

WFDF 2026

World Team Disc Golf Championships

8 - 12 September 2026
Vilnius, Lithuania



Match Play and

Modified Alternate-Shot

Doubles Rules

Version 1.0, September 7

1. Purpose and Application of Rules

All Singles and Doubles Games at the WFDF 2026 World Team Disc Golf Championships (WTDGC) are played using Match Play.

The PDGA Official Rules of Disc Golf, including Appendix A – Match Play and the applicable Doubles rules in Appendix B, apply except where superseded or modified by the WTDGC Competition Format Participant Guide or these event-specific rules.

For WTDGC terminology:

- ▶ a Match is the complete contest between two national teams;
- ▶ a Game is one individual Singles or Doubles contest within that Match.

Each Match consists of four Games:

- ▶ two Singles Games; and
- ▶ two Modified Alternate-Shot Doubles Games.

Where PDGA Appendix A uses the word match for the contest between two opponents, this corresponds to a Game for WTDGC purposes.

If an event-specific WTDGC procedure differs from the standard PDGA Match Play procedure, the WTDGC procedure applies.

PART A – MATCH PLAY

A.01 General

In Match Play, opponents compete to win individual holes rather than to achieve the lowest cumulative number of throws over the complete round.

A side wins a hole by completing the hole in fewer throws than its opponent.

If both sides complete the hole in the same number of throws, the hole is tied or halved. For WTDGC purposes, this may also be referred to as a pushed hole.

The Game score is expressed as the number of holes by which one side leads:

- ▶ 1 up – one more hole won than the opponent;
- ▶ 2 up – two more holes won than the opponent;
- ▶ all square – both sides have won the same number of holes.

The normal PDGA Official Rules of Disc Golf apply except where modified by PDGA Appendix A – Match Play or by these WTDGC-specific rules.

A.02 Starting Order and Order of Play

A.02.1 First hole of the Game

Before play begins, each individual Singles and Doubles Game conducts a disc flip.

The winner of the disc flip chooses which side plays first on the first hole of that Game.

This is a WTDGC-specific procedure replacing the standard first-hole order described in PDGA Appendix A.02.1–2.

A.02.2 Subsequent holes

If one side wins a hole, that side plays first on the next hole.

If a hole is pushed, the starting order alternates on the next hole.

The order continues to alternate following each consecutive pushed hole until one side wins a hole.

Once a hole is won, the side that won that hole plays first on the following hole.

This is a WTDGC-specific modification of the standard procedure in PDGA Appendix A.02.2, under which a tied hole does not normally change the throwing order.

A.02.3 Singles and Doubles sharing a playing group

For WTDGC rounds, one Singles Game and one Doubles Game play together in the same starting group.

Where both Games are ready to play from the same teeing area: the Doubles Game plays first, followed by the Singles Game.

The order between the opposing sides within each individual Game is then determined according to A.02.1 and A.02.2 above.

Once play has moved beyond the teeing area, normal applicable PDGA order-of-play principles apply within each Game.

A.03 Scoring a Hole

A side wins a hole by completing the hole in fewer throws than its opponent.

If both sides complete the hole in the same number of throws, the hole is halved and neither side gains an advantage in the Game score.

In accordance with PDGA Appendix A.04.3, a player may ask an opponent how many throws they have made on the current hole.

A player who falsely reports that number loses the hole.

Hole already decided

In accordance with PDGA Appendix A.04.4, when a side can no longer win or halve the hole, the hole is complete and play on that hole must cease.

Players must therefore not continue throwing merely to finish the hole after its Match Play result has already been determined.

Any subsequent throw is governed by the applicable practice-throw rule.

A.04 Practice Throws After Completion of a Hole

Under PDGA Appendix A.04.5, any throw made after a hole has been completed is a practice throw.

The applicable penalty is added to the player's score on the next hole.

This includes throws made after the result of the hole has already been determined because the opponent can no longer win or halve the hole.

Players should therefore proceed to the next hole once the current hole has been decided.

A.05 Concessions

Concessions are governed by PDGA Appendix A.05.

A side **may concede the entire Game** at any time before the Game has concluded. The opponent wins the Game.

A side **may concede the current hole** before both sides have completed the hole. The opponent wins that hole.

A player or Doubles team **may concede the opponent's next throw**. The conceded throw is considered to have completed the hole.

The opposing sides may also agree to halve the hole currently being played.

A concession:

- ▶ takes effect immediately;
- ▶ may not be declined; and
- ▶ may not subsequently be withdrawn.

Concessions should be communicated clearly enough that there can be no reasonable doubt that the throw, hole or Game has been conceded.

Example for: A player or Doubles team may concede the opponent's next throw

Player A reaches the putting area with their first throw and is close to the basket. Player B has already made two throws and is still some distance from the basket.

Player A may concede Player B's next throw. Player B is therefore considered to have completed the hole in 3 throws and does not make another throw on the hole.

Player A must still complete the hole. If Player A makes the putt, they complete the hole in 2 throws and win the hole. If Player A misses, play continues normally. Player A may still complete the hole in 3 throws and halve the hole, or take 4 or more throws and lose the hole.

Conceding an opponent's next throw therefore does not concede the hole. It only treats that specific next throw as having been successfully completed.

A.06 Penalties, Warnings and Rules Calls

Except where specifically modified by these WTDGC rules, penalties, warnings and rules procedures are governed by the applicable PDGA Official Rules of Disc Golf and Appendix A – Match Play.

In accordance with PDGA Appendix A.03.1, penalties and warnings assessed between holes apply to the next hole.

Players should distinguish between:

- ▶ a normal rules violation or misplay governed by the PDGA Rules;
- ▶ a Match Play-specific consequence under Appendix A; and
- ▶ an event conduct or disciplinary matter that may be referred to the WTDGC Tournament Rules Group (TRG).

Where a rules question cannot be resolved by the players under the applicable PDGA procedure, assistance should be sought from a Tournament Official.

A.07 Winning or Drawing a Game

A Game normally ends when:

- ▶ one side is up by more holes than remain to be played;
- ▶ all applicable holes have been completed;
- ▶ the Game ends under the WTDGC time-cap procedure;
- ▶ one side concedes the Game; or
- ▶ the Game is otherwise concluded under the applicable WTDGC rules.

For example, if a player is 3 up with two holes remaining, the Game is complete and the result is 3 & 2.

This follows the principle in PDGA Appendix A.06.1.

A completed WTDGC Game awards:

- ▶ Win – 2 Game Points
- ▶ Draw – 1 Game Point to each team
- ▶ Loss – 0 Game Points

A tied Game is permitted at WTDGC except where another event-specific procedure requires further play.

PART B

– MODIFIED ALTERNATE-SHOT DOUBLES

B.01 General

Each WTDGC Doubles Game consists of two players from one national team competing against a pair from the opposing national team.

The Game uses Modified Alternate-Shot Doubles combined with Match Play scoring.

The applicable PDGA Doubles rules apply except where modified by the WTDGC format described below.

B.02 Predetermined Tee Assignments

Before the Game begins, each Doubles pair must determine which player will make the tee throw on each of the 18 scheduled holes.

Each player must be assigned to tee on exactly nine holes.

No player may be assigned to tee on more than three consecutive holes.

Each Doubles pair has its own official WTDGC Doubles tee-assignment card. The pair may prepare and update its tee assignments at any time before the Game begins.

Before the start of the Game, each pair must also record on its card the predetermined tee assignments of the opposing pair. The two pairs must therefore exchange their completed tee assignments before play begins.

Once the Game has begun, the assignments are fixed and may not be changed.

The predetermined tee assignment applies whenever that hole is played, regardless of which player made the final throw on the previous hole.

This is the WTDGC implementation of Modified Alternate Throw, under the applicable PDGA Doubles rules allowing the Director to designate which team member makes the first throw on each hole.

B.03 Alternate Throws After the Tee

After the predetermined player makes the tee throw, the two team members alternate throws until the hole is completed.

The player who did not make the previous throw makes the next throw.

Example:

Players A and B form a Doubles team.

Player A is assigned to tee on Hole 1:

A makes the tee throw;

B makes the next throw;

A makes the following throw;

B makes the next throw;

and the players continue alternating until the hole is completed.

If Player A is also predetermined to tee on Hole 2, Player A tees on Hole 2 regardless of which player made the final throw on Hole 1.

B.04 Incorrect Team Member Throws

The player predetermined to make the first throw on a hole must make that tee throw.

Thereafter, the players must alternate correctly.

A throw made by the incorrect team member is a misplay governed by PDGA Rule B.05.E.4.

If the error is discovered before an additional throw has been made:

- ▶ the team receives one penalty throw;
- ▶ the incorrect throw is disregarded; and
- ▶ the correct team member makes the throw from the required lie.

If an additional throw has been made after the incorrect team member's throw:

- ▶ the team receives two penalty throws; and
- ▶ play continues from the current lie.

These provisions determine which member of the Doubles team must throw.

They should not be confused with a side throwing before its opponent contrary to Match Play order of play.

B.05 Re-throws

Where a rule requires a throw to be made again from the same lie, the re-throw must be made by the same team member who made the original throw, in accordance with PDGA Rule B.05.E.5.

The normal alternating sequence then continues from that throw as required by the applicable Doubles rules.

B.06 Doubles Match Play Scoring

A Doubles Game is scored in exactly the same Match Play manner as a Singles Game.

The Doubles team completing the hole in fewer throws wins the hole.

If both teams complete the hole in the same number of throws, the hole is halved.

Concessions and completion of a hole are governed by the applicable provisions of PDGA Appendix A.04 and A.05, together with these WTDGC rules.

The Game score is expressed as holes up, holes down or all square.

PART C – WTDGC PLAYING PROCEDURES

C.01 Starting Groups

For most WTDGC rounds, the four Games within a national-team Match are divided into two groups.

Starting Group 1	Singles 1 Doubles 1
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Starting Group 2	Singles 2 Doubles 2
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Each starting group therefore normally contains six players: three from each national team.

Starting Group 1 begins on the Match's assigned starting hole.

Starting Group 2 begins on the next consecutive hole, with Hole 18 followed by Hole 1.

The Games remain with their assigned group throughout play.

C.02 When One Game Finishes Before the Other

If one Game finishes before the other Game in the same playing group, the players from the completed Game remain with the group until the remaining Game has concluded.

Those players:

- ▶ must not interfere with continuing play;
- ▶ remain subject to the applicable conduct and Spirit of the Game requirements;
- ▶ may assist with spotting where appropriate; and
- ▶ must not position themselves as a visual aid or reference for a player making a throw.

PART D – TIME CAP

D.01 Duration

All Singles and Doubles Games are scheduled for 18 holes.

A two-and-a-half-hour time cap applies to most WTDGC Games.

The time cap begins at the official scheduled start time of the round, regardless of the actual time at which an individual Game makes its first throw.

Medal Games are not subject to the time cap.

The time cap does not replace normal PDGA pace-of-play requirements.

D.02 When the Time Cap Expires

When the time cap expires:

- ▶ complete the hole currently being played;
- ▶ determine the Match Play margin after that hole;
- ▶ if the Game is tied or only one hole apart, play exactly one additional hole;
- ▶ if one side is two or more holes ahead, the Game ends after the current hole;
- ▶ after the one additional hole, the Game ends regardless of the resulting margin.

The result after that additional hole may therefore be either a win or a draw.

The additional hole is not sudden death.

D.03 When a Hole Is Considered in Play

For purposes of the WTDGC time cap, a hole that has become Open before the time cap expires must be played and completed, even if the first tee throw occurs after the group has been informed that the time cap has expired.

A hole that has not become Open when the time cap expires is not played.

Under the current WTDGC procedure, a hole becomes Open when the group is present at the teeing area and the applicable clearance condition is satisfied:

Par 3:

The group ahead has completed the hole and cleared the playing area.

Par 4:

The hole is clear; or all players in the group ahead have reached the putting area within 10 metres of the target and a tee throw cannot reasonably reach, endanger or distract them.

Par 5:

The hole is clear; or all players in the group ahead have advanced at least 200 metres (656 feet) from the front of the teeing area.

Regardless of these thresholds, a player must never throw where the throw might injure or distract another person.

If the intended tee throw can reasonably reach the group ahead, the playing area is not clear for that player.

Once a hole becomes Open, the side first in the throwing order must prepare to play without undue delay. The player's throwing time is governed by PDGA Rule 802.03 – Excessive Time, including the applicable 30-second requirement once all conditions of that rule have been satisfied.

WTDGC operational note: Course-specific modifications to the Open Hole definition may be published for particular Par 4 or Par 5 holes where the layout makes the general distance-based definition inappropriate. Any such modification must be communicated as an official event-specific instruction before it is applied.

PART E – SCORING AND RECORDS

E.01 PDGA Live

PDGA Live is the official scoring system for WTDGC 2026.

All Games must be kept up to date during play.

For Singles Games, both players are expected to keep score in PDGA Live. If a player is unable to use PDGA Live during the Game, they may keep score on an official paper scorecard instead.

For Doubles Games, each Doubles team designates one player to keep score, normally using PDGA Live. An official paper scorecard may be used where PDGA Live cannot be used.

Both sides remain responsible for knowing and verifying the current Game score.

Any official paper scorecard used instead of PDGA Live must be completed and submitted to the Tournament Officials in accordance with the applicable PDGA scoring requirements.

E.02 Hole Not Completed Because of Match Play

Where a player or team does not physically complete the hole because the hole has already been won or conceded, the score entered into PDGA Live is **number of throws completed + 1**.

The purpose of this entry is to allow PDGA Live to record the hole while the actual competitive result remains determined by Match Play.

If there is any uncertainty about the exact stroke score to enter, any scores may be entered provided they correctly reflect the Match Play result of the hole — the player or team that won the hole must have the lower score. For a halved hole, both sides must have the same score.

E.03 Unplayed Holes After a Game Ends

If a Game finishes before all 18 holes have been played, all remaining unplayed holes are entered in PDGA Live as **1 for both sides**.

This allows the scorecard to be completed and submitted.

These entries do not represent throws actually made and do not change the Match Play result.

E.04 Paper Scorecards

Paper scorecards are the official backup where PDGA Live cannot be used because of connectivity, device or other technical problems.

Players must continue recording the Game on paper where necessary and enter the information into PDGA Live as soon as practical.

Any unresolved scoring discrepancy must be referred to an event official.

E.05 Doubles Tee-Assignment Card

Each Doubles pair has its own official WTDGC Doubles tee-assignment card.

Before the Game begins, each pair must have its final tee assignments recorded on the card and must also record the predetermined tee assignments of the opposing pair.

During the Game, both pairs use their cards to verify that both teams follow the tee assignments declared before the start of the Game.

The cards must be retained for the duration of the Game and made available to a Tournament Official if requested.

After the Game, if there were no issues or disputes concerning the tee assignments, the cards may be discarded. If there was a disagreement, possible misplay or other issue involving the tee assignments, the relevant card(s) must be retained and provided to a Tournament Official if requested.

PART F – COMPLETION OF GAMES AND MATCHES

F.01 Completion of a Game

A Game is complete when it has concluded through:

- ▶ the normal Match Play winning condition;
- ▶ completion of all applicable holes;
- ▶ the WTDGC time-cap procedure;
- ▶ concession;
- ▶ forfeit; or
- ▶ another applicable competition procedure.

Players must confirm the final Game result before leaving the playing area.

F.02 Completion of the National-Team Match

A WTDGC Match is complete only when all four Games have concluded and the results have been properly recorded.

The four Games award a maximum of eight Game Points:

- ▶ Game win – 2 Game Points
- ▶ Game draw – 1 Game Point to each team
- ▶ Game loss – 0 Game Points

During the Swiss rounds, an overall 4:4 Match is a valid draw, and each national team receives 1 Match Point.

F.03 Matches That Must Produce a Winner

The following Matches cannot finish tied:

- ▶ Semi-Finals;
- ▶ Gold Medal Matches;
- ▶ Bronze Medal Matches; and
- ▶ Round 8 Placement Matches.

If the four Games result in an overall 4:4 Match, the Game Points earned from the two Doubles Games are compared first.

If one team has earned more Game Points from the two Doubles Games, that team wins the Match.

If the Doubles Game Points are also tied, the Match is decided by sudden-death Match Play between the designated players:

Open Division	Semi-Finals (Round 7): MPO1	Round 8: FPO1
Masters Division	Semi-Finals (Round 7): MP40-1	Round 8: FP40-1

The relevant player is the player assigned to that position on the submitted roster for that Match.

For Semi-Finals and Medal Matches, sudden death starts on Hole 1 of the applicable course and continues to Hole 2, Hole 3, and so on until one player wins a hole.

For other Round 8 Placement Matches, sudden death starts on the hole immediately following the hole on which the final Game of the tied Match was completed, wrapping from Hole 18 to Hole 1 where necessary.

The sudden-death Game is played under the applicable Match Play rules. The first player to win a hole wins the Game and therefore the national-team Match.

PART G – RULES QUESTIONS AND OFFICIALS

G.01 Rules Questions During Play

Players are expected to know and apply the applicable PDGA and WTDGC rules.

Rules questions during a Game are handled in accordance with the PDGA Official Rules of Disc Golf, including Appendix A – Match Play, the applicable PDGA Doubles rules, and the event-specific procedures in this document.

Where a rules question cannot be resolved under the applicable rules, players should seek assistance from a Tournament Official.

A playing-rule ruling or appeal is separate from any disciplinary matter that may arise from the same incident.

Serious or repeated incidents that may require further action may be referred to the Tournament Rules Group (TRG) in accordance with the WTDGC Disciplinary Procedures.

G.02 Event-Specific Rules and Instructions

The PDGA Official Rules of Disc Golf apply to WTDGC 2026, including the applicable Match Play and Doubles provisions.

The WTDGC Competition Format Participant Guide and this document establish additional event-specific procedures for the Championship.

Where WTDGC has expressly established an event-specific procedure that differs from the standard PDGA Match Play or Doubles procedure, the WTDGC-specific procedure applies.

Additional course-specific or operational instructions may be issued by the Tournament Technical Director where necessary and will be communicated to teams before they are applied.