

SPORT: SHUFFLEBOARD

EVENTS

SINGLES REC (Recreational)

SINGLES ADVANCED *National qualifying event State requires District Games qualifying.*

DOUBLES *National qualifying event State requires District Games qualifying. (If a District Games does not hold a doubles competition, the singles winners may combine into doubles teams.)*

Doubles compete with no divisions by sex - any mixture of men and women will be allowed for team competition. **A partner must be designated to enter a doubles event.**

Competition in an age group will only be conducted if there are at least two entries in that age group.

EQUIPMENT

Players may bring their own cues; however, cues will be available. The cue will not have an overall length of more than six feet three inches. No metal part of the cue can touch the surface of the court.

GENERAL RULES OF PLAY

Shuffleboard events are head-to-head competitions (see General Rules & Information).

2. Matches will be conducted in accordance with the official rules of the National Shuffleboard Association, other than exceptions published here-in.
3. **Match Time:** In Singles matches will consist of four rounds (eight frames); In Doubles matches will consist of eight rounds (sixteen frames); The tournament director may chose to reduce play within an age group if time becomes a factor. The decision to reduce play must be made prior to the start of competition in a particular age group. In round robins/pools of three or more players/teams, the tournament director may elect to use a 30 minute time limit on each match. No odd numbered frame will start after 30 minutes. If the score is tied when time has lapsed, the participants will play complete frames until the tie is broken (ties may be broken on odd numbered frame).
4. The end of the court at which a match begins is Head of Court, and the opposite end is Foot of Court.
5. Shooting for Disc Color: From Head of Court the players shoot alternately, yellow shooting first. The first three discs of each color are practice and are removed progressively. The last disc played is left on the court, and the disc nearest the far deadline determines who has color choice. If last black disc touches or moves yellow disc, yellow gets choice.

6. Yellow is on the right side of Head of Court and left side of Foot of Court.
Singles: Yellow shoots first from Head of court. Black shoots first at Foot. Lead changes after each frame. The event coordinator may elect to conduct two matches simultaneously on one court. If this occurs, the opponents will remain at one end of the court for the entire match, and change sides at mid-match (ie, after 4th frame in 8 frame match).
Doubles: Yellow shoots first from both Head and Foot for full round (two frames). Black shoots first for entire second round. Play continues accordingly.
7. Error in color lead: Can be corrected before the frame is over by playing the frame over. After the eighth disc is shot and all discs have come to a stop, the error then detected is not corrected.
8. A disc is played when it leaves the starting area, except when jockeying (sliding disc backward and forward to judge court surface.)
9. Dead Discs which are removed: Disc stopping between the farthest deadline and starting area. (Disc that touches the farthest deadline is in play.) Disc returning or remaining on the court after having struck any object outside the playing area. Disc leaning over edge of court and touching the alley. Disc which stops less than eight inches beyond farthest baseline.
10. Frame (½ round) will be played over when: Error in color lead is disclosed before last disc of frame has been shot and stops. Disc from another court moves or displaces a live disc. Disc rebounds and touches a live disc or causes another dead disc to touch a live disc.
11. Players may not step or touch over the baseline.
12. Players must not talk or make remarks to disconcert opponent's play.
13. In doubles, any remark or motion to partner which indicates coaching their play is prohibited.
14. In singles play, players must not advance beyond the baseline until beckoned by the referee to begin play by the word "Play" or hand signal. In doubles play, partners not shooting remain seated until the referee indicates play.
15. When pushing a disc, you must have one smooth follow through movements (no “jerking” allowed).
16. **5-OFF PENALTIES**
 - Discs not in starting area.
 - Played disc touching front or back line of starting area.
 - Intentional stalling.
 - When not shooting, stepping on, or over base line, or extension of baseline, except to gather or place discs.
 - Standing on adjoining court.

In Doubles, leaving seating before official indicates "Play."

In Singles, crossing baseline to proceed to other end before official indicates "Play."

Standing in the way of, or having a cue in the way of, or interfering with the play of opponent.

17. 10-OFF PENALTIES

Shooting opponents disc.

Disc played touches side line or triangle of starting area.

Hesitation shot. Hook shot.

Player touching over baseline while shooting.

Player leaving the court without permission.

Player touching a live disc.

Talking or making remarks to disconcert opponent.

Making remark or motion to partner which indicates coaching.

Shooting before opponent's disc comes to rest.

Cue slipping from player's hand which touches or displaces any live disc.

Player shooting two consecutive discs.

Player shooting disc causing replay.

Appealing without reason.

Any action not covered by the rules, deemed improper by the Tournament manager.

MATCH SCORING

The individual or team with the highest score after competition is the winner. Players should sign score sheet after match.

MATCH TIES

Extra rounds will be played until the tie is broken.

ROUND ROBIN/POOL TIES

Ties between two players, the winner of the head to head match between the two players will be awarded the tied position (1st, 2nd, etc).

Ties between three players, point differential will be used to break the tie between the three players (The Tournament Director will only use the scores from the matches between the participants involved in the three way tie to compute the point differential). The next position (2nd, 3rd, etc) will be awarded to the winner of the head to head match between the two remaining players. Ties between four or more players, use logic for ties between three players.

FORFEITS

If a player fails to complete round robin/pool play for any reason (injury, withdrawal, ejection, etc), all of their matches will count. The matches that they did not complete/play will be cored as 1-0 forfeits.

EVENT: SINGLES RECREATIONAL

1. Matches will consist of two rounds (four frames.) Opposing players will remain at one end of the court during the entire match. There will be two opposing players who will remain at the other end of the court competing against each other.
2. Women may shoot from the end of the scoring triangle instead of the shooting box.

EVENT: SINGLES ADVANCED

Matches will consist of four rounds (eight frames.) However, the Tournament Director may choose to reduce play to six frames within an age group if time becomes a factor. The decision to reduce play must be made prior to the start of competition in a particular age group.

EVENT: DOUBLES

Matches will consist of eight rounds (sixteen frames) of which eight frames will be played by each partner who will stay at his respective end of the court during the entire match. As in Singles Advanced, the Director may elect to reduce the number of frames in the interest of time.

ROUND ROBIN TIES & FORFEITS

See rules for Advanced Shuffleboard

COURT ETIQUETTE

Make every effort not to disconcert other players.

Use one alley when traveling back and forth between

Head and Foot of court. Never walk on court.

Player, after shooting disc, shall step to the rear of their portion of shooting area with cue in vertical position.

State Qualifying Requirements:

1st and 2nd place winners of District Games qualify for Advanced Singles and Doubles.

National Qualifying Requirements:

1st, 2nd, 3rd, and 4th Place will advance to Nationals.