

Best Shot, also known as “Scramble,” is the most common format for doubles in disc golf. Players always throw from the same lie, picking the shot they prefer each time.

Best Disc, also known as “Best Score,” is similar to singles. Both players play their own disc and take the better score on each hole.

In *Alternating Shot*, players take turns throwing throughout the course. If one player makes the putt, the other player drives on the next hole.

In *Worst Shot*, players always throw from the same lie and take the worse shot every time. Both players must make their putts.

Rules for Doubles ***Approved by the PDGA Rules Committee***

Best Shot

Either player may elect not to play a particular hole or throw a particular shot. His/her partner may play the hole as a single player (no extra shots). In case of injury or disqualification, one partner may play alone.

Players may take a reasonable amount of time to pick which lie they want before the 30 seconds starts.

A lie that is picked up without being marked is gone forever; the team must throw from the other lie. If, after picking up a lie, the team picks up their second lie, the second lie will be replaced in accordance with PDGA rules. All lies must be marked according to PDGA rules.

The first player to throw from a legal lie has determined the team’s lie. His/her partner must throw from the same lie. If one player throws from an incorrect lie (for example, another team’s lie), his/her partner may still play from the correct lie.

Any practice throws count as that player’s next competitive attempt.

Best Disc

Either player may elect not to play a particular hole or throw a particular shot. His/her partner may play the hole as a single player (no extra shots). In case of injury or disqualification, one partner may play alone.

The player who is away (among all players on the card) must always throw first, with this exception: if the away player and his/her partner are lying the same number of strokes, they may choose to have the closer partner throw first.

A player *must pick up* once it is impossible for him/her to better the team’s score. Warning for first violation, one stroke for subsequent violations by a player.

Any practice throws count as that player’s next competitive attempt.

Alternating Shot

If a team throws out of order, another team must call it immediately, like a foot fault. Warning and correct player throws. Subsequent violations are one stroke.

A player who commits a stance violation that requires a rethrow must rethrow it (partner does not rethrow).

Worst Shot

In Worst Shot, a team found to be giving another team a “better” lie will be disqualified for unsportsmanlike behavior.

General

If a player calls a stance violation that requires a confirmation, it must be confirmed by a member of another team or an official, not by his/her partner.