

# 2022 Competitor Media Policy

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1. Tour Card Holders are required to show up for their press availability at their assigned times. This includes day-of pre-round interviews and post-round interviews.
  - a. Competitors who fail to show up for assigned press availability without notice or warning will be subject to a small fine, not to exceed \$50.
  - b. Competitors must be available for at least 15 minutes after they turn in their scorecard before they are allowed to leave the playing area.
2. Tour Card Holders are required to show up for any high end media requests, such as ESPN shoots, Tease Shoots, or other high end content created by the Tour for Disc Golf Network or other entities.
3. Tour Card holders wishing to bring in outside media are subject to the same credentialing processes as Tour Media Partners (see “Credentialing” in the 2022 DGPT Media Policy Document). There are no special permissions granted.
4. Tour Card Holders are required to agree to the Competitor Likeness Agreement, found [HERE](#), which was agreed to in Tour Card Registration.
5. The Disc Golf Pro Tour retains rights to all content shot by Competitors at Tour Venues.

## Competitor Media Availability

1. All PDGA media policies apply.
2. 1 Hour before tee time is competitor warm up time. You may decline interviews or media interaction within 1 hour of tee time.
3. During the round, you have the right to ask a cameraperson to move if they are interfering with your ability to play.
4. You have the right to ask photographers to turn off their flash or silence their cameras in accordance with DGPT policy.

## Competitor Created Media

Competitor credentials, caddy credentials, and player support credentials are NOT media credentials and do NOT have full media access. Please review the media creation that is permitted by competitors below. Also, please note that players or their associates can request standard media credentials through the normal media credential process

- (a) **Competitor Created Media** is defined as media created solely by the competitor and/or their registered support person at the DGPT event site, for distribution on the competitor’s personally-owned social media channels only. Media produced by a competitor’s sponsor or endorsee, or created by the competitor for their sponsor or

endorsee's commercial or social media channels does not qualify and is subject to the DGPT's [Commercial Media License Requirements](#).

- (b) **Editorial Content** is anything published in print or on the Internet that is designed to inform, educate or entertain and is not created to attempt to sell or promote a product, brand, or service. Editorial content can include images of competitors wearing standard clothing worn in competition.
- (c) **Promotional Content** is any content published with the intent to explicitly or implicitly endorse, or bring awareness to, any product, brand, or service outside of the DGPT and its events, on the competitor's own channel. This includes overt sponsorship/endorsement advertorials and any promotion beyond standard competitor clothing.
- (d) **Commercial Content** is any promotional content to be distributed on a channel other than the competitors channel in order to promote a product or service or for monetary gain, as well as ANY media contracted by a third party.

## Competitor Media Privileges

Competitors have special rights and privileges regarding **Editorial** content not granted to other media/production teams, so long as the guidelines outlined in this document and in the credentialing process are adhered to.

Commercial content, in any form, must use the [DGPT Content Creation Request Form](#) and is subject to the [DGPT Media Policy](#), regardless of who is producing it.

Failure to adhere to these policies may result in revocation of an individual's Competitor Media Rights. Repeated infractions may result in further repercussions at the discretion of the Tour Director, including removal from the event and/or loss of Tour Card.

The DGPT Competitor Media Policy considers two phases - "Pre-Event" and "In-Event"

### Pre-Event Competitor Media

The "Pre-Event" phase begins once the DGPT Team arrives on-site and begins modifying/dressing the course. This typically takes place the weekend prior to the event's start, but may vary. Once this phase begins, the DGPT is the only entity with authority to grant or deny media credentials.

Pre-Event Competitor Media requests must be submitted through email ([media@dgpt.com](mailto:media@dgpt.com)) and the player must receive written authorization from the DGPT before proceeding. Player's may obtain season access, which may also be revoked at any time.

Submitting a request through the form means you agree to follow these listed guidelines upon being granted the credential, as well as any additional guidelines specifically addressed to you

by the DGPT staff based on our determination of the category of your granted credential (i.e. Editorial vs. Promotional).

## Pre-Event Player Media Guidelines

- All requests must be submitted 10 days prior to the start of the event.
- All content published/posted, regardless of platform, must prominently mention the full event name and presenting partners in the content and description.
  - There must be a direct read of the official event name, including sponsors, though it can be mentioned organically, so long as a reasonable good-faith effort is made to inform the audience of the event taking place. This must take place in the first 3 minutes of the video.
  - For edited/"post-produced" content, including the provided event and sponsor logos in the edit is mandatory. The media team will provide you with appropriate event logos, which must be used at the start and end of your video.
  - For "real-time" content (i.e. posts on social media), mentions in the description along with using the provided hashtags are a satisfactory alternative to the event logo requirement.
- All content published/posted, regardless of platform, must prominently mention the Disc Golf Pro Tour.
  - All of the clauses mentioned above for the Event also apply to the Disc Golf Pro Tour
- Pre-Event Content Production must be completed within the time window specified on your credential, with reasonable allowances made for situations beyond your control.
- Pre-Event Player Media production must *always* cede right-of-play to fellow competitors practicing for the event, and must not unduly disrupt the flow of the practice days.
- Pre-Event Player Media credentials do NOT grant permission to modify the course or property in any way unless specifically noted.
- The Player is responsible for any and all injuries and damages that may occur during the course of filming. The Player agrees to hold harmless and indemnify the Disc Golf Pro Tour of any and all liability resulting from Pre-Event Player Media Production.

## In-Event Player Media

The "In-Event" phase begins at 12:00:00AM, the day of the first round and ends at 12:00:00AM on the day following the last putt of the event.

## In-Event **Commercial** Player Media

- During this phase, no **Commercial** Player Media of any kind is allowed to be produced at the event site.
- This is in order to provide a safe, focused space for you to perform at your best while competing at a Tour event.

- This policy extends to all sponsors and media partners of the DGPT as well. If anyone approaches you and asks you to violate this policy, please inform DGPT Staff immediately.
- If you have sponsors that wish to create commercial content during competition at a DGPT event, please refer them to the [Content Creation Request Form](#).
- The Disc Golf Pro Tour has procedures in place for our Tour Partners to license footage from events for these purposes, and to collaborate with Tour Partners constructively if that footage does not already exist.

In our eyes you are a Player-Athlete first, and a brand representative second.

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**Editorial** Player Media is limited to “real-time” posts, such as social media posts/stories, or other non-edited and non-post-produced content. Your Player credentials allow for this type of content creation by default. Please adhere to the following guidelines:

- Mention or tag (if applicable) the Event or Event Production company’s account.
- Mention or tag the Disc Golf Pro Tour (@DiscGolfProTour)
- Use the hashtags provided
- [Optional, but appreciated] Appropriate calls to action to support the Disc Golf Pro Tour, Disc Golf Network, and/or the Event itself
  - Thanking the volunteers and staff at events on social is always a great move for your brand!
- Do not interfere or obstruct the ability of our Media Partners or our DGN Live Team to film the shots they need. Player Media must always cede the right-of-way to DGPT, DGN, and its Media Partners - with no exceptions.

## All Other Video Media

(Interviews, Vlogs, and other)

### Player Media

Player centric media is defined as media filmed **by players or their support teams** for the sole use in promoting their likeness, not their sponsors. Player based media is allowed at Pro Tour events as long as the filming does not interfere with any other filming and proper credit is given to the event. In this instance, proper credit includes mentioning the event in its full name - including title and presenting sponsor and including that the event is a Disc Golf Pro Tour stop. This includes all filming during the week prior to the event.

Failure to follow these requests will result in these privileges being revoked on a player-by-player basis.

### **Filming content for profit prior to events**

Media teams assigned post-production coverage for the event are allowed to film content for profit during practice rounds as long as they have received written consent from the Disc Golf Pro Tour with the following stipulations.

- The event name, including the title and presenting sponsor, is featured prominently at the beginning of the video.
- The Disc Golf Pro Tour is credited for setting up the course and mentioning that the filming is taking place before a Pro Tour stop.
- If the content is released before the event's start, encouraging people to watch on the Disc Golf Network (or in person if allowed) is highly encouraged.
- It should feature no shot-by-shot competition, though player-specific challenges are acceptable.
- It should not impede other players' ability to practice (allow groups to play through, etc.).
- No more than five individuals are allowed to be filmed at one time.
- Filming takes place in the early morning hours (8 am-10 am) or late afternoon (4 pm-dusk) to avoid causing too much congestion on the course.

Media teams which are not already assigned roles at an event but are wishing to create content prior to the start of an event are welcome to submit a request and produce content for profit for a fee. Fees are set on a per project basis.

Failure to follow these requests will result in these privileges being revoked on a case-by-case basis.

### **Other media created for profit.**

Businesses creating content are subject to screening and approval by the DGPT. Requests to create media at DGPT events must be submitted to the Disc Golf Pro Tour at least 10 days prior to the event's start date (first day of competition).

Failure to receive written permission from the Disc Golf Pro Tour before the event will result in the individual being asked to stop recording and leave the premises.