

Disc Buddies Club Rules

Getting Started...

- ★ Buy-in is \$10 each season.
 - After July, club entry fee will be lowered to \$5 for the remainder of the season.
- ★ Funds will be spent on the following, **in this order**:
 - Reimburse the cost of materials used to create the tags.
 - Podium prizes for the top 3 players at the end of the season (determined by league results, not tag number).
 - Prize packages for events and tournaments
- ★ Club merch will be offered throughout each season at an additional charge. Availability will be shared via the Club Rules & Announcements channel in Discord.
- ★ Members must report a lost tag ASAP and will be charged \$5 to have a replacement made.
- ★ **Tag season runs from the season opening event in Feb through Oct 31**

Code of Conduct...

- ★ **Integrity matters.** Deliberately breaking rules of play, falsifying scorecards, colluding with others to defraud the club of prizes, or any other type of cheating will not be tolerated and may be grounds for immediate expulsion from the club.
- ★ **Be aware of player boundaries.** Everyone has verbal and physical limits. Be aware of going too far, especially when someone states they are uncomfortable.
- ★ **Treat each other how you want to be treated.** If you would have a hard time on the receiving end of a comment you are about to make, keep it to yourself.
- ★ **Do not physically vandalize or harm people or property.**
- ★ **Do not instigate or encourage others to create any situation that negatively targets others.**

These rules apply to behavior on the course as well on our digital platforms (Discord, Facebook, Instagram, etc) whether you are a tag member or not. Corrective actions are communicated between all club officers who will then decide on a response as a committee. Officers have the authority to issue a suspension individually if the offense warrants immediate action.

Consequences for breaking the Code of Conduct are:

- ★ 1st offense: Warning.
- ★ 2nd offense: Player suspension from tag rounds and events. Players will be muted on digital platforms for 1 week minimum (duration to be decided by club officers based on the nature of the offense).
- ★ 3rd offense: Players will be expelled from the club and removed from digital platforms. *Any money collected for tag buy-in, league, or other events will not be refunded.*

Contacts...

- ★ Club officers can be contacted via Discord, phone call, or text.

| | | | |
|---------------|--------------|----------------|--------------|
| Mike Dixey | 916-347-8363 | Ryan Marchewka | 916-899-8862 |
| Caleb O'brien | 916-207-8631 | Joe Burns | 916-606-5630 |
| Jason Wright | 916-342-7971 | Matt Tackett | 916-276-2684 |

Bag Tag Rules...

- ★ “Casual” rules cannot be used during a tag round. No mulligans or re-tees without penalty. All hazards, OB, mandos must be observed and penalty strokes recorded.
 - If course markers are unclear, all players must agree on penalties before play has begun.
 - Once the rules of play have been established for a tag round or event, they cannot be changed after the first group has begun play.
- ★ Annual dues must be paid before a player is issued a Bag Tag.
 - If a player has not yet purchased a tag they can still participate socially in Tag Rounds, League, and other events but they will be ineligible for any prizes that may be offered.
- ★ A Tag Round must be 18 holes *minimum*.
- ★ Any DBDGC member who has paid their dues and has possession of a current tag may challenge, be challenged, or participate in scheduled league rounds.
- ★ Anyone with a current tag, is allowed to challenge anyone else with a current tag, regardless of rank. The player receiving the challenge gets to determine the course AND must make a “fair and reasonable” effort to be available within **5 days** of receiving the challenge.
 - Any course in the region is fair game to host a challenge as long as both parties are able to agree on the location. If traveling is not an option, the challenge must be completed at 1 of 4 local courses: Rocklin, Shady Oaks, Auburn or Denio Park.
- ★ Tags must be present and collected by the scorekeeper at the start of a tag round/event. If a player does not have their tag, they may still play socially, however, they are excluded from the competition.
- ★ Tags must be exchanged immediately after the round is over. For events where multiple courses are played, each round is a separate tag round and tags must be exchanged at the end of each round.
- ★ Abandoning a challenge or event while the round is still in play will result in forfeiture of the player’s tag. The player must leave their tag in play for the others participating in the event and leave with the highest number available from the event.
- ★ If a dispute between tag members cannot be settled between themselves, the members should report the issue to club officers (Mike D, Ryan M, Caleb O, Matt T, Joe B & Jason W) who will mediate.

Injuries & Absences...

During the season, each bag tag belongs to the club and should be accessible to all club members. Any club member could be required to temporarily surrender their tag if they will be unable to play for extended periods of time. This is not to punish absence, but intended to keep competition available for the rest of the club.

- ★ Inactivity limits are based on tag rank and are as follows:
 - **Tags 1-3:** 2 weeks (14 calendar days) maximum inactivity before the player must exchange their tag.
 - **Tags 4-10:** 3 weeks (21 calendar days) maximum inactivity before the player must exchange their tag.
 - **Tags 11+:** 4 weeks (28 calendar days) maximum inactivity before the player must exchange their tag.
- ★ If a player exceeds the inactivity limit for any reason:
 - That player is expected to communicate with a club officer who will recover their tag and place it into rotation at the next club event. The highest tag from that event will

be held for the absent player. This process will repeat at each league event if a higher tag comes into play.

- Upon a player's return, they will be issued the highest tag that was held for them during league play.

League...

★ Eligibility:

- Tag membership is required to participate in league play and to be eligible for podium prizes at the end of each season.

★ Frequency:

- League events will be held bi-monthly with 12 total rounds for the season.
- Players must participate in a minimum of 10 rounds to be eligible for prizes.
- Player's have the capability to drop their worst 2 rounds from end of year scoring.

★ Location:

- League events will rotate courses and will be held at Rocklin, Shady Oaks, Denio Park, and Auburn.

★ Start Time:

- The main event start time will be posted in Udisc league info, as well as shared via Discord event calendar.
- To facilitate maximum participation, each event will include a 'main' tee time but also flex starts (5AM to 8PM alternating between Saturdays and Sundays).
- If a player cannot attend the main event, they may still play the league round and submit a scorecard as long as they have a minimum of 2 other league members playing on their card and it is within the flex time. ***If anyone plays more than 1 league round that weekend, only their first scorecard will be counted for that week.***

★ Cost:

- Players must pay to play in each league event. Player scorecards will only be recorded if payment has been submitted. Players can choose between 2 tiers when buying into each league round:
 - \$3 (Season cost = minimum of \$30 / maximum of \$54). \$1 goes to the club fund. \$2 goes to the ace pot.
 - \$5 (Season cost = minimum of \$50 / maximum of \$90). \$1 goes to the club fund. \$2 goes to the ace pot. \$2 goes to the hot round.
- Ace pot is only available during scheduled league play. The money will roll over each event until someone wins the pot. ***Any prize money not awarded during a league event will be applied to club funds at the end of the season and used for future swag and/or events.***
- Hot round prizes are only available during scheduled league play.

★ Winning:

- Only a player's best 10 scorecards will be recorded for league rankings, determined by their total number of strokes during the event.
- The 3 players with the lowest total number of strokes for their 10 best rounds will be awarded prizes.
- Tiebreakers will be decided by (in this order):
 - Lowest average score
 - Most hot rounds
 - Most birdies