

# Article VI - Field Events

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. Accuracy measures a player's ability to consistently throw a disc through a specified target. Distance measures how far a player can throw a disc. MTA measures the length of time a player's throw is in the air. TRC

measures the distance a player can throw a disc and catch the throw, prior to the throw hitting the ground, and SCF combines the events of MTA and TRC.

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- **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 level, free of obstructions and/or holes, and affords reasonable player safety.

- o 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.

- o 601.03 Accuracy: The playing area in accuracy shall consist of seven throwing stations, set at varying distances and angles from the target; said stations being clearly marked by foul lines which consist of a front line and perpendicular sidelines, both of which are 120 cm in length and between 5 cm and 10 cm in width. Small, flexible cones should be used to mark the front corners. The location of

the throwing stations is determined by the target itself and the lateral extension of its plane. See Figures 6.1 and 6.2.

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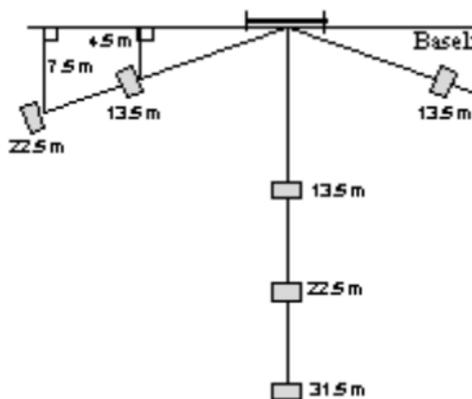


Fig. 6.1

- *A. Straight-Ahead Throwing Stations:*  
There are three

straight-ahead throwing stations, with respective distances of 13.5 m, 22.5 m, and 31.5 m from the target. The midpoint of these stations shall be on the imaginary line that makes a perpendicular intersection of the target plane at the midpoint of the target.

- B. *Left-Angle Stations*: There are two left-angle stations which are located to the player's left of the target; one station

13.5 m from the target and at an angle to the target such that a line drawn from the midpoint of the front foul line of the station and intersecting the target plane at a perpendicular angle will be 4.5 m in length; and one station located 22.5 m from the target along the same angle as the 4.5 m line, such that a line drawn from the midpoint of the front foul line of the station and

intersecting the target plane at a perpendicular angle shall be 7.5 m in length.

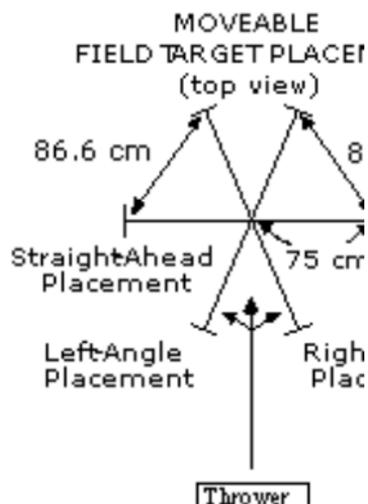
- *C. Right-Angle Stations:* There are two right-angle stations which are located to the player's right of the target; one station 13.5 m from the target and at an angle to the target such that a line drawn from the midpoint of the front foul line of the station and intersecting the target plane at

a perpendicular angle will be 4.5 m in length; and one station located 22.5 m from the target along the same angle as the 4.5 m line, such that a line drawn from the midpoint of the front foul line of the station and intersecting the target plane at a perpendicular angle shall be 7.5 m in length.

- *D. Optional Field of Play:* The playing area may also use a moveable target

to create the correct angle stations. Positioning for the target should be painted on the ground. See Figure 6.3.

■



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■ Fig. 6.3

- o 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, essentially level 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.

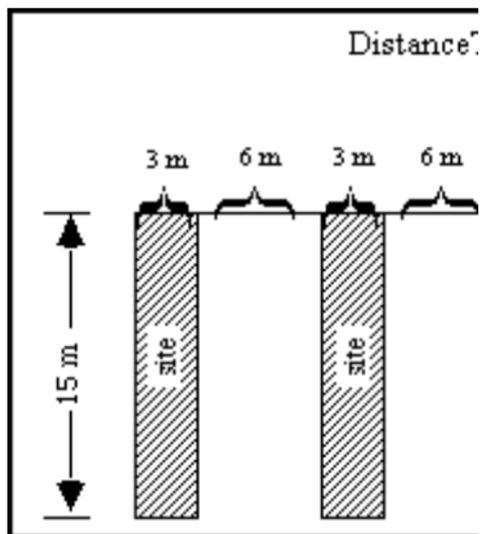


Fig. 6.4

- 601.05 MTA: The field for MTA shall be of sufficient size to permit the entire course of the disc flights to be contained within its perimeter, and essentially level. No field markings or other delineations or designations shall be required.
- 601.06 TRC: The field for TRC shall be of sufficient size to permit the entire course of the disc flights to be contained within its perimeter, and essentially level. Depending on the field size and wind direction,

one or more foul circles shall be clearly marked by painted lines measuring 4 m in inside diameter. The lines shall be between 5 cm and 10 cm in width. See Figure 6.5.

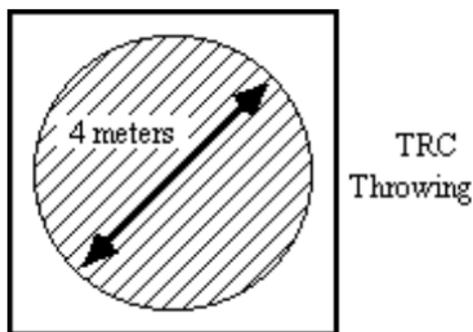


Fig. 6.5

- **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  
beveled -  
[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

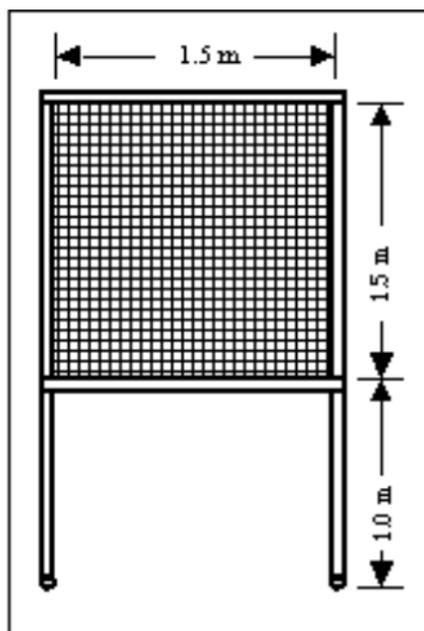
per cm of  
outside  
diameter.

- (4) Rigidity:  
must not  
exceed 89.3  
N (9.1 kg /  
20 lbs.) of  
pressing  
force as  
measured by  
the flexibility  
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.

- o 602.03 Stopwatches:  
For MTA, four stopwatches with the ability to measure time to one-hundredth of a second shall be provided.
- o 602.04 Field Target: In accuracy, a field target shall be provided which shall consist of a two - dimensional structure, made of non-flexible material, presenting a square target with 1.5 m sides, the target area being set 1 m above the ground. The field target shall be constructed to be self - supporting and have a light net

attached to the rear.  
See Figure 6.6.



Front View

Fig. 6.6

- **603 Rules of Play**
  - 603.01 Accuracy:
    - A. *Play*: A player shall make four

throws from each station for a total of 28 throws, with the objective to have as many throws as possible pass through the target area. He or she shall complete all four throws at each station before moving on to the next station. The stations may be carried out in any order. No one may be positioned in or near the target. However, a person may be designated to assist in retrieving

thrown discs.

- B. *Discs*: The player shall provide at least four of his or her own discs as per [section 602.01](#). It is advised that an additional disc be available in the event of damage to one of the discs.
- C. *Time*: A total of 7 minutes shall be allowed for completion of the 28 attempts. A time warning shall be given at 1 minute remaining. Any throw which is released after the

expiration of the 7 minute period shall be deemed an unsuccessful throw.

- D. *Foul*: No supporting point of the player shall rest on or beyond the foul lines or their extensions at the moment of his or her release. A follow-through motion which crosses the foul line after the release is permissible. Any foul shall count as an unsuccessful throw.
- E. *Good Throw*: A

good throw shall be made whenever the thrown disc passes entirely through the target plane from front to back and a foul or time violation is not committed.

- F. *Scoring*: A good throw shall count as one point. An unsuccessful throw shall receive no points.

o 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 five of his or her 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 or her 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 or her 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 or her 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.

- 603.03 MTA:
  - A. *Play*: A player shall attempt to throw the disc in such a fashion that the disc

remains airborne for as long as possible, before catching the disc himself. Each player shall make five attempts in each round.

- *B. Discs:* A player shall provide at least one of his or her own discs as per [section 602.01](#). It is advised that an additional disc be available in the event a disc is lost or becomes unsuitable for use.
- *C. Timing of the Throw:* The timing of the flight of the

throw shall be measured from the instant of release until the instant the disc is initially touched in the catching attempt. Time shall be calculated to the nearest one-hundredth of a second. The player's time for a throw shall be the median (middle) time rating of three time ratings received from the measurement crew. In the event that only two times are recorded by the

measurement crew, the back-up timer's result shall be used as the third rating. If no backup is available, the two ratings shall be averaged. If only one valid time is available, a re-throw is necessary. No time shall be recorded for unsuccessful throws.

- D. *Time of Play*: A player shall release a throw within 15 seconds after receiving a signal to throw

from the site judge. Any throw released after the expiration of the 15 second period shall receive a score of zero.

- E. *Catch*: A catch shall be deemed valid when the throw is caught and controlled in one hand by the player, without the disc simultaneously touching any other part of the player's body and prior to the disc touching the ground. The player is permitted

to touch the disc  
an unlimited  
number of times  
before the catch is  
made, as long as  
he or she only  
touches the disc  
with one part of  
his or her body at  
a time. In the  
event the disc  
touches the  
ground  
simultaneously  
with the instant  
the catch is made,  
the catch shall be  
valid. A player  
shall be in full  
control of the disc  
before he or she  
lets it go, changes  
hands, or touches

the disc with another part of the body for the catch to be valid. The validity of questionable catches shall be announced by the player, subject to review by the event judges.

- *F. Score:* The player's score shall be the single best time recorded.
- *G. Groupings:* To facilitate rapid completion of the event, the players shall be placed in groups of five for the purpose of

alternating the order of throws. Each player makes one throw, then the order is repeated until each player has made his or her five throws in the round.

- H. *Starting Order*: In the first round the starting order is decided by some order of random distribution. In all subsequent rounds, each player, in descending order according to his or her performance

in the previous round, shall be given his or her choice of throwing order and site. If two or more players have the same results in the previous round, the order of choice in the current round shall be decided by the disc flipping method. [See section 104.03.](#)

- I. *Interference:*  
Whenever a catchable throw in flight is touched by any person or animal, or a player in pursuit of a

catchable throw is impeded by interference, the throw shall be declared void and the player shall receive an additional attempt. Permanent and/or predictable obstructions, as per [section 601.02](#), shall not entitle the player to another attempt.

- o 603.04 TRC:
  - A. *Play*: A player shall attempt to throw the disc from a marked circular area in

such a fashion that the disc travels as far as possible before catching the disc himself. Each player shall make five attempts in each round.

- B. *Discs*: A player shall provide at least one of his or her own discs as per [section 602.01](#). It is advised that an additional disc be available in the event a disc is lost or becomes unsuitable for use.
- C. *Foul*: No supporting point of

the player shall rest on or beyond the foul line at the instant of his or her release. A follow-through motion which crosses the foul line after the release is permissible. Any foul shall count as an unsuccessful throw and shall receive a score of zero (0).

- *D. Measurement:*  
A throw is measured from the point on the ground directly under the disc when it is first

touched by the player in his or her catching attempt, to the closest point of the foul circle. Readings should be made to the nearest cm. If the measurement point falls on or within the throwing circle, the attempt shall be scored as a zero (0).

- E. *Catches*: The rules for catches set forth in [section 603.03\(E\)](#) of the MTA rules shall also apply to the rules governing TRC.

- *F. Time of Play:*  
The rules regarding time of play set forth in [section 603.03\(D\)](#) of the MTA rules shall also apply to the rules governing TRC.
- *G. Score:* A player's longest single throw resulting in a valid catch shall be his or her score.
- *H. Groupings:* The rules regarding groupings set forth in [section 603.03\(G\)](#) of the MTA rules shall also apply to the rules governing

TRC.

- I. *Starting Order*:  
The rules regarding starting order set forth in [section 603.03\(H\)](#) of the MTA rules shall also apply to the rules governing TRC.
- J. *Interference*:  
The rules regarding interference set forth in [section 603.03\(I\)](#) of the MTA rules shall also apply to the rules governing TRC.

○ 603.05 SCF:

- A. *Play*: SCF combines the

events of MTA and TRC by awarding a single sum of points based on a player's MTA and TRC performances. All cuts in SCF events shall include both MTA and TRC. The rules governing MTA and TRC shall apply to SCF.

- B. *Scoring*: A single SCF score will be determined each round by multiplying the player's MTA score by a factor of 5.5 (rounded to the nearest hundredth) and

adding it to the player's TRC score. For example, a 10.05-second MTA, worth 55.28 points, would be added to a 57.41-m TRC performance worth 57.41 points, for an SCF score of 112.69 points.

- **604 Event Procedures**

- 604.01 Judges:

- A. *Accuracy*: 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, calling fouls and recording good throws. If available, a second person may assist the site judge in calling hits and misses so that the site judge may concentrate on foul calls.

- B. *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.

- C. *MTA*: The head judge shall assign all players to their respective sites and coordinate all other judges. The

site judge shall announce the players, time their throwing periods, and determine and record the official time for successful throws. The measurement crew, consisting of four persons (three timers and one back-up), shall measure the times of the throws with stopwatches.

- D. *TRC*: The head judge shall assign all players to their respective sites and coordinate all other judges. The

site judge shall announce the players, time their throwing periods, and determine and record the official distance for successful throws. The measurement crew, consisting of five persons, shall mark each successful throw and assist in measuring the distance of the longest throws.

- o 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).

- A. *Distance, SCF, MTA, TRC:*
  - (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.

■ B. *Accuracy*:

- (1)  
Competitions  
of 30 or  
fewer:  
Prelim - cut

to 12 plus  
ties; Semi -  
cut to 2;  
Final -  
head-to-head.

- (2)  
Competitions  
of 31 to 80:  
Prelim - cut  
to 20 plus  
ties; Semi -  
cut to 2;  
Final -  
head-to-head.

- (3)  
Competitions  
of more than  
80: Prelim -  
cut to 40  
plus ties;  
2nd Round -  
cut to 8 plus  
ties; Semi -

cut to 2;  
Final -  
head-to-head.

- o 604.03 Ties:
  - A. *Accuracy*: If ties must be broken, the tied players shall have a head-to-head playoff with the first player to win a four-throw station advancing or being declared the winner.
  - B. *Distance*: 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.

- C. *SCF*: If ties must be broken, the tied players shall have a head-to-head playoff. The playoff shall consist of one MTA throw and one TRC throw for each player. These results shall be combined in the normal fashion to produce SCF scores. The player

with the higher score advances or is declared the winner.

- o 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:
  - A. *Accuracy*: 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 shall

be called again for the next throwing position. If he or she responds, he or she may throw and a two-throw deduction is made from his or her score. If there is no response to the second call, the player shall be listed as a scratch (SCR).

- B. *Distance and SCF*: 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 or she responds, he or she 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).

o **605 Glossary**

- Foul Line: In accuracy, one of the sets of lines appearing at each of the seven stations. In distance, one of the sets of 6 m lines within which

the player shall release the throw. In TRC, the 4 m inner diameter throwing circle.

- 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 or her weight or is touching the ground.
- Target/Target Area: In accuracy, the area through which a disc must

pass to score a point.

- Target Plane: In accuracy, the plane perpendicular to the ground and including the target
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