GROUPING & DIVISIONS

##### A. DIVISIONS

If the field of players grows to over 12, then players will be divided into divisions. Divisions will be made up of at least 3 players but have no more than 7 players. If a division has more than 7 players, more divisions will be added. Divisions will be used to make playoff matches more competitive and cut down on handicap strokes being issued.

**B. GROUPINGS**

Each division will be grouped with players of different abilities. Players will be sorted into A players, B players, etc. . Each division will get an A,B players; etc. To decide what type of player a certain player is, will be decided by average score of the previous year. If the player is new, they will be grouped according to any prior info.

**C. RICKER HILL DIVISION**

One division that will be made will be comprised of predominately, but not all, Ricker Hill employees.

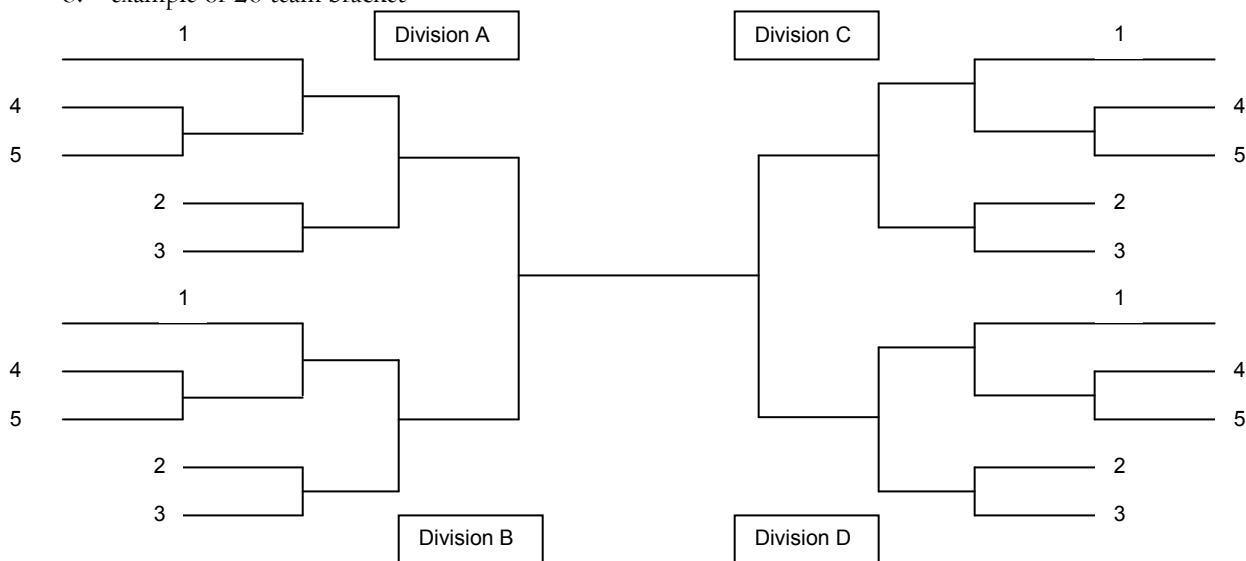
**3.6 PLAYOFFS**

**A. QUALIFIERS**

1. The playoffs will be a single elimination match play game utilizing handicaps established during the regular season with everyone, who paid and is still active, being able to participate.
2. A player(s) is considered non active if they miss the 3 consecutive weeks of play. A player who has missed the final 3 weeks can choose to play in the playoffs if they show up. A player can also be considered inactive by simply not showing up for the playoff.

**B. FORMAT**

1. All players participating in league will automatically qualify for the postseason.
2. If the field of players grows to 13 players the individual divisions will playoff first then all the remaining seeds will be re-seeded and play : 1 v 4; 2 v 3
3. example of 20 team bracket



**3.7 HANDICAPS & INCENTIVES**

1. Handicap Holes 8,16,12,13,7,14,11,18 in this order. A player can have no more than 9 handicap holes. Handicaps will be divided by 1.5.
2. An incentive will be given to the player(s) who participates more than others. This incentive will be that strokes will be taken off during each of their playoff game(s). for example: player 1 plays 12 out of the 15 weeks while player 2 played 14 out of 15 weeks so player 2 gets a two stroke advantage over player 1. Prior to each playoff game this incentive will be well known to the parties participating in the playoff. No more than 4 strokes will be taken off.

**3.8 TIES & OVERTIME**

If a match play playoff game is tied after 18 holes than a sudden death playoff will continue until there is a victor; Handicap holes will no longer be used.

## 3.9 PAYOUTS

# PLAYERS	2-3	4	5-7	8-9	10-13	14-15	16	17	18-19	20-21	22	23-24	25-26	27-28	29-30	31-32
# PAID OUT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1 <sup>ST</sup>	100%	67%	50%	43%	41%	39%	36%	34%	31%	30%	27%	25.8%	24%	22.8%	22%	21%
2 <sup>ND</sup>		33%	30%	25%	23%	22%	20%	20%	19%	18%	17.5%	16%	15.5%	15%	14.5%	14%
3 <sup>RD</sup>			20%	18%	15%	14%	13%	13%	13%	12%	12%	12%	11.5%	11%	10.5%	10%
4 <sup>TH</sup>				14%	11%	10%	10%	10%	10%	9%	9%	9%	9%	8.5%	8.4%	8.3%
5 <sup>TH</sup>					10%	8%	8%	7%	7%	7%	7%	7%	7%	7%	6.9%	6.8%
6 <sup>TH</sup>						7%	7%	6.5%	6%	6%	6%	6%	6%	6%	5.8%	5.7%
7 <sup>TH</sup>							6%	5.5%	5%	5%	5%	5%	5%	5%	5%	5%
8 <sup>TH</sup>								4.5%	4.7%	4.7%	4.7%	4.7%	4.6%	4.6%	4.5%	4.5%
9 <sup>TH</sup>									4.3%	4.3%	4.3%	4.2%	4.2%	4.2%	4.1%	4.1%
10 <sup>TH</sup>										4%	4%	3.8%	3.8%	3.8%	3.7%	3.7%
11 <sup>th</sup>											3.5%	3.4%	3.4%	3.4%	3.4%	3.4%
12 <sup>th</sup>												3.1%	3.1	3.1%	3.1%	3.1%
13 <sup>th</sup>													2.9%	2.9%	2.9%	2.9%
14 <sup>th</sup>														2.7%	2.7%	2.7%
15 <sup>th</sup>															2.5%	2.5%
16 <sup>th</sup>																2.3%

## SECTION 4: TEAM LEAGUE

## 4.1 SEASON

The season will consist of 10 to 12 games over 12 weeks. Every team will have the opportunity to play each team at least once. Regular season play starts April 23<sup>rd</sup> and concludes July 9<sup>th</sup>

## 4.2 FORMAT

## A. FORMAT

The 2008 team disc golf league will run at the same time as our singles league. Full scores will be kept by each player. Cost will be- \$5 for both leagues; or \$6 for fees & CTP.

## B. MATCH PLAY

Teams will play best disc format, match play. – where the best individual score between teammates for a hole is recorded.

## C. TEAMS

Teams can consist of 1 to 2 players- (No teams of 3). Teams must have a Nickname (No profanity in names)

## D. HANDICAPS

Handicaps will be established and used for every game.

## E. RIPT CARDS

Ript Cards can be used in regular season play in lue of handicap strokes.

## F. HEAD TO HEAD PLAY

Teams who do not play opposition head to head will be penalized by forfeiting Hole 1 & Hole 9 and giving 3 more handicap strokes to their opposition. CONDUCT RULE I.2 B

## G. FORFIETS

If a team does not show then the game is forfeited.

## H. TIES

Games will not end in a tie. Hole 1 will be played match play style with no handicaps; if still not resolved, a shootout will be the decider.

## 4.3 SCHEDULING &amp; DIVISIONS

## A. SCHEDULE MATRIX

## B. DIVISIONS

If the Field of teams grows to over 6 teams or more then teams will be split into 2 divisions. Divisions will be made up depending on teams overall avg score & rating. Handicaps will be used every week of play with week 1 handicaps dependant on last years performances.

#### C. WEIGHTED SCHEDULES

Top teams will play each other more than others. Weighted schedules will be used during the second half of the season. At the midway point of season teams will be seeded based on power points. The seeding will be used to allow teams similar in strength to play each other.

#### 4.4 PLAYOFFS & QUALIFYING

##### A. QUALIFIERS

A team must have at least 5 (40% of season) countable games to qualify. Seeding will depend on record of teams participating. Standings will be based 1<sup>st</sup> on wins; 2<sup>nd</sup> win %; and then by power points; 4<sup>th</sup> head to head results.

##### B. SEEDING & FORMAT

67% of teams will qualify for the postseason. No more than 8 teams will qualify for the postseason. Format will be 1<sup>st</sup> seed vs 8<sup>th</sup> seed; 4 v 5; 2 v 7; 3 v 6. QF round – July 25<sup>th</sup>; SF- August 1<sup>st</sup>; Finals- August 8<sup>th</sup>.

##### C. POWER POINTS & TIEBREAKERS

1. Power Points are meant to be a final tie breaker that takes into account strength of victories and how big the victories were.
2. How Power points are calculated: each team is given a net worth, which is the number of wins \*35 and divided by games played, or index points.
3. All index points of the opponents defeated are added up and combined with the differential in holes won and holes lost; and divided by total games. Similar to high school heal points.

#### 4.5 FINALS & TROPHIES

##### A. FINALS

**There will be an official on hand to score the entire finals match.** The Finals will be match play and use the same format as used in the playoffs and regular season. All players participating in the finals will pay a total of **\$10 a piece** rather than the usual amount.

If the score is tied at the end of regular play than a sudden death playoff will start until a champion is decided.

##### B. TROPHIES

**Winners will receive** – Trophies, Their names engraved on the Hyzer Trophy, & Cash. **Runner Ups Receive-** Cash

##### C. OTHER TROPHIES

The team finishing the regular season with the best overall record will be rewarded with discs of their choice. IF 2 teams are tied for the best record the difference will be made by using power points.

#### 4.6 PAYOUTS

# TEAMS	2-3	4-6	7-8	9-10	11-13	14-16
# PAID OUT	1	2	3	4	5	6
1 <sup>ST</sup>	100%	67%	62%	60%	55%	53%
2 <sup>ND</sup>		33%	26%	25%	20%	20%
3 <sup>RD</sup>			12%	10%	10%	9%
4 <sup>TH</sup>				5%	9%	7%
5 <sup>TH</sup>					6%	6%
6 <sup>TH</sup>						5%