

## TIIVISTELMÄ (pituusheitto)

### WFDF Official Rules of Flying Disc Sports

#### Article VI - Field Events

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**Comment:** Field events is a general term used to classify individual disc sport events, namely: accuracy, distance, maximum time aloft (hereinafter referred to as "MTA"), throw, run and catch (hereinafter referred to as "TRC"), and self-caught flight (hereinafter referred to as "SCF"). The common link among the field events is the competitive measurement of a particular basic skill. Distance measures how far a player can throw a disc.

#### 601. Field of Play

##### 601.01. General:

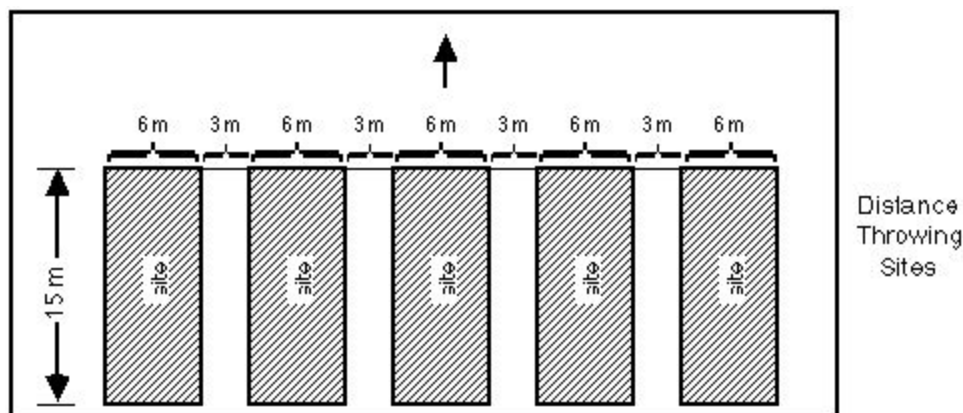
The playing field for field events may have any surface, although well-trimmed grass is suggested, which is essentially flat, free of obstructions and/or holes, and affords reasonable player safety.

##### 601.02. Obstructions:

If there are permanent and predictable obstacles which may affect the completion of a throw, throwing sites should be located to minimize potential problems. Once these obstructions have been noted by the head or site judge, however, no re-throw will be granted if the obstructions come into play. Designated spectator areas shall be considered an obstruction.

##### 601.04. Distance:

The playing area in distance shall be of sufficient size to permit the entire course of the disc flights to be contained within its perimeter, as level as possible to insure an accurate measurement, and in an area which permits an unblocked windflow. The layout of the field shall be such that throws may be made with the prevailing wind. There shall be five throwing sites, each marked with foul lines which consist of a 3 m front line and perpendicular sidelines which are 3 m to 15 m in length. These lines shall be between 5 cm and 10 cm in width. Small, flexible cones should be used to mark the front corners of each site. At least 6 m of additional space shall be provided between each throwing site. See Figure 6.4.



## **602. Equipment**

### **602.01. Discs:**

A player may use one or more of any type of flying disc, so long as they meet the minimum requirements set forth in [Article I](#) of the WFDF rules and the specific requirements for accuracy in [paragraph 602.01\(A\)](#). The discs need not be identical.

#### **A. Special Restrictions:**

For game design and safety considerations, discs in accuracy play must meet both the W.F.D.F. general disc specifications ([section 107](#)) and these additional specifications:

##### **(1) Rim configuration:**

must achieve a rim configuration rating of 75 or greater (may not be bevelled - see [section 108 \[D\]](#)).

##### **(2) Leading edge radius:**

must have a leading edge radius that is greater than 1/16 in (1.6 mm) (see [section 108\[E\]](#)).

##### **(3) Weight:**

must weigh no more than 6.7 gm per cm of outside diameter.

##### **(4) Rigidity:**

must be sufficiently flexible to bend to the point of buckling when subjected to no more than 9.1 kg (20 lb) of weight in a standard testing procedure (see [section 108 \[F\]](#)).

### **602.02. Measuring:**

For distance and TRC, either tape measures or electronic measuring devices with the ability to measure throws to the cm up to 200 m in length, shall be provided.

## **603. Rules of Play**

### **603.02. Distance:**

#### **A. Play:**

The player shall make five attempts in each round to throw a disc as far as possible.

#### **B. Discs:**

The player shall provide at least 5 of his own discs as per [section 602.01](#). It is advised that an additional disc be available in the event of a re-throw.

#### **C. Time:**

A player shall make all five of his throws within 2 1/2 minutes from the time the signal is given by the line judge. A time warning shall be given at 30 seconds remaining. In semi or final rounds, the format may be changed to allow simultaneous time periods. Under this format, players are given 4 minutes to make all five of their throws from the time the signal is given by the line judge. All players throw during the same time period. In semi play, two consecutive simultaneous rounds may be used. A time warning shall be given at 2 minutes remaining and at 30 seconds remaining. Under either format, any throw released after the expiration of the throwing time period shall not be marked.

#### **D. Foul:**

No supporting point of a player shall rest on or beyond the foul lines at the instant of his release. A follow-through motion which crosses the foul line after the release is permissible. In the event of a foul, the throw shall not be marked.

#### **E. Measurement:**

Legal throws shall be measured from the midpoint of the front foul line to the center of the disc at its point of impact. All throws shall be measured to the nearest cm.

#### **F. Score:**

The length of a player's longest throw, to the nearest centimeter, shall be his score.

#### **G. Interference:**

In the event a throw is touched while in flight by a person or animal, the player shall have the option of counting the throw and having it measured from the point of interference, or immediately choosing to take a rethrow. An additional 30 seconds will be granted for each rethrow.

## **604. Event Procedures**

### **604.01. Judges:**

#### **Distance:**

The head judge shall assign all players to their respective sites and coordinate all other judges. The site judge shall be responsible for timing the players and calling fouls. A measurement crew, consisting of two persons, shall be assigned to each site, working in concert to mark each throw at its point of impact and assist in measuring the distance of the longest throw(s). A statistician shall record all measured throws.

### **604.02. Advancement:**

The number of players to advance after each round shall be determined prior to the start of play by the number of entries in the tournament. Top-seeded players shall be evenly spread throughout the preliminary round. Order of play in later rounds is determined by performance. See 603.03(H).

#### **(1) Competitions of 30 or fewer:**

Prelim--cut to 15 plus ties; Semi--cut to 5; Final.

#### **(2) Competitions of 31 to 80:**

Prelim--cut to 25 plus ties; Semi--cut to 5; Final.

#### **(3) Competitions of more than 80:**

Prelim--cut to 50 plus ties; 2nd Round--cut to 10 plus ties; Semi--cut to 5; Final.

### **604.03. Ties:**

If ties must be broken, the tied players shall have a series of simultaneous throws in a head-to-head format with the first player to win three of these one-throw matches advancing or being declared the winner.

### **604.04. Late Arrival:**

Players must be at the event site prepared to compete when called. The competitive order of these calls is to be posted. In the event of a player not responding to the official's call, the following procedures come into effect:

If a player fails to respond to the official's on-deck call, the next player in the order will be called. The absent player is to be called again for the next throwing position. If he responds, he may throw but is only allowed three attempts. If there is no response to the second call, the player shall be listed as a scratch (SCR).

## **605. Glossary**

**Foul Line:** In distance, one of the sets of 6 m lines within which the player shall release the throw.

**Point of Impact:** In distance, the point where a thrown disc's flight is first affected by contact and is marked.

**Supporting Points:** Any part of a player's body that is supporting his weight or is touching the ground.