



Special Olympics

South Carolina

Disc Golf

The Official Special Olympics Sports Rules shall govern all Special Olympics disc golf competitions. As an international sports program, Special Olympics has created these rules based upon The Official Rules of Disc Golf as approved by the Professional Disc Golf Association (PDGA). These rules shall govern all competition except when in conflict with the Official Special Olympics Sports Rules. In such cases, the Official Special Olympics Sports Rules shall apply.

Modifications

800. Definitions

Putt (falling) – Falling Putt: A putt after which a player touches his or her marker disc, or any object beyond the lie, including the playing surface, **in order to gain a competitive advantage** before having demonstrated full control of balance.

Unplayable Lie: A lie from which a player **and/or tournament official** decides that obstacles to stance or throwing motion make it impractical or unsafe to attempt a throw. The lie is relocated with a penalty.

801. Conduct of Players

801.03 Excessive Time

A. A maximum of 30 seconds is allowed to each player to make a throw after:

- (1) the previous player has thrown; and,
- (2) the player has taken a reasonable time (**as determined by a tournament official**) to arrive at the disc and mark the lie; and,
- (3) the playing area is clear and free of distractions.

B. A player shall receive a warning for the first excessive time violation if observed by two or more players of the group or an official. The player shall be assessed one penalty throw for each subsequent excessive time violation in the same round if observed by two or more players of the group or an official.

802. Equipment

802.04 Artificial Devices

A. During a round, a player shall not use any artificial device **in order to gain a competitive advantage** that may assist in making a throw, except those devices that reduce or control abrasion to the skin (such as gloves, tape, bandages, gauze, etc.) and medical items (such as knee and ankle braces, etc.). Items used to prevent slipping on the teeing surface are also allowed. A player is specifically prohibited from using any artificial device **in order to gain a competitive advantage** that changes the position of the disc in the player's hand or artificially lengthens any of the player's throwing levers (fingers, wrist, arm, shoulder, etc.). The use of devices which assist in determining distances over 10 meters, such as range finders and GPS devices are prohibited. Measuring devices such as a tape measure may be carried and used to determine distances 10 meters and less for the purpose of rules enforcement.

B. A player shall receive two penalty throws, without a warning, if, during any portion of a round, he or she is observed by two players or an official to be using or carrying an artificial device that is determined by the director to violate section 802.04 A. A player who uses an artificial device after it has been determined by the director to be in violation of 802.04 A has also violated 804.05 A (3) and shall be penalized accordingly.

804. Tournament Procedures

804.06 Grouping and Sectioning

A. Professional and Amateur players should not be grouped together, and all players from different divisions shall be segregated from each other during play as much as practicable.

B. All players within a division should be **randomly grouped for the first round and** grouped by cumulative score for each round **thereafter**.

C. Groups shall not be less than three players, except under extenuating circumstances, as deemed necessary by the director, to promote fairness. In cases where fewer than three players are required to play together, an official is required to accompany the group **and may play as long as this does not interfere with the competing players.**

D. When there are more entrants than can play together in one round, the field of competitors may be split into sections or pools.

E. If conditions differentially affect play among sections, the director may consider using a sectioning procedure for cut and advancement. Under this procedure, a proportionate number of advancing players are taken from each section by score and the scores are not carried forward.