



515 Disc Golf League Information

SCHEDULE

1. The 515 Disc Golf League (515DG) season consists of six to ten rounds per quarter in a calendar year, for a minimum of 24 and a maximum of 40 rounds per calendar year.

a. Quarters run January through March, April through June, July through September, and October through December. This means that there will be between six and ten one-round events used to calculate league points and PDGA ratings for those rounds played during each of the four quarters of the calendar year. (NOTE: Ratings can be calculated for current PDGA members only. However, should a player join the PDGA during league play, their previous round ratings will be available for viewing after they join.)

2. Dates, times, and courses for each week of 515DG play will be announced no later than the third day of each month via the 515DG Facebook page.

a. Once published, play will begin at exactly the scheduled and announced time. Any player not signed up and fully paid for that week by the appointed time will be declared ineligible for that week's league play. This is to ensure those who have a limited time for disc golf get to enjoy the competitive side of the sport without having to devote an entire day to it and without the obligation to wait on others. In short, players should be on time if they expect to compete.

3. Courses used for 515DG play will vary and may include any of the disc golf courses in and around the courses located in the 515 area code; however, the courses most likely to be played include: Big Creek, Ewing, Grandview, Heritage, Pickard, and Walnut Ridge. Other courses may be included in League play depending on interest, permission, and League Manager discretion.

FORMAT

4. Each League week will consist of one (1) round of stroke play format using PDGA Rules of Play.

5. Two divisions will be offered during League play: Open and Amateur.

a. Players may sign up for any division they choose prior to playing their first round of the quarter; however, every effort should be made to ensure fairness to all participants. The League Manager reserves the right to restrict established, experienced players to the Open division at their discretion.

(1) The League Manager makes the final determination of the "establishment" and "experience" of a player. Players who disagree with the League Manager as to their skill will be given a full refund of their entry fee provided they make their disagreement known prior to the end of the scheduled player's meeting for the round in question.

b. There must be at least three (3) players to make a division. If less than three players sign up for one division, divisions will be consolidated into one Open division.

FEES AND PRIZES

6. Entry fees.

- a. Open division entry fees are \$7.00 per round.
- b. Amateur division entry fees are \$5.00 per round.
- c. Fees are collected weekly and are only required during the week(s) a player participates in League play.
- d. An optional \$1.00 closest-to-the-pin (CTP) fee may be collected at the League Manager's discretion.

7. Prizes. Divisional prizes are based on the number of league entrants for that week. Approximately 40% of the entries will be paid out in prizes (at the League Manager's discretion) based on the number of entries.

a. Open entry fees are distributed thusly:

- (1) \$.50 per player is collected for the PDGA as League fees;
- (2) \$.25 per player is collected to support the Des Moines Disc Golf Club (DMDGC)
- (3) \$.25 per player is collected toward Disc Golf United (DGU) rating fees
- (4) \$1.00 per player is collected for the League Manager to offset League expenses; and
- (5) \$5.00 per player is collected for distribution as divisional prizes.

(a) Added cash. \$1.00 from each entry in the Amateur division is added to the Open purse.

b. Amateur entry fees are distributed thusly:

- (1) \$.50 per player is collected for the PDGA as League fees;
- (2) \$.25 per player is collected to support the DMDGC
- (3) \$.25 per player is collected toward Disc Golf United (DGU) rating fees
- (4) \$1.00 per player is collected for the League Manager to offset League expenses
- (5) \$1.00 per player is collected to supplement the Open prize fund; and
- (6) \$2.00 per player is collected for distribution as divisional prizes.

c. Prizes will be awarded in cash to all divisional winners (both Open and Amateur) upon the completion of each round weekly. Cash prizes will be distributed based on the formula listed in paragraph 7 and rounded up to the nearest whole dollar.

8. 515 DGL Bag Tags. Numbered bag tags are offered as a benefit for those who support the league. They are not tallied for points and are purely for fun. Tags can be purchased from the league manager for \$5.00 each.

POINTS

9. Each player will receive the inverse number of points for their finish, per week, based on their place and the number of players.

a. If there are 23 players during a particular week's League play, 1st place would receive 23 points, 2nd place 22 points, and so on down to 1 point for 23rd place.

b. Ties will be given the same number of points. The next higher score will receive the requisite number of fewer points following the tie(s) based on the number of ties for a particular score.

(1) If three players tie for the 10th best score out of 23 players, the three players tied will each receive 14 points. The 11th best score would then receive 11 points due to the three-way tie for the 10th best score.

c. Players who fail to finish or are otherwise disqualified from completing their round during a week will be given no points.

(1) *Quitting with notification*. In addition to receiving zero league points, players who cannot finish their round but notify the TD of their departure will be assigned a "999" in the PDGA report for that week's round.

(2) *Quitting without notification*. In addition to receiving zero league points, players who fail to finish their round without notifying the TD (e.g. "rage quit") will be assigned an "888" in the PDGA report for that week's round.

10. Points will be calculated locally and published on the 515DG page at www.discgolfunited.com no later than 48 hours upon completion of the weekly round.

a. Direct link to the PCDGL points:

Open: http://www.discgolfunited.com/disc-golf-leagues/dgu-league-homepage.cfm/league_id/FDC3CEBC-A4CB-AB97-599D2EF98DDE6BF6

Amateur: http://www.discgolfunited.com/disc-golf-leagues/dgu-league-homepage.cfm/league_id/30F46CA8-FBCB-A4F6-D91659AAF9FACCE4

11. Points are tallied at the conclusion of the final round of fourth quarter of league play in December. The players with the most points in both the Open and Amateur divisions at the end of the year will be crowned the divisional League Champion and awarded trophies to commemorate their achievement.

See below for a more detailed explanation of how payouts work for both divisions in the 515DGL.



515 Disc Golf League Payouts Explained

AMATEUR DIVISION PLAYERS:

Every week winners in the Amateur division (approximately 40% of the field) are paid out in cash. This is 100% legit per PDGA rules. Only if you accept cash in a C-tier or above would you have to become a "pro." L-Tiers (league) payouts are not reported to the PDGA, so you can remain in amateur status despite getting paid in greenbacks should you shoot low enough to earn it during a league round.

More importantly, I want you to understand that \$1 of your entry goes to supplement the Open division prize fund. This is done for three reasons:

- 1) To reward lower scores with higher payouts;
- 2) To discourage sandbagging; and
- 3) To encourage people to improve their game and move up.

(It may sound unfair, but the first league round I ever ran back in NC I paid the second place Amateur more than I paid the winner of the Open division...and there was a five-stroke difference between the two, which roughly translates to a difference of 50 rating points. That wasn't right to me. Better play should be better rewarded, so that's how I run the league.)

That said, please be aware that after fees and supplements are deducted, each Amateur Division player is effectively playing for a payout of \$2 per person, per round.

For example, if there are 20 players in the Amateur division, you're playing for \$40. Here's how it would break down:

| | |
|---------------|---|
| \$5.00 | your entry |
| - \$0.50 | PDGA rating fee |
| - \$0.25 | DGU hosting fee |
| - \$0.25 | DMDGC |
| - \$1.00 | League Manager to recoup up-front costs |
| - \$1.00 | <u>Open Division prize fund</u> |
| \$2.00 | towards Amateur Division payouts |

20 players x \$2.00/each = **\$40.00**. Payouts of 40% for an Amateur Division of 20 would break down thusly:

| | | | |
|-------------------|---------|-------------------|---------|
| 1 st : | \$11.00 | 5 th : | \$ 4.00 |
| 2 nd : | \$ 8.00 | 6 th : | \$ 3.00 |
| 3 rd : | \$ 6.00 | 7 th : | \$ 2.00 |
| 4 th : | \$ 5.00 | 8 th : | \$ 2.00 |

There may come a day where the Am winner shoots lower than the Open winner and there will be somebody who complains about that, but my response to that will be simply, "Should have played Open."

OPEN DIVISION PLAYERS:

After fees are deducted and supplements are added, each Open Division player is effectively playing for a payout of \$6 per person, per round.

For example, if there are 20 players in the Open Division (and assuming 20 players in the Amateur Division), you're playing for \$120. Here's how it would break down:

- \$7.00** your entry
- \$0.50 PDGA rating fee
- \$0.25 DGU hosting fee
- \$0.25 DMDGC
- \$1.00 League Manager to recoup up-front costs
- \$5.00** towards Open Division payouts

20 players x \$5.00/each + \$20.00 (\$1/per Am entry) = **\$120.00**. Payouts of 40% for an Open Division of 20 would break down thusly:

| | | | |
|-------------------|---------|-------------------|---------|
| 1 st : | \$35.00 | 5 th : | \$11.00 |
| 2 nd : | \$24.00 | 6 th : | \$ 7.00 |
| 3 rd : | \$18.00 | 7 th : | \$ 6.00 |
| 4 th : | \$14.00 | 8 th : | \$ 5.00 |

(Please note that the number of Amateur Division players will affect the added cash to and the payouts for the Open Division.)

Sorry to be so lengthy, but I want everyone to be clear as to exactly where your money is going and why when you pay to play in the 515 Disc Golf League.

Thanks for your support!