

# SWO CUP Rules

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## The SWO Cup

South Western Ontario's Annual Team Match Play Disc Golf Tournament

## Rules & Regulations

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## **1. General Tournament Format**

(a.) The SWO Cup is a team match play disc golf tournament consisting of four (4) teams competing in five (5) rounds of disc golf, at four (4) events; one (1) event held at each team's home course in the South Western Ontario area.

(b.) Match Play is a hole by hole competition where a winner is determined by the amount of holes won, not an accumulative score like traditional golf.

(c.) Points are awarded for match wins and ties and are tracked from each event and the team with the highest cumulative point total after the final round at the final event is named The SWO Cup Champion.

(i.) Ties for overall points will be broken immediately following the final round of the final event. Each captain will select 10 players (8M & 2F) to

compete in an alternate shot, sudden death match. Each captain selects a player to throw when it's their teams turn to throw; throwing order does not need to be determined in advance. No player can throw a second time (or third, or fourth, etc.) until all players have thrown once (or twice, or three times etc.).

(d.) The SWO Cup Champion team will take possession of The SWO Cup Trophy for a 12 month period until the following seasons' final event, and is responsible for provided their teams' engraved placard to affix on the trophy base. Teams are also responsible for the general care and well-being of our beloved trophy.

(e.) Individual and Team Statistics are tracked and recorded by The SWO Cup Captains after each event and may be made available to the public via the internet. Players should contact their captain if they have privacy concerns. Scores will be collected centrally by Kevin McIntosh and tallied.

## **2. Event Format**

(a.) The first round of each event will start at 9:00 AM.

(b.) Subsequent rounds will start as quickly as possible

(c.) Each of the four (4) events will consist of five (5) matches, described below:

### **Round 1: Best Throw (M&M, M&F)**

Both players from each team throws from the tee. The players then proceed to throw from the best lie as chosen by them. This continues until the team has holed out.

(i.) Cali rule – if a team is short and must field a single player, that player will receive one (1) extra throw per hole.

(ii.) If two teams are short players, the captains must field their resulting single players against each other and that match will follow the singles match play format.

**Round 2: Alternate Throw (M&M, M&F)**

A player from each team is selected to throw the first shot from the tee, the second player will then throw the next shot from where the tee shot lies, players continue alternating shots until the disc has been holed out. Players must also alternate tee shots (ie. No player can be the first to throw 2 holes in a row)

(i.) If a team is short players, these matches must be forfeited.

(ii.) If two teams are short players, the captains must field their resulting single players against each other and that match will follow the singles match play format.

**Round 3: Best Throw – (M&M, F&F)**

Both players from each team throws from the tee. The players then proceed to throw from the best lie as chosen by them. This continues until the team has holed out.

(i.) Cali rule – if a team is short and must field a single player, that player will receive one (1) extra throw per hole.

(ii.) If two teams are short players, the captains must field their resulting single players against each other and that match will follow the singles match play format.

### **Round 4: Combined Score – (M&M, M&F)**

Both players play their own shots, from the tee until they hole out. Both players' scores are then added together and the team with the lowest total combined score wins that hole.

- (i.) If a team is short players, these matches must be forfeited.
- (ii.) If two teams are short players from the same pool, the captains must field their resulting single players against each other and that match will follow the singles match play format.

### **Round 5: Singles Match Play – (M vs M, F vs F)**

One (1), nine (9) hole singles match play round.

(d.) Scoring - A single point is awarded for each winning match. A half-point is awarded to each team for each tied match.

(e.) Rules of play. PDGA rules apply for all matches. PDGA doubles matches apply for all doubles formats.

<https://www.pdga.com/rules/official-rules-disc-golf/appendix-b>

Please note section B.03 in the PDGA doubles rules

## **B.03 Penalties**

- A. Penalties incurred by a throw apply only to the team member who made the throw. All other warnings and penalties are incurred by the team as a whole and are scored against the team regardless of format.
- B. Any throw which cannot possibly improve a team's score is an *extra throw*. A team whose member has made an extra throw receives a warning for the first violation, and a penalty throw for each subsequent violation by any member of the team.

PDGA Rules of Play exceptions & special cases:

- (i.) Combined score format is "per hole".
- (ii) Alternate shot – player's alternate tee order and throws within each hole.

(iii.) The “2m Rule” is never in effect.

(iv.) Local course rules for OB will apply and will be confirmed at least 1 week prior to the event by the home team captain.

(v.) Two (2) minutes only shall be granted to search for a lost disc

(f.) The course layout will be confirmed at least 1 week prior to the event by the home team captain.

(g.) Before a match commences, starting order will be determined by flipping a disc (coin toss) or some other agreed upon method. Winner of the “flip” will have the option to start the match or let their opponents start the match. The team that wins any hole thereafter, shall acquire the box on the next tee.

### **3. Team Composition:**

(a.) Each of the four (4) team’s full season rosters will consist of a maximum of 20 men and 5 women. There are no longer any player pools, only Male and Female groups.

(d.) Substitutions:

In extenuating circumstances, a team Captain may request the substitution of a non-rostered player. The team captain must request this substitution through the remaining captains, who in turn will decide by means of a vote.

### **4. Schedules**

The schedule will be determined at the Captains Summit in the fall of the previous year. Team Captains must submit rosters on the date determined at the Captains Summit; but as a fail safe, no later than one month prior to the first event. Events will take place on Saturdays in January, February, March and April.

Each venue will be confirmed at least 1 week prior to the schedule date. If it is deemed unplayable, the next venue on the schedule will be used, if possible, and the dates will be switched. This process will continue until all venues are exhausted. If no scheduled venue is available, the captains will agree on a substitute location; Location TBD.

## **5. Ace Pool**

An accumulating Ace Pot/Pool will be offered throughout the series. Players have the option to buy into the Ace Pool at each event for \$5.

- (a.) Ace Pool Management - The Ace Pool for the current season will be managed by the team that hosts the final event of the season. The captain can designate a team member to help with collections but will ultimately be responsible for the funds collected.
- (b.) Ace Pool Eligibility - A player that holes out in 1 shot from the tee (Ace) is eligible for the accumulating Ace Pot if the player has:
  - (i.) Bought into the Ace Pool at the event the Ace took place.
  - (ii.) Bought into the Ace Pool prior to getting the Ace
  - (iii.) Got the Ace during official game play. As soon as a match results in a Win or Tie, both teams playing will be ineligible for continued play; including ACE pool runs.
- (c.) End of Season Ace Pool – In the event that no player throws and Ace on the final event of the season any funds remaining in the accumulated ace pool will be donated to one (1) of the four (4) competing clubs for course improvements. The four (4) clubs will be assigned a number between one (1) and four (4) based on the order in which the teams hosted. The team managing the ace pool will use <https://www.random.org/> to draw the winning team at the conclusion of the final event.

## **6. Extraordinary circumstances**

Any circumstance(s) that either question the application, or require concession, of these rules and/or formats will be brought to the attention of any of the Team Captains. After review, any rules concessions, additions, deletions or amendments will be voted on by the four (4) Team Captains, and will become effective either immediately or for the upcoming season, depending on the disposition.

## 7. Notes:

### (a.) Lost Disc

- (i.) **2 minutes ONLY** shall be granted to search for a lost disc.
- (ii.) A player/team whose disc has been declared lost receives one penalty throw. The next throw is made from the previous lie. If a drop zone has been designated for lost discs on the hole, the player may throw from the drop zone instead of from the previous lie

### (b.) Speed of Play

- (i) If a team is clearly in a position to win the hole, they shall attempt to hole out before the team who is not in the lead, regardless of the next lie rule. Only if it does not affect the leading teams safe play strategy. Please use discretion.
- (ii) If a team is in a position where they clearly cannot win the hole, they may choose to concede that hole.
- (iii) Once a team has won more holes than there are holes left to play, the match is considered complete, players should not continue playing the remaining holes

- (iv) In extraordinary circumstances due to time restraints, a group decision from the captains can grant the right to have the remaining teams end their matches prior to completion. If this situation occurs players will be notified with a bellow of “bring it in!” At that point the match is stopped and the results will be based on the last score available on the last fully completed hole.