

# Left Coast Cup presented by The Disc Cellar

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## 1 Series Format

### 1.1 Why a Series

Why a series? Series Disc Golf is different both from regular recreational Disc Golf and stand-alone tournament play. By tying together multiple events into a series it gives players something larger than the current event to strive for, it allows comradery and competition to thrive as players compete not just for their placing in the current event, but for their overall placing in the series.

A series also encourages golfers to participate in more events, and potentially to travel to events and courses that they might otherwise not. This provides a richer environment for all players, allowing for personal and competitive growth as well as ridiculous amounts of fun.

Because a series also allows for bad performances to not be included in the final calculations, it makes a bad round which will lose you a tournament, less significant in the series context. Obviously consistent quality performance will be rewarded, but one bad round does not derail your series aspirations.

### 1.2 Regions

The Left Coast Cup recognizes that not everyone is able to travel great distances to play Disc Golf, and as such wants to both make regional golf more meaningful as well as encourage at least selective travel to out of region events. New regions may be added as the series develops.

The following initial regions are proposed:

- **Lower Mainland:** this encompasses Whistler to White Rock, Vancouver to Hope
- **Islands:** this encompasses Vancouver Island as well as the Gulf Islands and any other area that requires a ferry in order to visit Vancouver
- **Interior/Okanagan:** this encompasses Hope to Kamloops and region
- **Northern:** anything significantly farther north than Kamloops
- **Eastern:** Fernie, Elkford and other areas closer to Alberta than Vancouver

#### 1.2.1 Regional Events

In addition to overall series points, points accrue on a regional basis as well. These points will be used to determine regional champions.

### 1.2.2 Home Region

Each player will have a **Home Region** which will be defined by the Principal residence when they start playing in the series for that year.

### 1.2.3 Regional Champions

For a region to have a champion it must host at least three events within the series. The player in each division who accrues the most points during those three events will be the regional champion. If the region hosts more than 3 eligible events, regional points from half + 1 of the events will be used to determine the champions.

Points from outside of the region have no bearing on the regional championships. A player's home region has no bearing on their eligibility for a regional championships.

### 1.2.4 Multi-Region Events

Some events may be close enough to a regional border that they will be considered to take place in two regions. This allows the event to count in both regions towards both regional championships.

## 1.3 Format

The series will consist of at least 4 events which are connected by the accumulation of series points based on players performance in those events.

For the Series Titles, each player's best results will be used from half of the events + 1 (rounded down). Because the series is still developing, we're not certain how many events will be a part of it. If it's 4 events, then your 3 best events will count for the title, if there's 8 events it's your best 5.

In addition to encourage travel to multiple regions, a player is entitled to the points from their best half + 1 events, plus another score for each region in which they compete.

**Example:** If the series is 9 events in 3 regions, you would be able to count your best 5 events ( $4.5 + 1 = 5.5$ , rounded down = 5). However, if you played in events in all 3 regions, you could count up to 7 events, but only if 2 of the scores were from those other regions.

Events will consist of at least 24 holes and no more than 40. These will typically be played as **two** (2) rounds of 18 holes, but some events may have more or fewer holes in order to accommodate weather or light conditions, due to course configuration or other limiting factors.

## 2 Divisions and Entry Fees

Although not all events will necessarily be PDGA Sanctioned, this series will follow the PDGA Divisions, and all will be available for play, regardless of the number of registrants (although players are always welcome to change to other divisions for which they are eligible provided there is

space). This is to encourage players to play in appropriate divisions, and by ensuring that they run, we provide an incentive for those divisions to grow.

Base entry fees are described below, but some events may have additional fees above and beyond the base entry fees. The purpose of those fees will be disclosed in the event details. It is possible that not all events will follow all of the instructions laid out below, such exceptions will be noted and explained when events are announced.

## **2.1 Pro Divisions**

1. MPO: Pro Open – open to all ages and genders
2. FPO: Pro Women – open to all ages but restricted to women
3. MPM: Pro Masters – open to all genders but restricted to participants who are 40 or older in the current calendar year
4. FPM: Pro Masters Women – open to women who are 40 or older in the current calendar year
5. MPG: Pro Grandmasters – open to all genders but restricted to participants who are 50 or older in the current calendar year
6. FPG: Pro Grandmasters Women – open to women who are 50 or older in the current calendar year
7. MPS: Pro Senior Grandmasters – open to all genders but restricted to participants who are 60 or older in the current calendar year
8. FPS: Pro Senior Grandmasters Women – open to all women who are 60 or older in the current calendar year
9. MPL: Pro Legends – open to all genders but restricted to participants who are 70 or older in the current calendar year
10. FPL: Pro Legends Women – open to all women who are 70 or older in the current calendar year
11. MPE: Pro Senior Legends – open to all genders but restricted to participants who are 75 plus in the current calendar year
12. MPR: Pro Grand Legend – open to all genders but restricted to participants who are 80 plus in the current calendar year

### **2.1.1 Base Entry Fees**

All Pro divisions will have the same base entry fee of \$30.

## **2.2 Amateur Advanced Divisions**

1. MA1: Amateur Advanced – open to all genders and ages, required if your PDGA rating is over 935
2. FA1: Amateur Advanced Women – open to all women, required if your PDGA rating is over 825
3. MM1: Amateur Advanced Masters – open to all genders but restricted to players 40 and over in the current calendar year
4. FM1: Amateur Advance Masters Women – open to women who are 40 and over in the current calendar year

5. MG1: Amateur Advanced Grandmasters – open to all genders but restricted to players 50 and over in the current calendar year
6. FG1: Amateur Advanced Grandmaster Women – open to all women who are 50 and over in the current calendar year
7. MS1: Amateur Advanced Senior Grandmaster – open to all genders but restricted to players 60 and over in the current calendar year
8. FS1: Amateur Advanced Senior Grandmaster Women – open to all women who are 60 and over in the current calendar year
9. ML1: Amateur Advanced Legends – open to all genders but restricted to players 70 and over in the current calendar year
10. FL1: Amateur Advanced Legend Women – open to all women who are 70 and over in the current calendar year

### 2.2.1 Base Entry Fees

All Advanced divisions will have the same base entry fee of \$25. If the advanced division receives a player's package it will have a retail value of at least \$10 or be a Disc Cellar voucher for \$10. At some events Advanced divisions will be excluded from the player's package.

## 2.3 Other Amateur Divisions

1. MA2: Amateur Intermediate – open to all genders must have a PDGA rating under 935
2. FA2: Amateur Intermediate Women – open to all women with a PDGA rating under 825
3. MA3: Amateur Recreational – open to all genders must have a PDGA rating under 900
4. FA3: Amateur Recreational Women – open to all women with a PDGA rating under 775
5. MA4: Amateur Novice – open to all genders must have a PDGA rating under 850
6. FA4: Amateur Novice Women – open to all women with a PDGA rating under 725

### 2.3.1 Base Entry Fees

All Intermediate and Recreational divisions will have the same base entry fee of \$20. Each player will receive a player's package with a retail value of at least \$10 or a Disc Cellar voucher for \$10, and will compete for prizes.

All Novice divisions will have the same base entry fee of \$20. Each player will receive a player's package with a retail value of at least \$15 or a Disc Cellar voucher for \$15 or combination thereof and will compete for trophies.

## 2.4 Junior Divisions (Amateur)

1. MJ1: Junior Boys I – open to all boys 18 and under for the full calendar year
2. FJ1: Junior Girls I – open to all girls 18 and under for the full calendar year
3. MJ2: Junior Boys II – open to all boys 15 and under for the full calendar year
4. FJ2: Junior Girls II – open to all girls 15 and under for the full calendar year
5. MJ3: Junior Boys III – open to all boys 12 and under for the full calendar year
6. FJ3: Junior Girls III – open to all girls 12 and under for the full calendar year
7. MJ4: Junior Boys IV – open to all boys 10 and under for the full calendar year

8. FJ4: Junior Girls IV – open to all girls 10 and under for the full calendar year
9. MJ5: Junior V – open to all boys 8 and under for the full calendar year
10. FJ5: Junior V – open to all girls 8 and under for the full calendar year
11. MJ6: Junior VI – open to all boys 6 and under for the full calendar year
12. FJ6: Junior VI – open to all girls 6 and under for the full calendar year

#### **2.4.1 Base Entry Fees**

All Junior divisions will have the same base entry fee of \$15. Each player will receive a players package with a retail value of at least \$15 or a Disc Cellar voucher for \$15, and will compete only for trophies.

### **2.5 Additional Fees**

Depending on the event and its format and location there may be additional fees which are charged to enter the event. These will be fully disclosed when registering for the event.

#### **2.5.1 PDGA Non-Member Fee: \$10**

For PDGA Sanctioned events, players who are not current PDGA members will need to pay the PDGA Non-Member fee of \$10 (excludes Juniors). If you decide shortly after the event to join the PDGA, that non-member fee can be credited towards your PDGA Membership.

Current PDGA members do **not** need to pay this fee.

#### **2.5.2 BCDS Non-Member Fee: \$10**

For BCDS Sanctioned events, players who are not current BCDS members will need to pay the BCDS Non-Member fee of \$10 (excludes Juniors). If you decide shortly after the event to join the BCDS, that non-member fee can be credited towards your BCDS or Club Membership.

Current BCDS members do **not** need to pay this fee.

#### **2.5.3 Greens Fee: varies**

Some events may take place on private property or facilities where we need to pay a “greens fee” in order to use the course. The amount of this fee will vary based on the venue, but will typically be between \$5-20. This fee would be charged to all players.

#### **2.5.4 Ace Pot**

See section 4.

#### **2.5.5 CTP**

See section 5.

#### **2.5.6 Walk-up or Day of Registration**

The lives of event organizers are greatly simplified when they know how many players to expect at an event and can deal with registration and player’s cards in advance of the event. As such, a \$5 walk-up fee is charged to players registering in person the day of the event (or in some cases

day before, if such options are made available). This is to encourage player's to pre-register, and to compensate the Tournament Directors for the extra work.

## 2.6 Fees Included in the Base Entry Fee

### 2.6.1 PDGA Event Fee: \$2-5

For each PDGA event, there is a PDGA event fee of \$2-5 depending on the tier of the event. This fee will be deducted from the base entry fee, and will not be charged on top. It will however reduce the prize purse available.

C-Tier	\$2
B-Tier	\$3
A-Tier	\$4
National Tour	\$5

### 2.6.2 Series Fee: \$5

\$5 from each entry will be used to pay for series and event expenses, this is deducted from the base entry fee, and reduces the prize purse available.

## 3 Ace Pot

Each event will have an optional Ace Pot, the buy-in for the Ace Pot will be from \$1-5 dollars at the discretion of the Tournament Director. Buy-in can take place during pre-registration or at the event before groups are sent to their holes to start the first round. Players may buy-in during the round break at the discretion of the Tournament Director, but if permitted only Aces during the second or subsequent round will be included. E.g. you cannot buy in to the Ace Pot after hitting an Ace and get paid out for the previous Ace.

The pot pays out proportionally, so the pot is split between all players who get Aces and are in the Ace Pot, based on the number of Aces they hit during the event.

If no Aces are hit, the Ace Pot rolls over to the next event in the series.

### 3.1 All Aces Pay

Even if you are not in the Ace pot, if you get an Ace it pays! The Disc Cellar will award a \$20 credit to any player who Aces during a series event.

## 4 Closest To the Pin (CTP)

Closest to the Pin may be offered in an event at the discretion of the Tournament Director. It is not included as part of the base entry fee, so the event will either have a surcharge for the CTPs, or the prizes will be donated to the event.

## 5 Series Points and Prizes

Points are awarded to each player for each player they tie or beat (including themselves). So the larger the division the more points that are available. There is no maximum to the number of points that can be accrued by a player in a division.

For the Series Titles, each players best results will be used from half of the events + 1. Because the series is still developing, we're not certain how many events will be a part of it. If it's 4 events, then your 3 best events will count for the title, if there's 8 events it's your best 5.

### 5.1 DNFs – Did Not Finish

A player who does not finish an event, or fails to show up entirely receives **zero** (0) points for the event. Unless extenuating circumstances justify the DNF, in which cases exceptions will be made at the discretion of the TD and the Series Coordinator.

### 5.2 Club Points

Clubs points are just for bragging rights, but who knows maybe there will be a cool trophy at some point. For a player to earn points for their club, they must not be disqualified, or DNF at the event.

#### 5.2.1 Divisions with 5 or more players

Players in divisions with 5 or more participants will earn points as follows:

- 1<sup>st</sup> place: 10 points
- 2<sup>nd</sup> place: 5 points
- 3<sup>rd</sup> place: 3 points
- 4<sup>th</sup> place: 2 points
- 5<sup>th</sup> place: 1 point

#### 5.2.2 Divisions with 4 or fewer players

Players in divisions with 4 or fewer participants will earn points as follows:

- 1<sup>st</sup> place: 5 points
- 2<sup>nd</sup> place: 3 points
- 3<sup>rd</sup> place: 2 points
- 4<sup>th</sup> place: 1 point

#### 5.2.3 Division Size calculation

The size of the division for the above classification will be based on the number of players who are registered for the division at the start of the event, so DNFs and no shows count towards the size of the division, although they cannot otherwise earn points for not showing up or not completing the round.

#### 5.2.4 Bonus Points

The following bonus points are awarded to clubs:

- 1 point for each player playing in their first tournament
- 1 point for each junior\*
- 1 point for each woman\*
- 10 points if the club has 10 or more players participating

*\* Girls playing in junior divisions qualify for both bonuses.*

### **5.2.5 Regional Club Points**

In the same way that there are regional champions, there can be regional club champions as well.

## **5.3 Prizes**

### **5.3.1 Pro Divisions**

Pro divisions compete for cash prizes, and compete both for the event purse and the series award. Pro divisions will not receive player's packages. Amateurs competing in Pro divisions will receive Disc Cellar vouchers in lieu of cash.

### **5.3.2 Advanced Divisions**

Advanced divisions compete for prizes which will be awarded as Disc Cellar vouchers for event purses. It is our current understanding that awarding a cash series award would not violate any PDGA Amateur rules; however if we find out that awarding such a cash prize would forfeit amateur status for the recipients the series award will be in Disc Cellar vouchers. Advanced players may be given the option of opting out of player's packages.

### **5.3.3 Other Amateur Divisions**

Other advanced divisions compete for prizes which will be awarded as Disc Cellar vouchers for both event purses and series awards. Intermediate, Recreational and Novice players will receive player's packages.

### **5.3.4 Junior Divisions (Amateur)**

Junior divisions compete for trophies at events and Disc Cellar vouchers for the series awards. Depending on the level of competition and number of participants the older divisions may also end up playing for event purses (Disc Cellar vouchers). All Junior Divisions will receive player's packages.

## **6 Payouts**

Payouts will make use of the PDGA Payout Tables, and will pay out 100% of net entries after fees.

### **6.1 Pro Payouts**

The Pro Payouts will use the PDGA Pro Payout Tables and will pay out to 50% of the field (and ties). Amateurs playing in Pro Divisions may accept prizes in lieu of cash.



## 6.2 Advanced Payouts

The Advanced Payouts will use the PDGA Amateur Payout Tables and will pay out to 50% of the field (and ties), Pros playing in an Advanced division will also only receive prizes.

## 6.3 Other Amateur Divisions

Intermediate and Recreational Amateur Divisions will use the PDGA Amateur Payout Tables and will pay out to 50% of the field (and ties), Pros playing in an Amateur division will also only receive prizes.

Novices are playing for trophies and not for a purse, as such no Payout Table is used (but if an event did not offer the player's packages for some reason, the PDGA Amateur Payout Tables would be used and would pay out to 50% of the field (and ties).

## 6.4 Junior Divisions (Amateur)

Junior divisions are not competing for a prize purse and will receive trophies only, in addition to their player's package.

## 6.5 Series Awards

The top three finishers in each division will split the series purse:

- 60% to first
- 30% to second
- 10% to third

*This is subject to change.*

# 7 Registration

Registration will generally be conducted through The Disc Cellar, but other options may be available depending on the event. Pre-registration is encouraged, but if events are not full, day of registration will be available but will cost \$5 more than the pre-registration.

## 7.1 Registration Schedule

Typically the registration schedule will follow a schedule as follows:

- **Tournament Director and Sponsor Exemptions:** before pre-registration opens
- **Pre-Registration Opens:** 4-12 weeks before the event for people who have already competed in the series
- **General Registration Opens:** 1-4 weeks later, allowing anyone to register for the event
- **Cap based waitlisted players added:** before removing registration caps, any players on the divisional waitlists will be added to the event in the order registered until the event capacity is reached
- **Registration Caps Removed:** 1-4 weeks later, allowing the event to fill to capacity regardless of division composition

- **Online Pre-Registration Closes:** 5 days before the event
- **Day of Registration:** 1-2 hours before the event

This schedule may be altered when events come online without sufficient time to go through the whole process, or may be amended due to the needs of specific events or the series finale. These deviations will be communicated as soon as they are known.

## 7.2 Registration Caps

In order to enable players to participate in their desired divisions, and to encourage them to do so, at the beginning of registration the following registration caps are put in place. Before registration caps are removed, no one division will exceed its division cap, and no one class will exceed the class cap for its combined divisions, additional players will be waitlisted in the order they register.

### 7.2.1 Pro Divisions

Division	Division Cap	Class Cap
MPO	8	20
FPO	4	
MPM	4	
FPM	4	
MPG	4	
FPG	4	
MPS	4	
FPS	4	
MPL	4	
FPL	4	
MPE	4	
MPR	4	

### 7.2.2 Amateur Advanced Divisions

Division	Division Cap	Class Cap
MA1	12	24
FA1	8	
MM1	8	
FM1	4	
MG1	4	
FG1	4	
MS1	4	
FS1	4	
ML1	4	
FL1	4	

### 7.2.3 Other Amateur Divisions

Division	Division Cap	Class Cap
MA2	12	20
FA2	8	
MA3	8	
FA3	8	
MA4	8	
FA4	8	

### 7.2.4 Junior Divisions (Amateur)

Division	Division Cap	Class Cap
MJ1	4	8
FJ1	4	
MJ2	4	
FJ2	4	
MJ3	4	
FJ3	4	
MJ4	4	
FJ4	4	
MJ5	4	
FJ5	4	
MJ6	4	
FJ6	4	

## 7.3 Tournament Director and Sponsor Exemptions

Tournament Directors can reserve up to 10 spots in the event until registration caps are removed. They can reserve no more than 50% of any division or class cap.

This option exists to allow Tournament Directors to reserve spots for themselves and event volunteers, or to sell spots to Sponsors who can then give those spots to sponsored players, or give them away in contests. These spots are paid for at full value, all that is being sidestepped is the registration process.

If a Tournament Director wants they can auction up to 2 of those spots for the event. This is currently permitted, but may be prohibited in the future depending on how well it works.

## 7.4 Waitlist

Waitlists spots are full costs spots for the event, this allows players to be added to the event without requiring an additional payment. Waitlists are maintained for each division, and category.

Because of the imposed registration caps, it is possible that the event will not actually be full when you are added to a waitlist. Once registration caps are removed players will be added to the event in the order in which they registered (from a global perspective).

In the future we may change this to keep classes more balanced, but we'll wait to see if it's a problem before we go to that level of complexity.

## 7.5 Refunds

We will follow the PDGA Competition Manual Tournament procedures: 1.3 Withdrawals and Refunds (updated 01 Jan 2016, <http://www.pdga.com/rules/competition-manual/section-1-tournament-procedures/13-withdraws-and-refunds>).

- **30+ days before the event:** 100% refund
- **15-29 days before the event:** 50% refund, unless your spot is filled by someone else (in which case you get 100%)
- **14 days or less before the event:** 25% refund, unless your spot is filled by someone else (in which case you get 100%)
- **No show:** no refund, this assumes that no request to withdraw was made prior to the event and extenuating circumstances don't warrant an exception
- **Waitlist:** 100%, while on the waitlist a player may withdraw and receive 100% refund, once a spot opens up and they are added to the event the above procedures apply. If they do not get into the event, a 100% refund will be processed after the event, and such a player receives pre-registration privileges for the series.

In extenuating circumstances exceptions may be made, but the above is the standard.

## 8 Tie Breakers

In the event of a tie, they will be broken as follows.

### 8.1 Event

In an event, ties are permitted, except for 1<sup>st</sup> place, which requires a playoff. After the playoff all other tied players receive the same number of points, with the winner of the playoff receiving first place points. For all other ties, there will be no playoff and players receive the same number of points.

If weather conditions prohibit a fair playoff, a 1<sup>st</sup> place tie will be permitted, except in PDGA events, where a playoff is required regardless.

### 8.2 Series

In the series, the person with the most points wins each place, but if there are two or more people with the same number of points in the series, the tie will be broken as follows, with each step only proceeding if the preceding does not break the tie.

- Series Points (although we've already stated this is a tie)
- Total Series Points (that is all point accumulated, not just from their best half + 1 events)
- Most Series Events played
- Lowest round score of the series

- Placing in the Series Finale
- Lowest PDGA Number
- Reverse Alphabetical by middle name
- CTP