

Official Saskatoon Disc Golf Mini-League 2022 JUNE (May 30-June 26 plus final)

Last revised on May 22, 2022

LEAGUE STANDINGS: click on link

[SDG Mini-League Standings 2022 April](#)

Important things to note

- you must have a SDG 2022 membership** to participate in this mini-league
- it is a "PLAY-WHEN-WORKS-FOR-YOU" format
- every participant advances to a final card with a prize to compete for against their cardmates
- If a tie occurs with the cumulative Round 1-4 score then the 4th round score is the tie breaker and so on to determine who plays on what card for the finals
- pace of league is one round per week
- Rounds alternate between Diefenbaker and Reid
- Modifications to discs for the purposes of placing lights on discs for night golf or ribbons on disc for snow golf will be permitted
- Please review mandatories and OB at bottom of document

Director: Kyle Wiens Phone: 306-716-1108

Email for sign up: saskatoonminileague@gmail.com

Fee: \$20

Please register by Sunday May 29. You must register before playing your 1st round. Register using disc golf scene via this link www.dgscene.com/SDGminileague2022

Email will be used to communicate league info. Individuals who need to find others to play with in the mini-league can do so on the Saskatoon Disc Golf Facebook group.

Week 1 (May 30-June 5) Diefenbaker

Week 2 (June 6-12) Reid

Week 3 (June 13-19) Diefenbaker

Week 4 (June 20-26) Reid

FINAL at Reid

Finals Round: Hopefully participants are able to plan their final round with the group assigned to them within the two weeks following round 4 but if schedules are hard to align then it is ok to delay the final round to the earliest convenience of all participants on the card.

Round 1 -4 combined scores will determine the seed for the final round cards.. See this payout spreadsheet for planned payout and card groupings for the final round. Prize payouts are 120% of total collected league fees in the form of Escape Sports gift cards. THANKS ESCAPE!

*** [Saskatoon Disc Golf mini-league payout plan](#) ***

For the final round, all previous scores are forgotten and final placing will only use the final round scores for each card and placement and prizes stay within each card.

If ties occur after the 4th round to determine who falls into what final round card then the 4th round score is the tie breaker, then 3rd round, and so on. The lower score will place better and end up in the more competitive final card.

If there is a tie at the end of the final round between players on the same card then a sudden death playoff will occur for tied players in positions to accept prizes. *EXAMPLE: If prize available for 2nd place then those tied for 2nd would playoff to determine who gets 2nd place prize (This is different than standard PDGA tournament payout)*

In order to play a qualifying round you must play the round within the designated dates for that particular round. You must have your round witnessed by at least 1 other participant in the mini-league.

You must declare with your witness that you are playing your league round before you throw your first throw for the round. And once you throw you are locked in and must complete and submit that round for that week. You must have paid your fees to saskatoonminileague@gmail.com before you play your first round.

You must complete all 18 holes on the course but if the course is busy you may start on a hole other than #1. Unless extenuating circumstances occur (family emergency, tornado, lightning/thunder, etc) please complete the round from start to finish in one outing. If there is an extenuating circumstance and your round must be suspended then you may return another time within the designated dates to play the remainder of the round and you must notify the league director.

If you do not complete the round within the designated dates for that specific round then you forfeit the league (and the fee paid-unless the missed round is due to covid self isolating or other medical/family emergency. Then your fee will be reimbursed).

If you must suspend a round and you are unable to complete it within the designated dates then you forfeit the league (and the fee paid).

If any flexibility is required for when you need to play a round due to being out of the city for the entire week then please discuss this with Kyle before signing up and see if accommodations can be made to enable your participation (example: play the round you would miss the week before instead)

Please submit the score of the round using the "uDisc Leagues" section of the uDisc app. If you and your group don't have a way to use uDisc then please email

saskatoonminileague@gmail.com with your weekly scores. Please do this as soon after your round as possible and before the end of the designated date frame.

Rules:

1. Standard PDGA rules (<https://www.pdga.com/rules/official-rules-disc-golf>)
2. Use the tee off locations on udisc. The layout to use will be in the email on the sunday before each weekly round
 - a. If any tee pad is too muddy or bumpy to safely tee off from you may tee off further back
3. Diefenbaker out-of-bounds (OB) and mandatory (Mando) rules
 - a. ALL roads and parking lots, paved and unpaved, are OB. Play from where the disc was last inbounds. Road OB's are marked by wooden posts, whereby the edge of the posts closest to the road designates the OB line. For the parking lot the out-of-bounds is determined by the parking surface. The curb is in bounds. If the disc is contacting the curb the disc is in bounds. Otherwise play from where the disc was last in bounds with standard marking relief.
 - b. If snowpack makes it hard to determine OB status of a lie (especially on path on hole 16/17 and parking lot on hole 18), benefit goes to the player whose lie it is.
 - c. The swamp area on Hole 1 is a HAZARD
 - d. Diefenbaker MANDOS
 - i. Hole 8 must be played right of the power pole. Drop zone is just right of the power pole.
 - ii. Hole 11 must be played right of the power pole and left of the 1st pine tree closest to the road. (Intended to stay off the road and out of #8's fairway) Drop zone is just right of the power pole.
 - iii. Hole 15 must be played left of the 1st light pole (Intended to play as a tunnel shot and not over the road) Drop zone is left of the light pole.
 - iv. Hole 17 must be played between both trees directly in front of tee. (Intended to keep discs from being played over the path) Drop zone is between the trees or the tee box, throwers choice.
4. Reid out-of-bounds (OB) and mandatory (Mando) rules
 - a. ALL roads and parking lots, paved and unpaved, are OB. Fence on South side of park by railtrack OB. Play from where the disc was last inbounds.
 - b. Reid MANDOS
 - i. Hole 3 must be played right of the 2nd tree along the path. (Intended to keep discs from being played over the path) Drop zone is right of the tree.
 - ii. Hole 12 must be played to the left of the right most tree in the large group of trees ahead of the teepad (intended to keep discs from being played into Hole 6 fairway). Drop zone is to the left side of the small bush of that same clump of trees.

5. For more info on OB, MANDOS, and hazard see;
 - i. <https://www.pdga.com/rules/official-rules-disc-golf/806>
 - ii. <https://www.pdga.com/rules/official-rules-disc-golf/80401>
6. If the disc is in a tree play from the lie directly under the disc (No two meter penalty rule)
7. Reminder of Courtesy play. <https://www.pdga.com/rules/official-rules-disc-golf/812>
8. If playing round at night then you are allowed to modify discs to have lights on them.
9. If playing round in the snow then you are allowed to modify discs to have ribbons on them.

HAVE FUN THIS SUMMER!