

Sundog Tournament Series

2010 Player Rules and Guidelines

1. Welcome to the Sundog Tournament Series summer disc golf league. Registration is on a weekly basis and is always open to anyone at anytime during the season.

With several exceptions, registration is CLOSED at 5:30 SHARP and tee-off is at 6:00 SHARP. If a player absolutely cannot be at course by the close of registration, they MUST check in BEFORE the close of registration via text message or phone call to Matt at 612-845-3345, or Timmy at 612-281-3192. Late players must arrive NO LATER than 5 minutes prior to tee-off. Flex start begins at 2:00 and ends at 4:00 sharp. Flex players MUST be on course by 4:00. Exceptions to these times are shown in **bold** on the other side of this page. **Please be sure to see schedule for league times.**

It is each flex player's responsibility to know or inquire about specific course rules, special tees, temporary holes, OBs, CTPs, special contests, etc., before receiving a scorecard and starting their round.

2. Because Sundog is a very popular evening event that can run past sunset, we ask that players do what they can to help the league get started on time, get off the course before dark, and have time for any playoffs and awards. Please observe the following guidelines:
 - o Check in early by phone or text message if you know you are going to play. (Not for flex-starters.)
 - o Register immediately upon arrival at course, even if there is a line.
 - o Stay near league central when it's close to time for the player meeting.
 - o Be ready to play; bag packed, car locked, attitude correct, etc.
 - o Come to player meeting immediately after first call to "bring it in", even if you have to wait a while.
 - o Players, please! FIRST AND LAST NAMES, AND CIRCLE DIVISIONS on scorecards. Just do it!
 - o Don't rush your game, but take less time doing whatever you do between shots. Keep a flow going.
 - o Use spotters when necessary on very dark or very rough holes.
 - o Turn in completed, verified scorecard ASAP after round. The entire group is responsible for this.
 - o When League Directors are busy, reserve non-essential questions or discussions for a less busy time.
 - o Groups over 5 will not be permitted at any time, flex or otherwise.
3. Sundog Tournament Series is meant for the enjoyment of all who play, but it is also a competitive league. Please respect this by following the rules of disc golf and the guidelines of common courtesy when playing. **Sundog Tournament Series specifically prohibits the following during league play:**
 - o Phones, radios, audio/video players, infants/toddlers, pets, bad behavior, and any other unnecessary distractions to players on the course. You will be asked to correct the issue, and you may receive penalty strokes.
 - o Deliberate littering. You will receive penalty strokes, and possibly be disqualified. Official STS policy is: no glass on the course, and if you pack it in, pack it out. Please help us reduce our impact on the courses and parks depts. by carrying out whatever you carry on to the course. If you must use garbage cans, please, NO GLASS.
 - o Course modification/vandalism, property destruction, violent behavior, cheating, etc. You will be disqualified and possibly banned from Sundog.

All rules violations, player complaints, course issues, etc. will be resolved using the PDGA Rules of Disc Golf and/or our best judgment. Sundog league director rulings are final.

4. Players must be respectful of, and courteous to, other park users and neighbors, especially regarding noise and language. Sundog players do not have exclusive use of some courses, or right-of-way over any other park users. Sundog takes place mostly in public parks, all of which have park rules, laws, and patrols. Exercise discretion and common good sense.
5. First place in any division cannot end in a tie. All players with a first place score must stay or return for playoff, or they forfeit first place points and earnings to remaining tying player(s). If all tying players leave before end of play, a winner will be determined randomly at League's discretion. (Coin flip, Ro Sham Bo, astrology, etc.)
6. Entry fees include \$1 for weekly ace pool, \$1 for year-end awards and party, \$1 divided between Sundog expenses and MFA/MN Majestic sponsorship, and \$2 for liability insurance and permit fees required by course operators.
7. Cash paid out nightly to the top 33% of pro divisions, and prizes to top 40%-45% of amateur divisions. Year-end cash and prizes awarded to top 33%-45% of qualifying players. Players must play at least 35% of Sundogs (8) in a season to qualify for year-end awards. Players may not qualify at finals.
8. All 2010 Sundog earnings must be collected or redeemed by January 1st, 2011, or they are forfeit. No exceptions.
9. All Sundog Tournament Series systems, procedures, rules, and changes therein are implemented by hard-working volunteers in an attempt to enhance the experience of all Sundog participants. Any complaints, however valid they may be, should be tempered by this fact. Sundog Tournament Series rules are subject to change upon a whim and without notice.
10. Questions, suggestions, constructive criticisms, and legitimate complaints are always welcome, as we are constantly looking for ways to solve problems and improve everyone's Sundog experience. Please come to us with any of these you may have.