

CITY OF McALLEN
PARKS AND RECREATION DEPARTMENT

GOLDEN AGE OLYMPICS
SHUFFLEBOARD

Rules and Regulations

Published by the National Shuffleboard Association (Revised 1997).

1. A match shall consist of twenty (20) frames. If a tie game results at the end of twenty (20) frames, play is continued in regular rotation until two (2) additional frames are completed, or in like manner until a winner has been decided. The tournament organizers have the right to shorten games to 16 frames depending on the number of teams registered.
2. **Color choice:** A coin toss will determine color choice when a player or team is called to the court.
3. Each player is allowed one shot to determine if the speed of the court is acceptable. If the court is then modified by the addition of beads or waxing of the discs, an additional shot is then allowed to determine if the court is acceptable to all players. The player shooting yellow at the head of the court is allowed four (4) practice shots. These discs are removed and the player shooting black at the head of the court is allowed (4) four practice shots. Players at the foot of the court will then be allowed four (4) practice shots each in a similar manner. At the end of ten (10) frames players change color for the second half of the match. No speed shot is allowed but an additional four (4) practice shots per player in the manner described above is allowed.
4. In doubles, partners shall play the same color at both ends, of the court. In doubles, all players must play the same end of the court for the entire match.
5. To start a game, the yellow disc is shot first. Play alternates yellow, then black, until all discs have been shot. Yellow shall always-be played from the right side of the head of court and left side of foot of court. The head end of court is the scoreboard end.
6. Error in color lead: Error in color lead shall be corrected if discovered before completion of play of eight (8) discs. Correction in this instance means returning all discs played to their place of origin, and played over with the correct color lead. If all eight (8) discs have been played before discovery of lead error, play will continue as though proper lead was made.
7. Players shall place and play their four (4) discs from within and not touching the lines of the respective half of the ten (10) off area.
8. Disc touching lines: It is a common practice with some players to jockey or slide the disc back and forth to see if there is sand or other materials which might interfere with the disc sliding evenly. No penalty is to be called on this practice if lines are touched or crossed while jockeying. Cue shall not leave the disc while jockeying. If the cue leaves disc in the count area of court, it shall be considered a shot and such disc shall be removed from play.
9. Hard shooting: Any disc which is shot hard enough to leave or cause an object disc to leave the playing area and go over the back stop or go on to the adjacent court and displace a live disc, shall incur an automatic penalty of ten (10) points off for the shooter. There will be no warning for this violation.

10. No hook shot allowed: The shot must be delivered in a straight line with continuous forward motion of the cue and disc.
11. Player must not step on or over baseline of court, or extension of the baseline while executing a shot. Player may cross extension of baseline to gather discs or remove discs that are out of play.
12. Player must not touch a foot, a hand, knee or any part of their body to the court on or over the baseline or extension of the baseline at any time while executing a shot.
13. Player may walk in alley between courts to the nearest foul line in order to observe the location of the discs at the other end of the court. Player may ask the referee, or his/her partner; or in singles the person at the other end of the court, to give the position of the disc on the court.
14. Players must not leave court, except with opponents permission.
15. Player must not stand in the way of, or have a cue in the way of, or interfere in any way with opponent while said opponent is executing a shot. After completing a shot, a player shall step to rear of court and hold cue in an upright position.
16. Players shall not touch live discs at anytime. If a situation arises whereby a player moves a disc or discs before play is completed from the other end of the court, discs shall be replaced to their original position. If the players cannot agree on this, the referee shall be called. If the referee cannot get the players to agree on the placement of the discs, the half round shall be played over and the person moving the disc shall be penalized ten (10) points by the referee.
17. Any remark or motion to partner that indicates coaching is prohibited. Player may indicate by word or action which discs are good and advise score. When color choice is a question, player may ask for color preference. Any other conversation between the players is prohibited. Players must not talk or make remarks to disconcert opponents play.
18. A disc or discs returning to or remaining on the playing area of the court, after having struck an object outside the playing area, shall be removed before further play. It is called a dead disc. If a live disc is moved by a dead disc, the live disc shall be replaced to its original position.
19. A disc which stops between farthest foul line and starting area is dead and shall be removed before further play. If a disc is touching farthest foul line, it is in play. Any disc that clearly leaves the court beyond the farthest baseline, or goes off the side of the court, is a dead disc. A disc which stops less than eight inches beyond the farthest baseline shall be removed. A disc which is more than half way over the side of the court, or which rests or leans on edge shall be removed.
20. Player must wait until opponents disc comes to rest before shooting.
21. Intentional stalling or delay of game is not allowed, a time of twenty (20) seconds is deemed sufficient time to make a decision and shoot. If any player continually exceeds this limit, Tournament Manager, after warning, may impose a penalty for delay of game.
22. If a cue slipping from a player's hand does not touch or displace a disc, there is no penalty.
23. After the original preparation of the courts, beads shall be applied to the courts, or cause discs to be waxed, only if so requested by a majority of the players involved. In case of a tie vote by the players, a flip of a coin shall decide if the court is to be modified. When applying beads to the court, they shall be applied evenly over the entire court in the

amount requested by the players. Addition of beads to the court or waxing of discs shall be done only at the start of a match. Once beads are added or discs are waxed, there is no provision for removal except in normal play. In case of a rain delay, courts and discs shall be treated as at start of a match. There is no penalty for player marking or identifying discs.

24. **RAIN:** If it starts to rain during a game, play shall be terminated at the completion of any half frame or any full frame, and the score card marked indicating the frame number or half frame number as appropriate. Completion of an unfinished game shall be resumed later at the score, frame, or half frame, and color lead where play terminated. Resumption of play will be at the discretion of the Tournament Manager.
25. **Substitutes:** In case of physical disability of one player in doubles, a substitute player may take up play at the point during the playing of a match, providing such substitute has not entered in a previous match in this tournament. Disabled player cannot return. The Tournament manager has final decision on the legality of the substitution.
26. The winner of a match must sign the score card, thus approving the record thereon. It shall be the responsibility of the winner to present the score card to the scorers table as promptly as possible.
27. If an error is posted on the scoreboard and it is discovered before the next eight (8) discs have been played the error will be corrected. Otherwise, the score as posted must stand, unless both sides agree to the correction.
28. In keeping score, the written number shall be carried forward at all times and any score that is in the hole shall be indicated by a circle around the number.
29. The referees decision on whether a disc is good, or no good, is final. There is no appeal.
30. In case of improper action of a player, not specifically covered by these rules, the Tournament Manager will ascertain the facts and take action as he/she deems proper.
31. Call to play: 2nd call to be made in (5) minutes - 3rd and final call to be made in (10) minutes. If no answer is made to final call, the called player or players lose by default.
32. Player shall not be assigned to play on a court upon which he or she has previously played on, on the same day.
33. No player or team shall be requested to play more than four (4) matches in a day. If all parties involved agree, then a fifth match may be played.
34. If there is no referee on the court, the person playing yellow calls the disc good or no good. If person playing black does not agree, then a referee is called. The referee's decision is final There is no appeal.
35. Players shall not step on the playing surface of the courts. If after warning from the referee, player continues to step on the playing surface of the court, referee may penalize player five (5) points for each violation.

OFFICIALS

1. The Tournament manager shall have complete charge of all arrangements of the tournament. Namely, conduct the drawings, pairing, assign the courts, officials, set time for starting games and matches, inspect all courts and equipment, etc., and all other details which enter into tournament play.
2. In conducting the drawing, the Tournament manager shall keep teams or individual

players from each club/park, separated on the board insofar as possible.

3. The Tournament manager shall have the authority to enforce the rules and assess such penalty as he/she sees fit. In case of point penalty being assessed, such penalty shall not exceed ten (10) points for any violation.
4. Referees shall be appointed by and under the supervision of the Tournament managers. Referees shall be completely familiar with these rules and the interpretation of the same.
5. When requested to do so by players, the referee shall determine and make known to all players, whether a disc is good or no count.
6. It is not the duty of the referee to attempt to watch all players for rule violations, or to watch the scoring. The referee becomes involved only after being requested to do so by the players. It is then the duty of the referee to issue warnings to players regarding rule violations. After warning, if the violation is repeated the referee may assess point penalty of five (5) not to exceed ten (10) points for any violation. When referee is called to make a decision on a scoring error he/she shall make a determination based strictly on the tournament rules. Under no condition is the referee to allow a spectator to become involved in a scoring decision.