

# Article II - Double Disc Court

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**Comment:** Double Disc Court (DDC) is a sport played by two teams of two players each, with two discs in play. Each team defends its court by catching any incoming discs, and attacks the other court by throwing them back. One point is scored when the other team fails to catch an incoming disc, or when they throw out. Two points are scored when the other team touches both discs at the same time.

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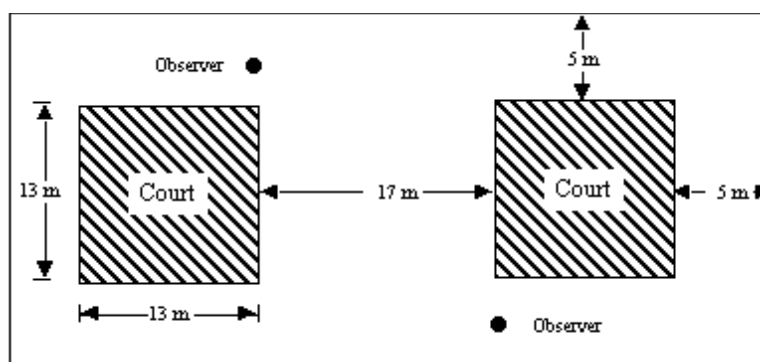
## 201 Equipment and Setup

### 201.1 Playing Surface

DDC may be played on any level surface that affords reasonable player safety. Grass is recommended.

### 201.2 Court Dimensions

A DDC court is made up of two individual courts, each of which is a 13m square. The two courts are 17m apart. There must be at least 5m between adjacent DDC courts.



### 201.3 Lines

The perimeter of each court is marked by a highly visible material that lies flat, such as rope or tape. Lines and the surface under them are out-of-bounds.

### 201.4 Corners

The eight corners of the two courts are marked by highly visible cones centered on the corners of the courts. The corner markers are out-of-bounds.

### 201.5 Discs

The official discs for play are two 23A or 23B Frisbee brand flying discs weighing approximately 110g each. If two official discs are not available, then any two discs agreed to by both teams may be used.

## 202 Game Play

### 202.1 Starting Options

Before the start of a game, teams alternate their choices on each of the three following options for the first rally:

- (1) which court they defend,
- (2) which team initiates, and
- (3) which team must declare its server.

The first choice goes to the team that wins a disc flip as described in 104.03 of the [WFDF Rulebook](#).

### 202.2 The Rally

A rally begins with the serving call. The player on each team who catches the serve then throws the disc back at the opposing court. Players continue catching discs and throwing them back at the

opposing court until a point has been scored or an infraction has been committed, at which point the rally ends.

### 202.3 Service

A Serving Combinations: After one team has declared its server for the first rally of the game, the other team chooses which of its players will serve. Teams alternate their server on each subsequent rally. In this manner, two pairs of players, each with one player from each team, will alternately serve together for the entire game.

B Serving: A rally begins with a serving call made by the non-serving player on the initiation team. The call begins with the announcement of the current game score, with the initiation team's score first. It continues with account of "Ready, Two, One, Throw" in an even cadence of approximately one second per word. Before the word "Throw", a player may indicate that they are not ready, in which case the serving call starts over. Servers must throw on the word "Throw".

C Late or Early Serve: If a server throws early, the opponents may immediately call "Early". If a server throws late, the opponents may immediately call "Late". The team making the call may take any points scored, or replay the service. If both discs are caught, play may continue ([203.11](#)).

D Wrong Servers: Any player who realizes that the correct combination of servers was not used may immediately call "Wrong Servers". If no subsequent throws have been made after the serves, then the service is redone regardless of the outcome of the serves. Otherwise, play continues and the correct serving combination is used to begin the next rally.

### 202.4 Offense

A General: A team attacks the opposing court by attempting to:

- (1) throw a disc into the opponents' court that is not caught, or
- (2) cause the opposing team to be in contact with both discs at the same time

B Court Position: A player's court position is a circle one meter in diameter centered directly under the player's hips. Court position is established at the coincidence of a catch and contact with the ground. If a player catches a disc out-of-bounds, their court position is at the nearest in-bounds point. If momentum carries a player away from their court position and closer to the opposing court, they must return to their court position before throwing. If momentum carries a player in a direction that is not closer to the opposing court, the court position is where the player stops, within a maximum of three ground contacts. Every throw after the serve must be made from the court position. If a throw is made from mid-air, then the last ground contact must have been with the court position, unless the catch was also made while in mid-air.

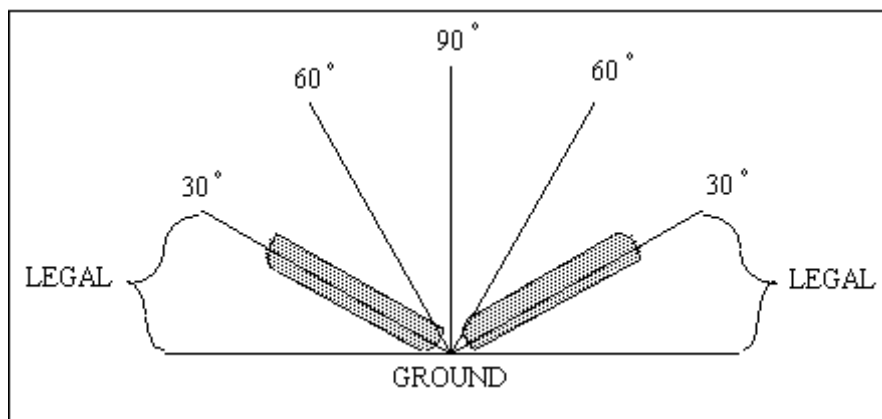
C Traveling: If a player makes a throw from outside of their court position, the opponent may call "Traveling". See [203.8](#) for calling infractions.

D Line Fault: If a player throws while in contact with either a line or a corner marker, the opponent may call "Line Fault". See [203.8](#) for calling infractions.

E Throw From Out of Court: Any throw made with a supporting point

completely out-of-bounds, or from mid-air with the last ground contact having been completely out-of-bounds, is scored immediately for the opponent.

F Angle: All throws must contact the ground at an angle of 30 degrees or less from horizontal, except for forward-spinning throws that cross the front line of the opponents' court at a height less than 2.5m, and throws that contact the other disc. A player on the defending team who believes that a disc may strike the ground with excessive angle may call "Angle" before the disc contacts the ground. See [203.8](#) for calling infractions.



G Endangerment: If a player is hit above the knees by a high-velocity throw while playing the other disc, the defending team may call "Endangerment", and a replay is taken. If it is determined that the defending player intentionally moved into the throw, no replay is taken.

H Late Throw: Competitive throws made after a point has been scored or an infraction has been committed are considered to be late and cannot score for the throwing team. However, a late throw that is thrown from or touches out-of-bounds scores for the defending team. A late throw may result in an infraction.

## 202.5 Defense

A Catching: There are no limitations as to how a player may catch a disc, as long as it is controlled by the player before the disc touches the ground. A disc may be caught with simultaneous ground contact, though the ground may not assist in making the catch. The lines and corner markers are considered to be part of the ground. A player may catch a disc that has been touched but not caught by a teammate. A disc may be caught simultaneously by both players on a team; in that case either player may take possession of the disc.

B Double: If a player or team is in contact with both discs at the same time, a double has occurred. A held disc is considered to be part of the player holding it. When the attacking team observes a double, they may immediately call "Two". If the defending team agrees with the double call, play stops and two points are scored by the attacking team. Otherwise, they may dispute the call. See **Error! Reference source not found.** for disputed calls.

C Tipping: A common method of escaping doubling attacks is to tip one or both discs into the air. Except in escape situations, teams are only allowed one tip. An escape situation occurs when both discs are thrown at the same court. Tipping more than once in a non-escape situation is traveling. See [203.8](#) for calling infractions. The disc must be sharply struck when it is

being tipped and no pair of opposite sides of the disc may be touched simultaneously. Prolonged contact or lifting of the disc constitutes a throw.

## 203 Game Procedures

### 203.1 Scoring

A point is scored for the throwing team when:

- (1) a disc lands in the opponents' court at a legal angle and then either comes to rest in the court or touches an opponent without having first touched out-of-bounds; or
- (2) a disc touches an opponent and then the ground.

Two points are scored for the throwing team when:

- (1) the opposing team is in contact with both discs at the same time.

A point is scored by the non-throwing team when:

- (1) a disc touches out-of-bounds; or
- (2) a disc at rest breaks the vertical plane of the inner edge of a line or corner marker; or
- (3) a throw is made from outside the court; or
- (4) a team touches its own throw; or
- (5) a third or subsequent infraction has been committed.

### 203.2 Break

When the end result of a rally is a point scored for each team, a break occurs. No points are awarded and play continues with the next rally.

### 203.3 Court Switches

During a game, teams switch courts every five points.

### 203.4 Courtesy Signals

There are situations during a game when a visual signal by the defending team will clarify play for the opponents and officials. The following courtesy signals should be used:

- (1) When a disc has touched near a line or corner, a player on the defending team should point one or both hands up if the disc was out, or down if the disc was in.
- (2) When a team agrees with a double call made against them, a player on the defending team should hold up two fingers to acknowledge the double.

### 203.5 Initiation

A Initiation: For the first rally of a game, initiation is determined as one of the starting options as described in [202.1](#). On subsequent rallies, the initiation team is the team having won the previous point.

B Impasse: Whenever during a rally a player on each team holds a disc, an impasse occurs. It is the responsibility of the initiation team to throw within four seconds, unless their opponents choose to break the impasse by throwing. If the initiation team fails to initiate, their

opponents may call "Stalling". See [203.8](#) for calling infractions.

### 203.6 Delay of Game

A. Start of Play: Once the Director has announced the start of a round, teams must begin play within one minute. Breaks between games in a match must not exceed three minutes. Breaks between matches in around must not exceed five minutes. A team that is not ready to start play at the prescribed time incurs a Delay of Game infraction. See [203.8](#) for calling infractions. A team incurs an additional Delay of Game infraction for each subsequent minute that it is not ready to play. If a team is not ready to play within five minutes of the start of the game, it forfeits that game.

B. Serving: After a rally has ended and the result has been determined, teams must retrieve the discs and return to their serving positions without delay. At that point, the initiation team must begin the serving call within ten seconds. A team that violates either of those requirements incurs a Delay of Game infraction. See [203.8](#) for calling infractions. A team incurs an additional Delay of Game infraction for each subsequent minute that it is not ready to serve.

### 203.7 Timeouts

Each team is allowed a single two-minute timeout per game, which may be taken between rallies. Each team is also allowed a single three-minute injury timeout per game, which may be taken at an impasse or between rallies. If an injury timeout is taken during an impasse, play continues ( [see 203.11](#) ) once the timeout is over.

### 203.8 Infractions

The traveling (202.4.C), line fault (202.4.D), and stalling (202.5.B) infractions must be called immediately. The angle infraction (202.4.F) must be called before the disc hits the ground. In the case of traveling or a line fault, play stops at the next impasse. An out throw scores for the opponent, and is not an infraction. If the infraction call is accepted as valid, the team making the call may then:

- (1) charge their opponents with an infraction and replay the rally; or
- (2) remove the infraction throw from consideration and award any points scored.

On the third and subsequent instances of a team being charged with any combination of infractions, their opponent is awarded a point if they choose option (1). If an infraction is charged to each team, the infractions offset and no infraction is charged to either team.

### 203.9 Disputed Calls

If a player disagrees with a double or an infraction call, they may immediately call "No", and play continues until the next impasse or until the rally ends. At that time the players maintain their court positions (in the case of an impasse) and discuss the disputed calls in the order they occurred. If a disputed call is confirmed, the rally ends and points are awarded or an infraction is charged. If a disputed call is dismissed, the next disputed call is addressed. If all disputed calls are dismissed, then play continues in the case of an impasse ([203.11](#)), or points are awarded based on the result of the rally.

### 203.10 Deformation

A. Court Deformation: When a court is deformed during play, a player may call "Court" and play stops immediately after both discs are caught or when the rally ends. Points are scored as usual, except that no throws made by either team, which are either in flight or thrown

after "Court" is called, may score for the team in the deformed court. If no points are scored, a replay is taken after the court has been restored to its official shape.

B. Disc Deformation: If a disc is damaged or deformed during a rally, a player may call "Disc" to request that the disc be restored or replaced at the next impasse or rally. In the case of an impasse, once the situation has been remedied, play may continue ([203.11](#)) after players have returned to their court positions.

#### 203.11 Continuation

If play has been paused, it can be resumed once all players have indicated that they are ready. At that point, an impasse occurs and play continues as usual.

#### 203.12 Interference

Should a player or disc be interfered with by an outside agent (such as a spectator or animal) in a way that affects the rally, a replay is taken.

#### 203.13 Coaching

Coaching of players during a rally is not permitted. Other coaching is permitted as long as the pace of play is maintained.

#### 203.14 Result

The first team to reach the designated number of points (typically 11, 15, or 21) is the winner. The winning margin must be at least two points, unless the length of the game has been capped at a maximum number of points.

### 204 Tournament Procedures

#### 204.1 Tournament Director

The Tournament Director is the final authority regarding the interpretation of these rules during a tournament. The Director's responsibilities include: determining the tournament format, scheduling each round, and resolving disputes. The Director also has wide latitude with regard to the tournament procedures described in this section.

#### 204.2 Officials

A. Head Judge: A head judge is encouraged for semifinal and final matches whenever feasible. Head judge responsibilities include:

- (1) keeping the score and announcing it during court switches, or on request;
- (2) immediately ruling on any disputed double calls by calling "Two" or "Clean";
- (3) resolving any disputed calls, when requested. If both teams disagree with a ruling, they may override it. Furthermore, it is expected that players will override any call that they are certain was in error;
- (4) acknowledging that a timeout has been requested, and announcing when it is over;
- (5) timing the breaks between games and announcing when it is time for the next game to begin;
- (6) calling line faults.

B. Observer: A head judge may appoint additional officials called observers. They are typically placed where they have a good view of the front lines of the courts. Additional

observers may be placed near the back lines if available. Observer responsibilities include:

- (1) assisting the head judge in ruling on any disputed calls;
- (2) calling line faults;
- (3) confirming whether a disc touched out-of-bounds.

### 204.3 Forfeits

If a team is unable to start or finish a game, it forfeits that game. A forfeit is listed as a loss for the forfeiting team, with its score being the number of points it had at the time of the forfeit. If there have been any forfeits during around, then the final ranking is done in two stages. In the first stage, all teams are ranked based on their records. Teams which have forfeited keep their ranking. In the second stage, all games played by teams with forfeits are removed from the results, and the remaining teams are ranked based on their resulting records, skipping the rank positions assigned in the first stage. In this way, forfeits only affect the rankings of teams which have forfeited.

### 204.4 Multi-Game Matches

In matches of more than one game, the team that lost the previous game gets its choice of each of the three starting options as described in [202.1](#). The pairs of players serving together must alternate from the previous game.

### 204.5 Competitive Formats

A. General Procedure: The competitive format for a tournament is to be determined by the Director and largely depends on the number of teams entered. The Director may determine which rounds are to be played, how large the pools are, how many games compose a match, how many points are needed to win a game in a particular round, and what the cap, if any, is for each game.

B. Rounds: A tournament typically consists of up to four rounds of play:

(1) Pool Play: Teams are divided into pools of four to six teams. Each pool plays a round robin, where each team plays every other team once. Pool play games are typically played to 15 points, though totals of 11 or 21 points can also be used. The top two teams in each pool advance to the top pool in the round robin. The next two teams advance to the second pool in the round robin, and so on. For this reason, the number of pools in pool play should be half the number of teams in each round robin pool.

(2) Round Robin: After pool play, teams have been grouped into larger pools of eight to ten teams. Each pool plays a round robin. Games are typically to 15 or 21 points. The top four teams from the top pool advance to the semifinal. The team that wins the round robin chooses their semifinal opponent from among the three other advancing teams.

(3) Semifinal: In each of the two semifinal matches, two teams play a match with the winner advancing to the final. Matches are typically two out of three games to 15 or 21 points, or three out of five games to 15 points.

(4) Final: Two teams play for the tournament championship. Matches are typically two out of three games to 15 or 21 points, or three out of five games to 15 points.

C. Examples: The following examples are illustrative and not definitive. Many



other formats for the given numbers of teams are possible. It is up to the Director to determine the format for a tournament.

(1) 5 teams: After one or two rounds of round robin play of games to 15, the top two teams play a final of two out of three games to 15.

(2) 8 teams: Two pools of four, games to 15, winners go to the final.  
Alternatively, pool winners play the second place team from the other pool in a semifinal match.

(3) 17 teams: Three pools of four and one pool of five teams. Top two from each pool go into the eight-team A pool, remaining teams go in the B pool. After A and B pool round robin, the top four teams from the A pool advance to the semifinal, then winners to the final.

(4) 26 teams: Four pools of five and one pool of six teams. Top two from each pool advance into the ten-team A pool. Third and fourth place teams from each pool advance into the ten-team B pool. Remaining teams go to C pool. The top four teams from the A pool advance to the semifinal, then winners to the final.

## 204.6 Ties

In round robin play, ties among teams with identical records are broken in the following manner: Starting with Step 1 below, compare the tied teams. Any team that then has a unique ranking is assigned that ranking. If ties remain, compare the tied teams using the next step in the sequence. Repeat the process until no ties remain. Each comparison is based on the results for that round only. For the purposes of record and point comparisons, games against teams that forfeited to any of the tied teams are disregarded.

Step 1: Fewest forfeits.

Step 2: Record against the other tied teams.

Step 3: Point differential in games against the other tied teams.

Step 4: Record against teams that placed above the initial set of tied teams.

Step 5: Point differential in games against teams that placed above the initial set of tied teams.

Step 6: Point differential in games against all teams in the pool.

Step 7: Any method as determined by the Director.

## 205 Glossary

**Angle:** The angle between the plane of the disc's flight plate and the plane of the ground when the disc makes contact with the ground. Also: a violation of the angle rule ([202.4.F](#)).

**Attack:** The throwing of one or both discs at the opposing court.

**Break:** A rally that results in one point for each team. No points are awarded.

**Burn:** A low, high-velocity throw. Often used as the second throw in a two-disc attack.

**Cap:** The maximum point total required to win a game, regardless of the margin of victory.

**Court:** A 13-meter square area that is bounded by the inner edges of its lines and corner markers. Two courts compose a single DDC court, similar to how a tennis court is made up of two smaller courts.

**Double:** Simultaneous contact with both discs by a team. A held disc is considered to be part of the player holding it.

**Dump:** A throw intended to go over an opponent's head and land in the back of the court. Also known as: Lob, Drop Shot, Dump Shot.

**Escape:** The successful handling by a team of two discs thrown at their court, where both discs are played and the result is an impasse or a counterattack against the attacking team.

**Escape Situation:** A team is in an escape situation when both discs have been thrown at their court.

**Follow:** The second throw in a two-disc attack, typically a burn or a dump. Also known as: Follow Shot, Attack Shot.

**Impasse:** An impasse occurs when each team holds a disc. It is so named because it is generally a disadvantage to throw first.

**In-bounds:** Any point that is within the area of a court. Alternatively, a throw that lands and remains in-bounds. Also known as: In.

**Initiation:** The responsibility to throw first during an Impasse, and to make the serving call that begins a rally. The initiation team is also known as the "designated" or "des" team.

**Lead:** The first throw in a two-disc attack. Typically thrown high in order to give a teammate time to catch and throw the other disc. Also known as: Lead Shot.

**Match:** One or more games between two teams, considered as a unit, with a winner being declared.

**Out-of-bounds:** Any point on the ground that is not within the area of a court. Alternatively, a throw that touches out-of-bounds. Also known as: Out, Out Throw.

**Rally:** One play of DDC, beginning with the serving call and ending with a break, a replay, or one or two points scored. Also known as: Exchange.

**Replay:** A return to the previous serving combination and initiation of the previous rally, with no points having been awarded.

**Serve:** The first throw of a rally. Two players, one from each team, serve simultaneously.

**Serving Combination:** The pair of players, one from each team, who serve together to start a rally.

**Shot:** Throw.

**Supporting Point:** Any part of a player's body that is in contact with the ground when a disc is released.