

## ∞ 2010 Par Infinity Bag Tag Rules ∞

1. Par Infinity bag tags will be sold to LOCAL Par Infinity Disc Golf Club members. All challenges must be between Par Infinity bag tags ONLY. No inter-club tag challenges.
2. Any player may challenge any other player **regardless of their tag number**. The challenged player has options for limiting what challenges they must accept. (See rules #9 and 14)
3. All challenges are on a first-come, first-serve basis. No multiple challenges. Each challenge must be completed before the next is accepted, except in pool challenges. (See rule #12)
4. During a scheduled match, you must always have your tag with you in full view. No concealing tags. Do not challenge a player if you do not have your tag with you. Not having your tag with you constitutes refusing a challenge and is therefore a forfeit.
5. If a challenge is made, the player who receives the challenge must give a time and date within two weeks to complete the challenge or he/she must forfeit. If the challenger cannot make the date given, the challenge is void. No other challenges can be made until the challenge is completed.
6. The player who receives the challenge gets to pick the course to be played, and who can or cannot play during the round. If the challenger does not accept the opponent's choices, the challenge is void.
7. Each challenge must be completed in one round. No multiple round challenges except during tournaments.
8. Challenges issued for tournaments are for the entire event. No multiple challenges during tournaments.
9. You do not have to accept a challenge from a player that you just beat until two weeks have passed, or the challenger has completed another challenge, whichever comes first.
10. No one is permitted to play individual solo rounds for a challenge. The only time challenge opponents are not required to play in the same group is during tournaments.
11. No doubles. No skins. No match play.
12. **Three or more tag-holding players have the option to toss their tags into a pool with the lowest score taking the lowest tag and so on. No players can be denied throwing down. For example; tagger #'s 2, 4, 19, and 22, are about to play a round of golf, tagger # 73 shows up on time and wants to tag also... tagger #73 must be allowed to play and tag with this group. No #'s will be denied unless excuses are discussed ahead of time... acceptable excuses include; not having enough time to play due to work, true illnesses, just finished a tag round that day, or prior time constraints. No deceitfulness or scandalousness or whining allowed. Unacceptable excuses include; your number is too high, I don't want to play with a number over 50...ALL NUMBERS MUST BE ACCEPTED. IF YOU DESERVE THE TAG YOU WILL KEEP IT!!!!**
13. No ties. All ties must be played off with a hole-by-hole sudden death from tee #1.
15. Tags #1-10 must remain in play. If any of the top 10 tag holders do not accept any challenges within a two week period the tag will be forfeited back to the club and will be awarded randomly to another player that is within the top 10 spots. If the tag holder cannot return their tag to the club in person within one week of their forfeit, they are required to mail it, at their own expense to be received within that week.
16. Players wishing to get information as to who holds each tag may call the club. Players with questions regarding the rules may call the club for a judgment. Players wishing to file a complaint may call the club. For any of the above, call Jim McIntosh 499-8444, or J-Bird.
18. The last day for challenges will be the day before the Bigfoot Tournament of the following year. New tags for each year will be sold and distributed at the Bigfoot Tournament. Tags from the previous year become the property of the holder the day of the Bigfoot Tournament and challenges for that tag do not have to be honored.

*Everyone is on their honor to conduct themselves according to the rules and within the spirit of competition*