

USPFC DISC GOLF-2026

GUIDING BODIES

United States Police and Fire Championships (USPFC)
7944 Convoy Ct., San Diego, CA 92111
Tele: (858) 571-9919 E-mail: 4info@cpaf.org

Professional Disc Golf Association (PDGA)
Tele: (706) 261-6342 Website: <http://www.pdga.com/>

EVENTS

Individual:

Men: 18+ and 40+

Women: 18+

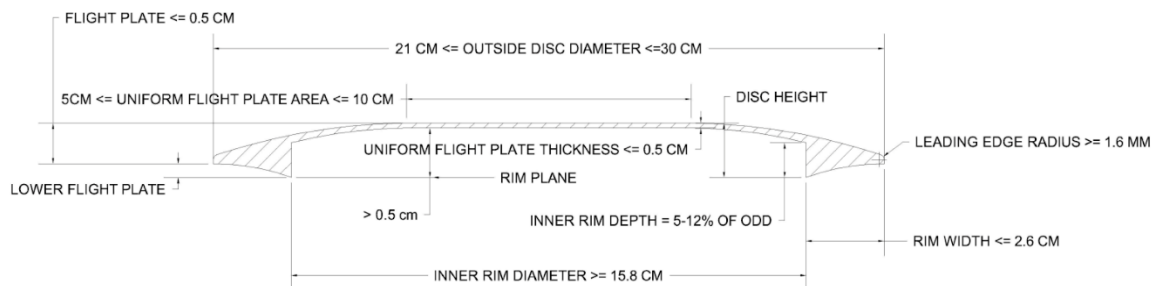
Team 2-person: Open Unisex

Age categories may be added if more than 15 competitors enter any listed age category. In the event a posted age group has less than 3 participants, USPFC maintains the right to combine age groups within the same gender.

Entry Deadline: June 4, 2026

EQUIPMENT

All discs used in play must meet all of the conditions set forth in the PDGA Technical Standards. A disc which has been modified after production such that its original flight characteristics have been altered is illegal, excepting wear from usage during play and the moderate sanding of discs to smooth molding imperfections or scrapes. A disc that is questioned by another player or Official is illegal until it is approved by the Tournament Director. All discs used in play, except mini marker discs, must be uniquely marked.



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A player must not use any device that directly assists in making a throw. Devices that reduce or control abrasion to the skin (such as gloves, tape, bandages or gauze) and medical items (such as knee or ankle braces) are allowed. Placing an object as a directional aid is not allowed. An item, such as a towel or a pad, may be placed on the lie as long as it is not greater than one centimeter in thickness when compressed. A device that is questioned by another player or Official is illegal until it is approved by the Tournament Director.


SCHEDULING

Individual and 2-Person Team Divisions will each be 36-hole events. When possible, play will be by shotgun start, otherwise a staggered start will be used. (All play starts at the first hole, with each subsequent group to follow) There will be a minimum of a 45 min. rest period between round 1 and round 2.

SCORING

INDIVIDUAL STROKE PLAY:

- The Individual event will use the stroke play format. Gross scores only.
- The score for a player on a hole is the total number of throws, including penalty throws. The total score for the round is the sum of all hole scores, plus any additional penalty throws.

Morley Field																						
San Diego, CA																						
Hole	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	19	IN	TOT
Par	3	3	3	3	3	3	3	3	3	27	3	3	3	3	3	3	3	3	3	3	30	57
Distance (ft)	229	226	340	243	388	291	405	300	285	2707	252	355	254	211	250	229	240	176	230	325	2522	5229
Tee: <input type="checkbox"/>	Date:					Notes:																

2-PERSON TEAM:

- Best Throw (example)
 - Teammates 1 and 2 throw from the tee
 - T1 lands not too far from the basket. T2 lands out of bounds
 - The players choose to play from the lie near the basket.
 - T1 misses the putt. T2 makes it.
 - The team chooses to take the made putt.

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All players are responsible for returning their scorecards within 20 minutes after the *completion* of a round, which is when the last group on the course has completed their final hole and has had reasonable time to turn in their scorecard. Failure to do so shall result in the assessment of two penalty throws, without a warning, to each player listed on the late scorecard.

After the scorecard has been turned in, the total score as recorded is final, except for the following circumstances:

1. Penalty throws may be added or removed up until the Tournament Director declares the tournament over, or all awards have been distributed.
2. If the total score is incorrect, improperly recorded or missing, two (2) penalty throws are added to the correct total score. Those penalty throws are not added when the score has been adjusted for other violations determined after the player turned in an otherwise correct scorecard.

GENERAL SPORTS RULES for Disc Golf

ENFORCEMENT:

- Players are assigned to play holes together in a *group* for the purpose of verifying scores and ensuring play in accordance with the rules. Any determination by the group is to be made by a majority of the group.
- Players are expected to call a violation when one has clearly occurred. A call must be made promptly to be enforceable (except for misplays)
- A player in the group may call or confirm a rules violation on any player in the group by notifying all players in the group.
- A *warning* is the initial advisement a player is given for violating certain rules; subsequent violations of the rule incur penalty throws. A call for a rules violation that results in a warning does not need to be confirmed to be enforced. Warnings do not carry over from one round to the next, nor to a playoff.
- A call made by a player for a rules violation that results in one or more penalty throws can only be enforced if the call is confirmed by another player in the group or by a Tournament Official. A *penalty throw* is a throw added to a player's score for violating a rule, or for relocation of the lie as called for by a rule.
- A Tournament Official is a person who is authorized by the Tournament Director to make judgments regarding the proper application of the rules during play. An official may confirm a rule violation by any player. An official's call does not need to be confirmed to be enforced. An official who is playing may not act as an official for players who in their division.

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- Only the Tournament or USPFC Director may disqualify a player. Decisions made by the Tournament Director are final.
- A throw or an action that is subject to penalty under more than one rule is played under the rule that results in the most penalty throws; or among the rules that call for an equal number of penalty throws, the rule that was first violated.

ORDER OF PLAY

- Throwing order on the tee of the first hole is the order on which the players are listed on the scorecard.
- Throwing order on all subsequent tees is determined by the scores on the previous hole, so that the player with the lowest score throws first, and so on. Ties do not change the throwing order.
- After all players have a lie other than the teeing area, the player whose lie is furthest from the target (*the away player*) is next in the throwing order.

EXCESSIVE TIME

- A. A player has taken excessive time if they are present and have not thrown within 30 seconds after:
 - a. The previous player has thrown, and;
 - b. They have had a reasonable amount of time to arrive at and determine the lie; and
 - c. They are next in the throwing order.
 - d. The playing area is clear and free of distractions
- B. A player who takes excessive time receives a warning for the first violation. A player who takes excessive after having been warned for it during the round receives one (1) penalty throw.

MISPLAY

It is the responsibility of the player to play the course correctly. Before play begins, players are expected to attend the player's meeting in order to learn about any special conditions that may exist on the course, including extra holes, alternate teeing areas, alternate hole placements, out of bounds areas, mandatories and drop zones.

A misplay occurs if the player has failed to complete every hole on the course correctly and in the proper order or has played from an incorrect lie for any throw. If a misplay is discovered after the scorecard has been turned in, the player receives the penalty throws applicable to the misplay.

A misplay is not a stance violation, nor is it a practice throw.

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A player who deliberately misplays the course to gain a competitive advantage may be disqualified.

Types of misplays:

- A. **Incorrect Lie:** The player has played from a lie that is not the correct lie. (If no subsequent throws have been made after the misplayed throw, that throw is disregarded. The player throws from the correct lie and receives one (1) penalty throw for the misplay. If an additional throw has been made after the misplayed throw, the player continues play and receives two (2) penalty throws for the misplay.)
- B. **Wrong Target:** The player has completed play on a target that is not the correct target for the hole being played. (If the player has teed off on the next hole, two (2) penalty throws are added for the misplayed hole.)
- C. **Failure to Complete a Hole:** The player has finished the round or thrown on a hole without having completed a previous hole. (The score for the misplayed hole is the number of throws made, plus one (1) for completing the hole, plus two (2) penalty throws for the misplay.)
- D. **Non-Sequential Play:** The player has completed play on a hole in the wrong order. (A total of two (2) penalty throws is added to the player's total score for the misplay.)
- E. **Missed Hole Due to Late Arrival:** If a player is not present to throw when they are next in the throwing order and remains absent for at least 30 seconds. (The player's score for the hole is par plus four (4).)
- F. **Omitted Hole:** The round has been completed and the player has neglected to play one or more holes. (The player receives a score of par plus for (4) for each unplayed hole)
- G. **Incorrect Hole:** The player has completed a hole that is not part of the course for that round. (Two (2) penalty throws are added to the player's score for that hole.)
- H. **Extra Hole:** The player has completed a hole that is not part of the course for that round. (Two (2) penalty throws are added to the player's total score. Throws made on the extra hole are not counted.)
- I. **Wrong Starting Hole or Group:** The player has begun play on a hole or in a group other than the one to which they were assigned. (Two (2) penalty throws are added to the player's score for the first hole played.)

PLAYER CONDUCT

A player **MUST NOT**:

1. Throw if the throw might injure someone or distract another player.
2. Throw out of order without consent or when it would impact another player

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3. Engage in distracting or unsportsmanlike actions such as,
 - a. Shouting (unless warning someone at risk of being struck by a disc)
 - b. Cursing
 - c. Striking, kicking or throwing park, course or player equipment
 - d. Moving or talking while another player is throwing
 - e. Advancing beyond the away player
4. Leave equipment where it may distract other players or interfere with a thrown disc.

A player **MUST**:

1. Perform actions expected by the rules, including:
 - a. Helping to find a lost disc
 - b. Moving equipment when asked
 - c. Keeping score properly
2. Watch the other members of the group throw in order to ensure rules compliance and to help find discs.

A player receives a warning for the first violation of any courtesy rule. Each subsequent violation of any courtesy rule by that player in the same round incurs one (1) penalty throw. Repeated courtesy violations may result in disqualification by the Tournament Director.

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AWARDS

A maximum of 5 sets (1st through 3rd place) of medals will be required for this event. USPFC will advise you of the number of sets needed based on total entries, plus a reasonable margin.

ATTENTION COORDINATORS

**THE USPFC GENERAL RULES APPLY TO ALL SPORTS.
YOU MUST BE FAMILIAR WITH ITS CONTENTS.**

**PRECISE RESULTS, ON FORMS PROVIDED, MUST BE FORWARDED
TO THE HOST COMMITTEE IMMEDIATELY FOLLOWING THE
CONCLUSION OF THIS SPORT**

The USPFC Director assigned to your sport is knowledgeable and experienced in providing assistance during the preparation and running of the sport. Questions, a detailed accounting of your preparations, and any area requiring approval of the USPFC shall be submitted in a timely manner to this USPFC Director.

The USPFC Directors want to work with you to make your sport a success.

PLEASE USE THE USPFC DIRECTORS AS A RESOURCE.