

2011 Sundog Tournament Series

Disc Golf League Rules and Information

1. **Welcome to the Sundog Tournament Series (STS) summer disc golf league.** Registration is on a weekly basis and is always open to anyone at anytime during the season. All players must fill out and sign one insurance-required liability release form per season before they may compete. Form is available online at www.sundogtournamentseries.com and at STS events.
2. Registration for Shotgun Start, with some exceptions, opens at 2:00pm and closes at 5:30pm *sharp*. Tee-off is at 6:00pm *sharp*. If a player absolutely cannot be at the 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 10 minutes prior to tee-off. It is every Shotgun Start player's responsibility to attend the player meeting and know what is said.

Registration for Flex Start, with some exceptions, begins at 2:00pm and ends at 4:00pm *sharp*. Flex Start groups must be on the course *no later* than 4:05pm. It is the responsibility of every Flex Start player 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.

Exceptions to these times are posted online at www.sundogtournamentseries.com/schedule. Printed schedules are available at STS events. Please re-check the schedule regularly for possible changes to league times and courses.
3. Because the STS is a very popular evening league that can run past sunset, players should do what they can to help the league get started on time, and should aid in getting players off the course before dark to have time for any playoffs and awards.

Sundog Tournament Series requests that players observe the following guidelines:

- a. Check in early by phone or text message when you know you are going to play. (Not applicable to flex-starters.)
 - b. Register immediately upon arrival at course, even if there is a line.
 - c. Stay near league central and be ready to play when it's close to time for the player meeting.
 - d. Come to league central immediately after first call to "bring it in", even if you have to wait a while.
 - e. Players, please! **FIRST AND LAST NAMES, AND CIRCLE YOUR DIVISION ON SCORECARD.** Just do it!
 - f. Make every effort to keep up with group ahead of you. Eliminate delays between shots and when it's your turn.
 - g. Use spotters when necessary on very dark or very rough holes, or holes with a blind hazard or safety issue.
 - h. Turn in completed, verified scorecard ASAP after round. The entire group is responsible for this.
 - i. When League Directors are busy, reserve non-essential questions or discussions for a less busy time.
 - j. Groups over 5 will not be permitted at any time, Flex Start or otherwise.
4. The Sundog Tournament Series is meant for the enjoyment of all who play, but it is also a competitive league. Players shall respect this by following the PDGA Rules of Disc Golf, the spirit of the game, and the guidance of common courtesy.

Sundog Tournament Series requires that players observe the following rules during league play:

- a. Players shall conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times.
- b. Players shall be aware and respectful of other park users and neighbors regarding noise, language, and right-of-way.
- c. Smokers must pro-actively ensure their smoking will not bother others, and shall remove their stubs from the course.
- d. All players shall wear a shirt covering their upper chest area, shoes or sandals, and shorts, pants, kilt, or skirt.

Sundog Tournament Series specifically prohibits the following on the course during league play:

- e. Phones, audio/video players, infants/toddlers, pets, bad/rude behavior, and any unnecessary distractions to players on the course. Player(s) will be asked to correct the issue, and may receive penalty strokes.
- f. Deliberate littering, course modification, courtesy violations. Player(s) will receive penalty strokes, and possibly be disqualified. Official STS policy regarding trash is: If you pack it in, pack it out.
- g. Vandalism, property destruction, violent/threatening behavior, cheating. Player(s) will be disqualified and possibly suspended or banned from Sundog.

All rules violations, player complaints, course issues, etc. shall be immediately brought to the attention of STS staff, and will be resolved using the PDGA Rules of Disc Golf and/or a league director's best judgment. STS league director rulings are final.

5. First place in any division cannot end in a tie. All players with a first-place score shall stay or return after the end of play for a playoff, or they forfeit first-place points and earnings to the remaining tying player(s). If no tying players remain after the end of play, a winner shall be determined randomly by league director's method of choice. (Coin flip, Ro Sham Bo, astrology, etc.)
6. Cash is awarded weekly to the top 30%-35% of pro divisions, and merchandise credit is awarded to top 40%-45% of amateur divisions. Year-end cash and prizes awarded to top 35% of all qualifying players. Players must attend a minimum of eight events in the season to qualify for year-end awards. Players may qualify at finals.
7. STS entry fees include \$1 for weekly ace pool; \$1 for year-end awards and party, \$1 divided between STS expenses and MFA/MN Majestic sponsorship, and \$2 for STS liability insurance and use/permit fees now required by all course operators.
8. All STS earnings and/or prizes shall be collected or redeemed by the end of calendar year or they are forfeit. No exceptions.
9. All STS systems, procedures, rules, and changes therein are implemented by staff attempting to enhance the experience of all STS participants. Questions, suggestions, constructive criticisms, and legitimate complaints are always welcome as we are constantly seeking ways to improve everyone's STS experience. STS rules are subject to change without notice.