



Bid Euchre - 4 Handed

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers should have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. In a tournament, a minimum of 12 (twelve) t games per day will be played. A time limit of 20 minutes will be placed on each game with a five (5) minute break between games. A game consists of 8 hands in which each person deals twice.
2. Progressive Bid Euchre is to be played at OSGA Ontario 55+ Summer Games. District partners will play the first game together, and then split.
3. The event will be divided into at least 2 sessions per day. At the beginning of each session, District partners will start the session together. Care will be taken to have teams start in a different place each session so as to avoid playing the same opponents if possible.
4. Players will start the first game of a session with their partner. After each game, the winning team shall move, one player goes to a higher table and one goes to a lower table. The losing team will stay at the table but will not play as partners.

Note After the first game of the session only, the winning team will move two (2) tables and the losing team will move one (1) table. This is to prevent the losing team from having to play against each other in the second game.

Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. To determine winners, partners' tournament points will be added together at the end of 12 (24 – 2 days) games to determine the highest winning team.
3. In the event of a tie, total score will be used. If there is still a tie, there should be a playoff of 4 hands

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The original rule source is from Hoyles Rules as listed in Haussen Pfeffer, but these rules have to be recognized as a combination of Bid Euchre, Pepper and a host of other similar games as adapted for OSGA purposes. The basic concepts of play as set out in euchre also apply, with additional exceptions listed under “Tournament Set-Up” and “Bid Euchre (4-handed) Rules Summary.”

F) EVENT REQUIREMENTS

- Equipment**
1. 20 regulation size card tables and chairs.
 2. 40 new decks of standard playing cards.
 3. Scorecards, Pens, Results Board.

Two decks of cards are used consisting of jacks, queens, kings and aces (32 cards total). Any suit will have two (2) right and two (2) left bowers, two (2) aces, two (2) kings and two (2) queens. When a no trump hand is played, the order runs from aces, kings, queens and jacks.

- Facilities** An air-conditioned, well illuminated room, large enough to accommodate 20 regulation size card tables.

G) OFFICIALS

The OSGA requires at minimum the following officials for Ontario 55+ Summer Games.

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convener
- B) One (1) Official Scorekeeper
- C) One (1) Timekeeper
- D) A two (2) person standby team

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Bid Euchre (4 Handed) Rules Summary

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. Each player keeps points on an official score card which must be initialed by an opposing player after each game.
3. Each player bids only once. After the deal is complete, the bid starts with the player to the left of the dealer with each player bidding in turn or passing until the final bid is complete. The successful bidder has the lead. Anyone making a bid out of turn will lose his/her bid for that hand and their partner cannot bid the same colour.
4. **If a player says the same number of tricks in bidding as the previous player, he must up his bid by at least one or his partner may not bid in the same colour.**
5. A bid must name the number of tricks to be taken and the suit or “no trump” as the case may be. (E.g. three (3) hearts, five (5) no trump, etc.) A minimum bid of 2 must be made.
6. Players are encouraged to maintain the pace of bidding and play once it has started. Players who hesitate or delay the game may invite the intervention of the convenor who has the discretion to order a complete re-deal of the hand or for repeated hesitation by that player, may assess the players team a five (5) point penalty.
7. When a player, plays a moonshot, the players hand is strong enough to take all eight tricks and the player plays alone. In the case of a moonshot, no help is received from one's partner and the hand is played as dealt. However, when a call for two (2) hand is bid, the bidder first discards two (2) cards and receives two (2) cards from his/her partner. When a call for one (1) hand is bid, the bidder first discards one (1) card and receives one (1) card from his/her partner.
8. Scoring:
 - (i) A point is earned for each trick taken by either team
 - (ii) A call for two (2) hand is worth 12 points
 - (iii) A call for one (1) hand is worth 18 points
 - (iv) A moonshot is 24 points
9. To count, the team must take at least (more if possible) the points bid or in the case of call hands or moonshot, the bidder must take all eight tricks. The opponent receives one (1) point for each trick taken.
10. When a team fails to take the tricks bid, then the amount bid is subtracted from that team's score and in the case of a failed call two (2) hand, 12 points are subtracted, 18 points for a failed one (1) call hand and 24 for a failed moonshot. (A team may end up with a minus score).
11. Cards must be dealt one-at-a-time in order. A turned up card requires a complete re-deal.
12. All hands must be played out, one card at-a-time, turned over and stacked once they are taken.
13. Should anyone play a card out of turn or reveal a card in anyway, a five (5) point penalty is assessed immediately against a players team score.

14. Should a player of a non-bidding team renege, the play is stopped and the reneging team is penalized five (5) points and the bidding team gets its bid without further play. However, should a member of the bidding team renege, the team loses its bid and is penalized five (5) points.



Billiards

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY –

Host Communities will decide on the format offered based on available tables and facilities.

8-BALL

Division	Age Category	Number of Participants
Single	55+ Men, Women	One Man, One Woman

SNOOKER

Division	Age Category	Number of Participants
Single	55+ Men, Women	One Man, One Woman

Participants may compete in only one division at Ontario 55+ Summer Games.

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record thus far in the competition. If a competitor defaults part way through the competition, the results of that competitor (s) will be removed from the standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

8-BALL

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. Each match will consist of the best of three games (Race to 2)
3. The number of tables available and the number of teams entered will determine the number of points per game so that the round robin and playoffs can be completed in the allotted time

Snooker

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. The number of tables available and the number of teams entered will determine the number of points per game so that the round robin and playoffs can be completed in the allotted time

Determining the Winners

8-BALL

1. In the Round Robin, the winning player in any game will be awarded two(2) tournament points. The losing player will receive zero (0).
2. Placing in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games,
 - b. If necessary, the points scored for, divided by the points scored against, with the highest quotient winning
 - c. If necessary, then an extra game should be played between the teams that are tied.

Snooker

1. In the Round Robin, the winning player in any game will be awarded two(2) tournament points. The losing player will receive zero (0).
2. Placing in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games,
 - b. If necessary, the points scored for, divided by the points scored against, with the highest quotient winning
 - c. If necessary, then an extra game of 301 should be played between the teams that are tied.

D) AWARDS

8-BALL

Gold (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL
Silver (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL
Bronze (2)	Women 55+ - 8-BALL	Men 55+ - 8-BALL

Snooker

Gold (2)	Women 55+ - Snooker	Men 55+ - Snooker
Silver (2)	Women 55+ - Snooker	Men 55+ - Snooker
Bronze (2)	Women 55+ - Snooker	Men 55+ - Snooker

F) RULE SOURCE

Official rules of World Pool-Billiard Association shall apply with the exceptions listed under "Tournament Set-Up" and "Billiards Rules Summary."

Websites

www.wpa-pool.com (World Pool-Billiard Association)
www.snookercanada.ca (Snooker Canada)

F) EVENT REQUIREMENTS

- Equipment
1. Sufficient tables appropriate for the division (8-BALL – 4 x 8.) (Snooker – 12 ft. x 6 ft.)
 2. Proper number and size of balls for each table (8-BALL – 15 numbered balls , 1 cue white cue ball) (Snooker– **10 red**, 6 coloured, 1 white cue ball)
- Facilities
1. The facility should be well lighted and ventilated
 2. The facility should be handicap accessible.

G) OFFICIALS

The OSGA requires a minimum of the following major officials for Ontario 55+ Summer Games:

For District Games, the following are **only a suggestion**. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) Scorekeepers

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

Billiards Rules Summary

8-BALL

The game is played with a cue ball and fifteen object balls, numbered 1-15: 1-7 (solid colours), 9-15 (stripes) and 8-BALL (black).

One player must pocket balls of solid colours, while the other player the striped ones. The player pocketing his group first and then legally pocketing the 8-BALL wins the game.

1. Determining First Break

Winner of the coin toss has the option to break. The standard format is to alternate break

2. Eight Ball Rack

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the eight ball as the first ball that is directly below the apex ball. One from each group of seven will be on the two lower corners of the triangle. The other balls are placed in the triangle without purposeful or intentional pattern.

3. Break Shot

The following rules apply to the break shot:

- a. The cue ball begins in hand behind the head string.
- b. No ball is called, and the cue ball is not required to hit any particular object ball first.
- c. If the breaker pockets a ball and does not foul, he continues at the table, and the table remains open.
- d. If no object ball is pocketed, at least four object balls must be driven to one or more rails, or the shot results in an illegal break, and the incoming player has the option of
 1. accepting the table in position, or
 2. re-racking and breaking, or
 3. re-racking and allowing the offending player to break again.
- e. Pocketing the eight ball on a legal break shot is not a foul. If the eight ball is pocketed, the breaker has the option of
 1. re-spotting the eight ball and accepting the balls in position, or
 2. re-breaking.
- f. If the breaker pockets the eight ball and scratches the opponent has the option of
 1. re-spotting the eight ball and shooting with cue ball in hand behind the head string; or
 2. re-breaking.
- g. If any object ball is driven off the table on a break shot, it is a foul; such balls remain out of play (except the eight ball which is re-spotted); and the incoming player has the option of
 1. accepting the table in position, or
 2. taking cue ball in hand behind the head string.
- h. If the breaker fouls in any manner not listed above, the following player has the option of
 1. accepting the balls in position, or
 2. taking cue ball in hand behind the head string

4. Open Table / Choosing Groups

Before groups are determined, the table is said to be "open," and before each shot, the shooter must call his intended ball. If the shooter legally pockets his called ball, the corresponding group becomes his, and his opponent is assigned the other group. If he fails to legally pocket his called ball, the table remains open and play

passes to the other player. When the table is “open”, any object ball may be struck first except the eight ball.

5. Continuing Play

The shooter remains at the table as long as he continues to legally pocket called balls, or he wins the rack by pocketing the eight ball.

6. Shots Required to Be Called

On each shot except the break, shots must be called. The eight ball may be called only after the shot on which the shooter’s group has been cleared from the table. The shooter may call “safety” in which case play passes to the opponent at the end of the shot and any object ball pocketed on the safety remains pocketed.

7. Spotting Balls

If the eight ball is pocketed or driven off the table on the break, it will be spotted or the balls will be re-racked. No other object ball is ever spotted.

8. Losing the Rack

The shooter loses if he

- a. fouls when pocketing the eight ball;
- b. pockets the eight ball before his group is cleared;
- c. pockets the eight ball in an uncalled pocket; or
- d. drives the eight ball off the table.

These do not apply to the break shot.

9. Standard Fouls

If the shooter commits a foul, play passes to his opponent. The cue ball is in hand, and the incoming player may place it anywhere on the playing surface.

10. Serious Fouls

The fouls are penalized by the loss of the current rack. For Unsportsmanlike Conduct, the referee will choose a penalty appropriate given the nature of the offense.

11. Stalemate

If a stalemate occurs, the original breaker of the rack will break again.

Snooker

Snooker is played with fifteen object balls that are not numbered and are solid red, six object balls of other colours that are not numbered (called colours) and a cue ball.

The aim of snooker is to pocket the balls legally according to the rules and to score a greater number of points than the opponent.

Point values for object balls: red –1, yellow-2, green-3, brown-4, blue-5, pink-6, black-7.

NOTE: In order to speed up games, only 10 RED balls will be used.

Winner of the coin toss has the option to break. The standard format is to alternate break

1. Opening Break Rules

- a. The game begins with the cue ball in hand in the Half Circle (so the starting player can place the cue ball anywhere inside the Half Circle)
- b. The rules for the opening break are the same as when one of the players gets the right to strike.

2. Rules of Play

- a. A player who gets the right to strike has to hit one of the red balls first.
- b. Each shot has to be completed in 60 seconds, otherwise a foul is called
- c. A strike, when the next legal object is a red ball, is legal when
 - i. The white ball is not potted
 - ii. The white ball hits a red ball first
 - iii. Only red balls are potted
 - iv. Otherwise the strike is a foul
- d. The strike on the red ball is legal when:
 - i. If no red ball is potted, then the opposing player is next,
 - ii. The red ball is potted then the player gets as many points as the number of red balls he has potted.
 - iii. The striker's next legal object is a coloured snooker ball.
- e. A strike, when the next legal object is a colour ball, is legal when:
 - i. The white ball is not potted
 - ii. If there are still red balls on the table then one of the coloured balls is hit by the white ball first.
 - iii. There are no more red balls on the table then the coloured ball with the lowest points is hit first.
 - iv. Only the ball that was hit first by the white ball is to be potted
Otherwise the strike is a foul
- f. The strike on the coloured ball is legal when:
 - i. No ball is potted then the opposing player is next.
 - ii. A coloured ball is potted then the player's points increase by the point value of the potted coloured ball. The striker's next legal object is a red ball. If there are no more red balls on the table, the next legal object is the ball with the lowest points.

3. Snooker Foul Rules

A foul is a shot or action by the striker which is against the rules of the game. When a foul is made during a shot, the player's turn is ended and he will receive no points for the foul shot.

- a. If a hit is a foul then the other player gets penalty points:
 - i. 4 points if the white ball is potted.
 - ii. 4 points if time limit is exceeded (60 seconds/shot)
 - iii. If the white hits the wrong ball first, then the value of this ball.
 - iv. If the wrong ball is potted first, then the value of this ball

When a hit results in more fouls, then the opposing player gets the points of foul with the highest value.

Penalty points have a minimal value of 4.

- b. After committing a foul the incoming player may
 - i. Play the ball(s) as they lie.
 - ii. Request to pass the shot and let the offending player play the stroke again (without returning to the original position)

Common fouls are:

- a. failing to hit any other ball with the cue ball
- b. first hitting a ball "not-on" with the cue ball
- c. potting a ball "not-on"
- d. potting the white (in-off)
- e. hitting a ball other than the white with the cue
- f. making a ball land off the table
- g. touching the cue ball with something other than the tip of the cue (except while positioning the cue ball "in-hand"; while "in-hand" the cue ball may be touched by anything *except* the tip of the cue)
- h. playing a "push shot" – a shot where the cue, cue ball and object ball are in simultaneous contact
- i. playing a "jump shot", which is where the cue ball leaves the bed of the table and jumps over a ball (even if touching it in the process) before first hitting another ball
- j. playing a shot with both feet off the ground

4. Game Over Rule

- a. When the only ball left on the table is the black one and
 - i. The black ball is potted by the next legal shot.
 - ii. The next hit is a foul.

5. Breaking a Tie

- a. If the score is tied after the final black is potted, the black is "respotted" and the cue ball put "in hand". The referee will then toss a coin, with the player winning the toss choosing who will take first strike at the black. Play then continues normally until the black is potted or another frame-ending situation occurs.

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A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers should have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits..
2. **If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.**
3. Games will have a 25 minute time limit. Ends in play when time is called will be completed. No new ends will be started.
4. The number of courts available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

Determining the Winners

1. In the Round Robin, the winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. Placings in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game of four (4) ends should be played between the teams that are tied.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The Bocce Standard Association rules will apply, with exceptions listed under "Tournament Set-Up" and "Bocce Rules Summary."

Website s

www.boccestandardsassociation.org (see Standard Rules on menu)

www.bocce.ca

BOCCE - Revised Sept 2014

F) EVENT REQUIREMENTS

Equipment

1. A set of bocce balls consisting of eight large balls, which may be a composition of wood or metal and of equal size (half of which are of a different colour or pattern).
2. Smaller “object balls” (sometimes called a “pallino” or a “jack”), which must be a colour visibly distinct from both bocce ball colours.

Facilities

1. The Bocce facility should have a minimum of 6-8 courts.
2. The court is an area approximately 12' (3.66 metres) wide by 60' (18.79 metres) long. Although this is the recommended court size, variations are acceptable provided foul lines and inbound markers are clearly established.
3. The playing surface should be reasonably flat and level and can consist of packed dirt, fine gravel or short grass. While some prefer to play on a manufactured court, a gravel driveway or backyard make acceptable playing surfaces providing there are no permanent or temporary obstructions in the court that would interfere with the straight line delivery of a bocce from any direction.

G) OFFICIALS

OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) One (1) Referee per venue
- C) One (1) Master scorer

The host committee will ensure that all major officials have the required qualifications as specified by OSGA at least One (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

BOCCE RULES SUMMARY

A) DEFINITIONS

Term	Definition
Live Ball	Any ball in play or waiting to be thrown is considered a live ball.
Dead Ball	Any ball that has been disqualified. A ball may be disqualified if: It is the result of a penalty; It has gone out of the court; It contacts a person, object that is out of court; It hits the top of the court boards (if using a closed court).
Pallino	Small object ball, sometimes called cue ball, jack, etc.
Spock	A throw, which is thrown with sufficient velocity that it would hit the backboard if it missed the target. The spock line may be used to determine a foul.
Volo	The act of lofting the ball in the air attempting to hit the target. For SAFETY CONCERNS, Volo shooting will not be allowed.
Bank Shot	A ball that is played off either the sideboards or backboard (if using a closed court). This ball will be considered a “dead “ ball
Pointing	A ball thrown or rolled to obtain a point close to pallino. The roll line must be used to determine a foul.
Frame	The period in the game in which balls are played from one side of the court to the other and points are awarded.
In Ball	The side whose bocce ball is closest to the pallino. Whenever a team gets “in” it steps aside and allows the “out” team to bowl.
Out Ball	The opposite side.

4. THE GAME

1. The game is played with two teams; each team can have two players. Each player throws two balls. The toss of a coin determines which team will start. The starting team chooses which colour (pattern) ball they will play with. The first team member throws the pallino and then rolls his/her first ball as close to the pallino as possible. It is now up to the opposing team to roll a ball closer to the pallino than the starting team.
2. If the opposing team uses all four balls and fails to get closer to the pallino than the starting ball, the starting team rolls each of their remaining balls, trying to place them closer than the opponent’s closest ball. The side whose bocce is the closest to the pallino is called the “in” ball and the opposing side the “out” ball. Whenever a team gets “in” it steps aside and allows the “out” team to bowl.
3. However, if the opposing team succeeds in placing one of their balls closer to the pallino, the starting team must then roll again to attempt to get closer or “better the point”. Each team continues to roll until it beats the point of the opposite team.

4. A team has the option of rolling, throwing or bouncing its ball down the court provided it does not go out-of-bounds or the player does not violate the foul markers. A player also has the option of “spocking” or hitting out any ball in play in trying to obtain a point or decreasing the opposing team’s points.
5. While the object is to get close to the pallino, it is permissible for a player to roll his/her ball as to knock an opponent’s ball away from the pallino. Likewise, a player may knock or move the pallino toward his/her own team’s balls. The pallino is playable anywhere on the playing surface.

5. FOULS

1. **Foul line fouls:** In both pointing and hitting, the foremost part of the specific foul line will not be surpassed by any part of the foot before the ball leaves the players hand. One official warning may be granted each team after which penalties will be prescribed.

The penalty for a team committing a 2nd foul line infraction will be as follows:

The team fouled against will be awarded points as they were immediately preceding the foul and the frame will end. The team committing the foul will be awarded no points for the frame.

Or the fouled against team may have the option of declining the penalty and completing the frame.

2. **Illegal movement of a ball belonging to your own team:**
If a player moves one or more of his team’s balls, it or they are removed from the court and considered dead and play continues.
3. **Illegal movement of an opponent’s ball:**
If a player moves one or more of his opponent’s balls, those balls are removed and awarded one point each and play continues. Only one team is awarded points, so only the team fouled against can be awarded points.

D. SCORING

1. When all balls have been played, this concludes the frame and a designated official under the scrutiny of the captain or designee of each team will determine the points scored. Scoring points are all those balls of one team closer to the pallino than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurement. Thus, a team may score up to four points per frame. In the event that the two balls closest to the pallino belong to the opposing teams and are tied, NO points will be awarded and the pallino returns to the team that delivered it.
2. The team that scores in a frame starts the next frame by throwing out the pallino and playing their first ball.



Carpet Bowling

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record in competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. **Care should be taken in scheduling so that no team plays consistently on one carpet.**
3. **In the playoffs, teams will play on neutral carpets.**
4. **If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.**
5. Games at the District and Ontario 55+ Summer Games level shall be (8) end games or a time limit of forty-five (45) minutes, whichever comes first, no end shall start after forty (40) minutes.
6. The number of carpets available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

Determining the Winners

1. In the Round Robin, the winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.

Placings in the Round Robin will determine seeding for the playoff format.

2. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game of four (4) ends (two (2) rounds) should be played between the teams that are tied

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

Carpet Bowl Handbook (available from OSGA office) and as amended for the Ontario Senior Games Association with the exceptions listed under "Tournament Set-Up" and "Carpet Bowling Rules Summary."

Websites

www.bowlsCanada.com

www.short-mat-bowls.com or www.short-mat-magazine.com

F) EVENT REQUIREMENTS

- Equipment**
1. 12-16 regulation size Carpet Bowling carpets (30' (9.14 metres) long x 6' (1.83 metres) wide)
 2. 4" indoor biased carpet bowls **with Bias 3**(only)
 3. **Jacks should be 2" in size.**

Facilities The facility must be well illuminated and large enough to appropriately space 12 -16 Carpet Bowling carpets.

F) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games.

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- One (1) Senior Official/Event Convenor
- One (1) Umpire for every two (2) carpets
- One (1) Scorekeeper for every carpet

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Carpet Bowling Rules Summary

1. Participants are allowed to socialize during games in a manner that is not disturbing to participants in the games. The social aspect of the games is an important aspect of the philosophy of the OSGA.
2. Location of Players:
 - All players, except the skippers, must remain at the delivery end until the skippers are due to bowl and they shall change end to end.
 - The skipper may only indicate the position of their team's bowls or the jack by hand signals and the possibility of being in scoring position or not.
3. Start the Game: The first opponents shall toss and winner of the toss shall have the choice of the set of bowls to use and shall have the option of directing the opponent to bowl the jack and the first bowl or electing to do so himself.
 - The winner of the previous end at which a score was recorded shall start each succeeding end. In deciding the winner of an end penalty scores must not be considered.
 - The first to play bowl in an end that result in a tie (no score), a dead end or a penalty shall again play first.
4. Bowling the Jack:
 - If the jack, when bowled, runs off the carpet either at the ends or the sides or if no part of it reaches the line 6.096m (20') from the delivery end of the carpet, it shall be sent back for the opponent to bowl it.
 - After each leader has had one unsatisfactory throw, the jack shall be placed approximately 7.315m (24') from the delivery end of the carpet and in the centre of the carpet.
 - The opponents throwing of the jack shall not affect the order of playing the bowls.
5. Delivering the Bowl:
 - At the moment of delivery a player must have at least part of one foot within and on, the footer. No portion of either foot may be on or over any portion of the carpet except the footer area.
 - At the moment of releasing a bowl a player must have the hand delivering the bowl within the boundaries of the delivery rectangle. The bowl must pass wholly over the front line of the delivery rectangle. It must not cross the sidelines of the delivery rectangle.
 - If a player bowls an opponent's bowl by mistake it shall, when it comes to rest, be replaced by one of his/her own bowls.
6. Playing out of Turn: When a player has played before his/her turn, the opposing skip shall have the right to stop the bowl in its course and it shall be played in its proper turn but in the event of the bowl so played, having moved or displaced the jack or bowl, the opposing skipper shall have the option of allowing the end to remain as it is after the bowl so played has come to rest or having the end declared dead.

7. Movement of Bowls: If a bowl, while in motion or at rest on the carpet, is interfered with or displaced by one of the players, the opposing skipper shall have the option to:
Restore the bowl as near as possible to its original position
Letting it remain where it rests
Declare the bowl dead
Declare the end dead

If a bowl in its original course is interfered with by a neutral person or object and has not disturbed the head, it shall be replayed. If it has disturbed the head, the two skippers shall agree on the replacement of the head. If they are unable to agree, the end shall be declared dead.

8. Measuring: After all bowls have been played and come to rest, the measurers shall decide the result. If measuring is necessary, either measurer may carry it out. If the opposing measurer is not satisfied, he may then measure it himself. If the measurers are not in agreement, they shall call an umpire, whose decision is final.
9. One point is allowed for each bowl nearer the jack than the nearest bowl of the opponent. If the nearest opposing bowls are equidistant from the jack, the end is a tie and no score is recorded, although it shall count as an end.

10. Penalties:

For taking the jack off the carpet in a pair's game:

- The first (1st) or second (2nd) bowls of one team – One (1) point
- The third (3rd) or fourth (4th) bowls of one team – Two (2) points
- The fifth (5th) or sixth (6th) bowls of one team – Three (3) points
- The seventh (7th) or eighth (8th) bowls of one team – Four (4) points

When the jack is knocked off the carpet and a penalty awarded in accordance with the rules, the end is dead and a new end is started. Each team will be allowed one (1) replay of the end per game when the jack is knocked off, if time permits, except the final end when the end must be replayed (penalty be awarded in accordance with these rules).



Contract Bridge

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Each Session will consist of a minimum of twelve (12) rounds, with four hands to be played in each round, for a total **48** hands.
2. **At the end of four (4) hands, the East-West team will move up one table. The North-South team will remain stationary.**
3. Approximately twenty minutes shall be allowed for four hands of play.
4. At the provincials, two sessions of Contract Bridge will be held over a two day period.

Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. The total **tournament** score by a team after all rounds will determine the team's placing.
3. If at the conclusion, there is a tie for placings, the following procedure will be used to break the tie:
 - a. **The total scores obtained by a team from all rounds;**
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game of four (4) hands should be played between the teams that are tied.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The provisions of the laws of Contract Bridge as outlined in Morehead& Mott-Smith, Hoyles Rules of Games shall apply, with the exceptions listed under "Tournament Set-Up" and "Contract Bridge Rules Summary." If any irregularity occurs, teams are to immediately summon the Tournament Convenor. The Tournament Convenor shall base his/her ruling on the rule source and/or Technical Manual. The Tournament Convenor's ruling on any corrective action to be taken or penalties to be awarded shall be considered as final.

F) EVENT REQUIREMENTS

- Equipment**
1. 20 regulation size card tables.
 2. 40 new decks of standard bridge playing cards.
 3. Scorecards, pens, etc.
- Facilities**
1. The facility must be well illuminated and large enough to appropriately space 20 regulation size card tables.
 2. The facility should be air-conditioned.

G) OFFICIALS

The OSGA requires at minimum, the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) Two (2) Official Scorekeepers

The host committee is responsible for ensuring that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Contract Bridge Rules Summary

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. High card cut will determine the first dealer. In the case of a passed out hand, the dealer deals again but only once more. If a second deal is passed out, there is no score for that hand. Each team records a zero and the next person deals. "One" bids must be played.
3. It is recommended that each team keep a scorecard. Once the four hands have been played, the score will be transferred to each team's scorecards and initialed by an opponent. A zero must precede all three-digit scores (e.g. 0650).
4. If a team is using an unusual bidding system, the opponents must be informed before the commencement of play.
5. **The Ontario 55+ Summer Games Contract Bridge tournament will be based on the Chicago scoring and vulnerability system and will be conducted in the following manner.**

- a. Vulnerability will be determined as follows for each round:

First Hand: No one vulnerable
Second Hand: Dealer's team vulnerable
Third Hand: Dealer's team vulnerable
Fourth Hand: Everyone's vulnerable

- b. **Vulnerable affects both under-tricks penalties and slam bonuses.**

- i. **500 for vulnerable game score**
- ii. **300 for non-vulnerable game score**
- iii. **Honours will be scored if declared before the next hand is dealt.**

- c. Partscores: Partscores made previously may be combined with a partscore made in the current deal to complete a game of 100 or more trick points. The game premium is determined by the vulnerability of the side that completes the game. When a side makes or completes a game, no previous partscore of either side may thereafter be counted toward game. A side that makes a partscore in the fourth deal, if the partscore is not sufficient to complete a game, receives a premium of 100 points. This premium is scored whether or not the same side or the other side has an uncompleted partscore. There is no separate premium for making a partscore in any other circumstances.

- d. Trick Values

Diamond or Clubs - 20 No-Trump - 1st Trick -40
Spades or Hearts - 30 No-Trump - each subsequent trick – 30
Doubling double trick values. Redoubling multiples them by four.

e. **Premiums**

	Not Vulnerable			Vulnerable		
	Not Doubled	Doubled	Re-doubled	Not doubled	Doubled	Re-doubled
Extra Tricks	Trick Value	100	200	Trick Value	200	400
Little Slam	500	500	500	750	750	750
Grand Slam	1000	1000	1000	1500	1500	1500
Making Doubled or redoubled Contract	-	50	50	-	50	50
Honours Four in One Hand, 100 Five in One hand , 150 Four Aces in One hand, No Trump - 150						
	Not Vulnerable			Vulnerable		
Under Tricks	Not Doubled	Doubled	Re-doubled	Not doubled	Doubled	Re-doubled
One	50	100	200	100	200	400
Two	100	300	600	200	500	1000
Three	150	500	1000	300	800	1600
Four	200	800	1400	400	1100	2200



Cribbage

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format
2. A minimum of 12 games should be played.
3. One game of 121 points constitutes a match
4. Time limit of twenty (20) minutes. If the game is incomplete after time is up, then both teams count remaining points needed to peg out. (Warning should be given with five (5) minutes remaining).

Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. If there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the lowest total of losing scores will be the winner
 - c. If necessary, then an extra game should be played between the teams that are tied.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The provisions of the laws of Cribbage shall apply as outlined in Morehead& Mott-Smith, Hoyles Rules of Games, with the exceptions listed under "Tournament Set-Up" and "Cribbage Rules Summary."

F) EVENT REQUIREMENTS

Equipment

1. 20 regulation size card tables
2. 20 new decks of standard playing cards.
3. 20 standard cribbage boards with pegs.
4. Scorecards, pens, etc.

Facilities

1. The facility must be well illuminated and large enough to appropriately space 20 regulation size card tables.
2. The facility should be air-conditioned.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games.

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convener
- B) Two (2) Official Scorekeepers

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Cribbage Rules Summary

1. Assistance may be given to individuals who have difficulty shuffling or dealing.
2. At the end of each, game teams will move according to a posted schedule or as indicated on their tally card.
3. Tally cards are to remain on the table at all times.
3. To determine the dealer at the beginning of the game, cards will be cut by each player with the low card getting the deal. Ace is lowest.
4. Cards must be dealt one at a time and a flashed card, during the deal, requires a re-deal.
5. The team scoring 121 points first or who is leading at the 20 minute time limit marks their scorecard with a "W" for win and their winning scores. The losing team will write their score with as many points as needed to peg out on the tally card using three digits. (For example 17 becomes 017.) All scores and wins recorded on the tally card must be initialed by the opposing team.
6. Counting is done in clockwise rotation from the person left of the dealer. If a team gets two points for having a jack cut, pegs out or counts out to accomplish 121 points, the game is over and no more counting can be done.
7. While counting, cards must be placed face up on the table. There is no Muggins in Ontario Senior Games, but a player may ask for a count of their hand. After the pegs have been moved no further points can be scored for that hand.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – Two (2) Divisions

Division	Age Category	Number of Participants
Open Singles – 5km Prediction	Women 55+ , Men 55+	One (1) per category.
Open Singles – 10km Time Trial	Women 55+, 65+, Men 55+, 65+	One (1) per category.
Participants may compete in only one division at Ontario 55+ Summer Games.		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete competition regardless of their record thus far in the competition. If a competitor defaults part way through the competition, the results of that competitor (s) will be removed from the standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. At the provincial level, competitors will ride twice (2) over a two-day period (once per day).

Prediction

1. Participants predict the time it will take them to ride the 5 KM course.

Timed Trial

1. At the provincial level, competitors in the Timed Trials will ride twice (2) over a two-day period (once per day).
2. The individuals race against the clock.

Determining the Winners

Prediction

1. Competitors actual times for the two days will then be compared to their predicted times. Disregarding pluses and minuses, the two differential times will be totaled. The person whose total differential time is closest to zero wins.
2. In the event of a tie, two medals will be awarded.

Timed Trials

3. In the Timed Trials, points will be awarded according to the order of finish. Points will be added together for the two days to determine the winners.

D) AWARDS

Gold (6)	Women 55+ - 5KM (5000m) Prediction Ride	Men 55+ 5KM (5000m) Prediction Ride
	Women 55+ - 10km Time Trial	Men 55+ - 10km Time Trial
	Women 65+ - 10km Time Trial	Men 65+ - 10km Time Trial
Silver (6)	Women 55+ - 5KM (5000m) Prediction Ride	Men 55+ 5KM (5000m) Prediction Ride
	Women 55+ - 10km Time Trial	Men 55+ - 10km Time Trial
	Women 65+ - 10km Time Trial	Men 65+ - 10km Time Trial
Bronze (6)	Women 55+ - 5KM (5000m) Prediction Ride	Men 55+ 5KM (5000m) Prediction Ride
	Women 55+ - 10km Time Trial	Men 55+ - 10km Time Trial
	Women 65+ - 10km Time Trial	Men 65+ - 10km Time Trial

E) RULE SOURCE

As there is no specific rule source for the cycling event, rules are listed under "Tournament Set-Up" and "Cycling Rules Summary."

Websites

www.ontariocycling.org

F) EVENT REQUIREMENTS

- Equipment**
1. Any type of non-motorized bicycle is allowed. (3-wheeled cycle allowed in prediction events)
- Facilities**
1. It is suggested that all districts choose a route without stop signs or lights if possible. Spotters are to be used along the entire route.
 2. The facility should be free from any obstructions which are dangerous to participants on the course.
1. It is suggested that a park or bike path be used where possible.
 2. The course should have a clearly indicated start and finish line.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- One (1) Activity Convenor
- Timekeepers
- Spotters – Sufficient to cover the entire route

The host committee will ensure that major officials have the required qualifications as specified by the OSGA at least one (1) year prior to OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to stage the event.

Cycling Rules Summary

1. A medical examination two (2) months prior to the event is strongly recommended.
2. Participants in the prediction events may not use watches, **electronic timing devices i.e cell phones, smartphone/tablet, etc** or receive any pacing information. There shall be **no coaching from sidelines**.
3. Participants are permitted to change their predicted time on the second day of competition.
4. Helmets are mandatory
5. In Prediction Events, the start clock will run continuously. Riders will start in groups of no more than 4 at a time. Each rider's start time will be subtracted from his/her finish time to determine the actual ride time.
6. Timed Trials are to be run as a "race against the clock", with staggered starts (no more than 2 riders at a time)

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Men	55+	Two (2)
Women	55+	Two (2)
Co-ed	55+	Two (2)
Participants may compete in only one division at Ontario 55+ Summer Games		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record in competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.
3. Each player is to play three (3) games per round, One (1) point per game each. Total points at the end of the tournament determine the winner.
4. A maximum time limit of fifteen (15) minutes should be set for 3 games (45 minutes best of three (3)). If both players are forty (40) or below and run out of time, then one (1) dart from each player shall be thrown for closest to the bull to decide the leg.
5. At the Regional and Provincial level, all games will be played to 501 points for Men. Mixed and Women will be played to 401. There is no double in to start but plays must double out to finish.
6. The number of boards available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

Determining the Winners

1. Placings in the Round Robin will determine seeding for the playoff format.
2. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning
 - c. If necessary, then an extra game of 301 should be played between the teams that are tied.

D) AWARDS

Gold (6)	One per team member per division
Silver (6)	One per team member per division
Bronze (6)	One per team member per division

E) RULE SOURCE

The provisions of the laws of Darts shall apply as they appear in National Darts Federation Rulebook, with the exceptions listed under "Tournament Set-Up" and "Dart Rules Summary."

Websites

www.ndfc.ca - (see Rules under menu)
www.dartsontario.com

F) EVENT REQUIREMENTS

Equipment

1. Modern darts are made almost entirely of brass, varying in shape and size. However, to be efficient, a dart should have a sharpened point made of steel, a barrel to give a good grip for the fingers and a paper, feather or molded plastic flight.
2. The dartboard in most general use is the clock board, which is divided by wires into twenty (20) equal segments, each numbered from One (1) to Twenty (20).
3. The board should be fixed at a height of five (5) feet eight (8) inches (1.7 metres) from its centre point to the floor.
4. It should be firmly fixed so that its centre point is five (5) feet eight (8) inches (1.73 metres) above the ground, with the twenty (20) division uppermost. An imaginary line running through the middle of the twenty (20) division to the floor should be vertical.

Facilities

1. The length of "throw" is 7' 9 ³/₄" feet (2.93 metres) from the face of the board and a suitable mark should be made on the floor. This mark should be three (3) feet (0.91 metres) long running parallel to the board and the face of the line nearest the board is considered the toe line and must not be over-trodden.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) Two (2) Official Scorekeepers

The host committee will ensure that all major officials have the required qualifications as specified by OSGA at least one (1) year prior to OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials needed to run this event.

Dart Rules Summary

1. In order to determine which player will throw the first dart of a game, either a coin toss or the closest to the bull can be used to start the first game. The loser of the coin toss (or the farthest from the bull) will start the second game. If a third game is necessary, a coin will be tossed.
2. Players are allowed to use their own darts.
3. In OSGA play, players do not double in but must double out.
4. The players shall "throw" alternately, three (3) darts constituting a throw
5. The score after each "throw" should be recorded and should be visible to all players. The method of scoring is by subtracting the last score from the previous total. The opening score is subtracted from 301.(except medal games, which would be 501)
6. Remember you must FINISH on a DOUBLE or BULLSEYE, therefore if a player trying for "game shot" scores more or ONE less than the number required he shall cease throwing and will still require the same score as he/she needed before the throw commenced.
7. Only those darts are scored which are sticking in the board on completion of a "throw" of three darts. Darts that rebound from the board or stick into other darts or fall out or are knocked out by other darts before the "throw" of three darts is complete are out of play and may not be thrown again until the players next turn.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLE

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. **A time limit of 20 minutes will be place on each game with a 5 minute break between each game.**
2. A game consists of a total of eight hands, in which each person deals twice
3. A total of twenty-four (24) games will be played at Ontario 55+ Summer Games over a two (2) day period (twelve (12) games per day).
4. Progressive Euchre is to be played at OSGA Ontario 55+ Summer Games. District partners will play the first game of each session together, and then split.
5. The event will be divided into at least 2 sessions per day. At the beginning of each session, District partners will start the session together. Care will be taken to have teams start in a different place each session so as to avoid playing the same opponents if possible..

Note **After the first game of each session only**, the winning team will move **two (2)** tables and the losing team will move **one (1)** table. This is to prevent the losing team from having to play against each other in the second game.

Determining the Winners

1. The winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. To determine winners, **partners' tournament** points will be **added together** at the end of 12 (24 – 2 days) games to determine the highest winning team.
3. In the event of a tie, total score of loss points will be used. Highest score will be the winner.
4. If there is still a tie, there should be a playoff of 4 hands.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The provisions of the laws of Euchre shall apply as they appear in Morehead& Mott-Smith, Hoyles Rules of Games, with the exceptions listed under "Tournament Set-Up" and "Euchre Rules Summary."

F) EVENT REQUIREMENTS

- Equipment**
1. 20 regulation size card tables and chairs.
 2. 20 new decks of standard playing cards.
 3. Scorecards, Pens, Results Board.

Discard all cards from Two (2) to Eight (8) and Jokers so that only Nine's (9) to Kings and Aces remain.

- Facilities** An air-conditioned, well illuminated room, large enough to accommodate 20 regulation size card tables.

G) OFFICIALS

The OSGA requires at minimum the following major officials for OSGA - Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- One (1) Activity Convenor
- Two (2) Official Scorekeepers

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Euchre Rules Summary

1. Each partner will be given a different colour tally card. One colour will move to a higher numbered table and the other to a lower numbered table. Tally cards are to remain on the table at all times.
2. Winners move as described and losers remain at the table but do not play the next game as partners.
3. After moving, when you sit at a table, make sure that partners have the opposite colour tally card.
4. To determine the dealer at the beginning of the game, cards will be dealt face up with the first Jack getting the deal, and the game is complete when each player has dealt twice. (two times around the table) A deal that is thrown in because no one made trump is still a deal.
5. Cards must be dealt one at a time and a flashed card, during the deal, requires a re-deal.
6. Lone hands count as 5 points.
7. If you order your partner, you must play alone.
8. One trump must be in the hand to pick it up and a bower is considered trump.
9. After the eight hands have been played, the team with the most points marks their scorecard with a "W" for win. If there is a tie, cards will be cut to determine who moves with the team cutting high card moving. The losing team will write their score on the tally card using three digits. (For example 17 becomes 017.) All scores and wins recorded on the tally card must be initialed by the opposing team.
10. A player may correct a renege before the trick is gathered; otherwise the opponent may score two (2) points or five points (5) if a lone hand is being played.
11. if a player exposes a card from their hand, except in proper play, they must leave it face up on the table and must play it at the first legal opportunity



Five Pin Bowling

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – Pins Over Average – Two (2) Divisions

Division	Age Category	Number of Participants
Open	55+	Five (5)
Singles Men, Women	55+, 65+, 75+	Three (3) Women Three (3) Men
Participants may compete in only one division at Ontario 55+ Summer Games.		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record in competition. If a competitor or team defaults part way through the competition, the results of those competitors will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings...

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. A minimum of three (3) games to be bowled at the district level and six (6) game minimum at Ontario 55+ Summer Games , over a two (2) day period, subject to the availability of facilities.
2. Bowlers must be informed that they must alternately change lanes
3. The schedule should be arranged so that participants that bowl in the morning on Day 1 should rotate to bowl in the afternoon of Day 2 if scheduling permits.

Determining the Winners

1. Open Team Divisions: Pins over average: Winners will be determined by utilizing the scores of all five (5) team members
2. Single Divisions: Pins over average: Winners will be determined by utilizing the scores of the individual competitor.
3. If there is a tie for medal standings, the teams/participants who are tied will bowl five (5) extra frames. If a tie still exists, medals will be given to both teams/participants.

D) AWARDS

Gold (11)	One per team member + three men + three women
Silver (11)	One per team member + three men + three women
Bronze (11)	One per team member + one man + one women

E) RULE SOURCE

Official rules and regulations of the Canadian Five (5) Pin Bowlers Association shall apply, with the exceptions listed under "Tournament Set-Up and "Five Pin Bowling Rules Summary."

Websites

www.c5pha.ca - (see Technical then Rule Book on menu)
www.o5pha.ca

F) EVENT REQUIREMENTS

- Facilities**
1. An air-conditioned, well illuminated room, with 10 -12 automated lanes if possible.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) One (1) Judge for each lane
- C) Three (3) others (sheets, boards, etc.)

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Five Pin Bowling Rules Summary

1. The fifteen (15) point penalty for dropping the ball on the foul line **shall** apply for the OSGA program.
2. **Each bowler will submit either**
 - a. **Their bowling average based on a minimum of 12 games played o**
 - b. **Their bowling average on the 3 games bowled in the qualifying district games, certified by a Bowling Centre Manager.**
3. **Only when this verified average is received will the team or individual bowlers be accepted for the event.**
4. **District Coordinators must be prepared to present qualify scores if requested at Ontario 55+ Games.**
5. **At the District Level Only, to involve non-league bowlers who have not bowled 12 games prior to the District Games, an average of 150 for women and a 170 for men will be assigned**
6. If a (1), team member is absent, the missing member's average less 10% will be applied to each game and the team may continue to play for a medal. This applies only to pre-registered team members.



Floor Shuffleboard

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record in competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits
2. **Games at the District and Ontario 55+ Summer Games level shall be a minimum of sixteen (16) ends or a time limit of forty-five (45) minutes, whichever comes first, no end shall start after forty (40) minutes.**
3. The number of courts available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

Determining the Winners

1. In the Round Robin, the winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. Placings in the Round Robin will determine seeding for the playoff format.
3. If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.
4. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game of four (4) ends should be played between the teams that are tied.

D) AWARDS

Gold (2)	One per team member
Silver (2)	One per team member
Bronze (2)	One per team member

E) RULE SOURCE

The current rules of shuffleboard as outlined by the USA Shuffleboard Association with the exceptions listed under "Tournament Set-Up" and "Floor Shuffleboard Rules Summary."

Website

www.national-shuffleboard-association.us (see Rules on menu)
www.theshuffler.org

F) EVENT REQUIREMENTS

- Equipment**
1. 12-16 regulation size courts
 2. The court shall measure fifty-two (52') feet (15.85 metres) in length and six (6) feet (1.83 metres) in width. The playing surface shall be concrete. *(or suitable artificial material)*
 3. The playing area shall be thirty-nine (39') feet (11.89 metres) in length or that area of the court from the baseline to baseline.
 4. A set of standard discs in 2 colours for each
 5. Scorecards, Pens, Results Board.

Facilities An air-conditioned, well illuminated room, large enough to accommodate 12-16 regulation size courts

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games.

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) One (1) Assistant Activity Convenor
- C) Divisional Referees, Scorekeepers, depending on the number of courts

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to run this event.

Shuffleboard Rules Summary

1. Participants are allowed to socialize during games in a manner that is not disturbing to participants in the games. The social aspect of the games is an important aspect of the philosophy of the OSGA. However, all players must remain seated when play is to their end of the court until all discs are shot and the score announced.
2. Hand signals can be used to indicate if the shot is good or not good, the number of good discs and the number in the kitchen.
3. Players may use their own cues.
4. Player or team with the lowest line number will play the first game with Yellow discs, change colour and play the second game with the Black discs.
5. Before the round begins, each player may shoot (2) discs only, to check the speed of the court.
6. To start a game, the yellow disc is shot first; play alternates, yellow, black, yellow, black until all discs are shot. Yellow shall always be played from right side of head of court and left side of the court. In doubles, after all discs are played at the head of the court, play starts at the foot or opposite end – yellow leading, black following. Colour lead does not change until both ends have played (a round)
7. Discs must be played from the clear, from within the respective half or the Ten-Off (10-Off) area. It is common practice with players to jockey or slide the playing disc backward and forward to see if there is sand which might interfere with the disc sliding evenly. NO penalty is to be called on this practice, if lines are touched while jockeying.
8. Any disc or discs returning or remaining on the playing area of the court after having struck any object outside the playing area shall be removed before further play. It is a dead disc.
 - Any disc that clearly leaves the court beyond the farthest baseline or goes off the sides of the court is a dead disc.
 - A disc that stops less than eight (8") beyond the farthest baseline shall be removed.
 - A disc that is leaning over the edge of court and touching the alley shall be immediately removed.
9. SCORING: One (1) ten(10) point area, Two (2) eight(8) point areas, Two (2) seven (7) point areas, One (1) ten (10) off area
10. After both players have shot their four (4 discs, score all discs on diagram within and not touching lines; separation triangle in (10 off) area not considered.
Judging disc: When judging a disc in relations to lines, the official shall sight directly down. A mounted disc or disc resting on top of a disc sometimes happens when players use excessive force in shooting. Each disc shall be judged separately according to scoring rules.

11. The winner of a match must sign the scorecard, thus approving the record entered thereon. If an error occurs in the scoring on the scoreboard at the end of a half round and it is discovered before the next half round is completed, the error must be corrected. Otherwise, the score as scored must stand unless both agree on the correction.

12. APPEALS: Players at the end of the court to which the discs are played, may: Request permission from the referee to examine any close disc as to good or no count or ask the referee if a disc is close and if the referee responds "yes", this is automatic approval for the player to examine it without additional approval. If a player wishes to make an appeal on any close disc as to whether it is good or no count, it must be made before another disc is shot by either player and the decision will be final and cannot be again appealed at the end of the half round, unless such disc or discs have been touched or moved by another disc after the decision was made.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY

Division	Age Category	Division	Number of Participants
Women	55+ 65+ 75+	Callaway	Three (3) (One per division)
Men	55+ 65+ 75+	Callaway	Three (3) (One per division)

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the competition regardless of their record in the competition. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	
Eligibility Restrictions	
<ul style="list-style-type: none"> • Index must fit into one of the categories of competition. <p>NOTE: Current Index Cards must be submitted for play at the OSGA Ontario 55+ Summer Games.</p>	

C) TOURNAMENT SET-UP

1. An 18 hole competition will be held the first and second day (weather permitting)

Determining the Winners

1. An aggregate score of the two (2) days will determine the winner only if all players complete the 36 holes. If for some reason all golfers do not finish the second 18 holes, medals will be awarded based on the first 18 holes of competition.
2. In Callaway ties will be decided by lowest handicap.

D) AWARDS

Gold (6)	Ladies 55+ : Callaway Ladies 65+ : Callaway Ladies 75+ : Callaway	Men 55+ : Callaway Men 65+ : Callaway Men 75+ : Callaway
Silver (6)	Ladies 55+ : Callaway Ladies 65+ : Callaway Ladies 75+ : Callaway	Men 55+ : Callaway Men 65+ : Callaway Men 75+ : Callaway
Bronze (6)	Ladies 55+ : Callaway Ladies 65+ : Callaway Ladies 75+ : Callaway	Men 55+ : Callaway Men 65+ : Callaway Men 75+ : Callaway

E) RULE SOURCE

Rules of golf according to the Royal Canadian Golf Association are in effect, with the exceptions listed under "Tournament Set-Up" and "Golf Rules Summary."

Websites

www.gao.ca

F) EVENT REQUIREMENTS

Equipment

1. Equipment is anything used, worn or carried by or for the player, except any ball he/she has played and any small object such as a coin or tee when used to mark the position of a ball or the extent of an area in which a ball is to be dropped.
2. Equipment includes a motorized golf cart.
3. If more than one (1) player shares a cart, its status under the rules is the same as that of a caddie employed by more than one (1) player.
4. Electronic devices may be used for determining distance to the pin provided all players in the cart are allowed to use the device.

G) OFFICIALS

The OSGA requires at minimum the following officials for Ontario 55+ Summer Games.

For District Games, the following are **only a suggestion**. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- One (1) Activity Convenor
- Two (2) Scorekeepers
- One (1) Floater out on course

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials needed to host this event.

Golf Rules Summary

1. Adherence to all club rules.
2. See appendix A – Callaway system.
3. On Ontario 55+ Summer Games registration forms, players are to indicate their index from the District Games and they are to bring a current index card with them to Ontario 55+ Summer Games. Current means updates within the last ten (10) days.
4. **If a tie occurs the lowest calculated handicap by the Calloway system shall determine the winner.**

If there is still a tie, then retrogression shall be used. Retrogression will start at the 18th hole backward. The person that has the first score that is higher than the others is determined the winner.

By Lionel F. Callaway, Golf Professional, Pinehurst, North Carolina

Under the Callaway System, a player's handicap is determined after each round by deducting from his/her gross score for the 18 holes, the scores of the worst individual holes during the first 16 holes. The table below shows the number of "worst holes" scores he/she may deduct and the adjustment to be made, based on his/her gross score.

EXAMPLE:

If the gross score for 18 holes is 96, he/she turns to the table below and opposite the score, finds that he/she may deduct the three (3) worst holes scored on holes 1 through 16 inclusive. Therefore, if he/she had an 8, 9 and a 7, his/her handicap totals 24. From this total, further plus or minus adjustment is made according to the total adjustment shown at the bottom of each column. For a gross score of 96, the adjustment requires a deduction in a final handicap of 22. Therefore, 96 minus the handicap equals a net score of 74.

SCORE					DEDUCT
		70	71	72	Scratch – No Adjustment
73	74	75	--	--	½ worse hole & Adjustment
76	77	78	79	80	1 worse hole & Adjustment
81	82	83	84	85	1 ½ worse hole & Adjustment
86	87	88	89	90	2 worse hole & Adjustment
91	92	93	94	95	2 ½ worse hole & Adjustment
96	97	98	99	100	3 worse hole & Adjustment
101	102	103	104	105	3 ½ worse hole & Adjustment
106	107	108	109	110	4 worse hole & Adjustment
111	112	113	114	115	4 ½ worse hole & Adjustment
116	117	118	119	120	5 worse hole & Adjustment
121	122	123	124	125	5 ½ worse hole & Adjustment
126	127	128	129	130	6 worse hole & Adjustment
					Maximum handicap - 50

ADJUSTMENT

-2 -1 0 +1 +2 Add or Deduct to Handicap

NOTE:

1. No hole may be scored twice its par
2. Half strokes count as a whole
3. The 17th and 18th holes are never deducted
4. In case of ties, lowest handicap takes preference.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – Two (2) Divisions

Division	Age Category	Number of Participants
Mixed Doubles (Team)	55+	Two (2)
Mixed Triples (Team)	55+	Three (3)
Participants may compete in only one division at Ontario 55+ Summer Games.		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record thus far in competition. If a team defaults part way through the competition, the results of that team or team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

A special tournament of games: Single and team games may be arranged in group form as a special tournament of games in which the contestants play each other in turn; or they may play as paired-off teams of players on one or several greens in accordance with a common time-table, success being adjudged by the number of games won, or by the highest net score in shots in accordance with the regulations governing the tournament.

Determining the Winners

1. In the event of a tie in a game, an extra end or ends shall be played until a decision has been reached. The captains or skips shall toss and the winner shall have the right to decide who shall play first. The extra end shall be played from where the previous end was completed and the mat shall be placed in accordance with Law
2. In the case of tournament games or games in series, the victory decision shall be awarded to the player, team or side of players producing at the end of the tournament or series of contests either the largest number of winning games or the highest net score of shots in accordance with the regulations governing the tournament or series of games. Points may be used to indicate games successes.
3. Where points are equal, the aggregate shots scored against each team (or side) shall be divided into the aggregate shots it has scored. The team (or side) with the highest result shall be declared the winner.

D) AWARDS

Gold (5)	Mixed Double Team 55+	Mixed Triple 55+
Silver (5)	Mixed Double Team 55+	Mixed Triple 55+
Bronze (5)	Mixed Double Team 55+	Mixed Triple 55+

E) RULE SOURCE (for game play only) (OSGA eligibility will prevail)

Rules are those used by the Ontario Lawn Bowling Association. These are the revised rules of the International Bowling Board.

Rules books can be ordered from Bowls Canada Boulingrin.

Websites

www.bowlsCanada.com

www.olba.ca

F) EVENT REQUIREMENTS

- Equipment** 1. For detailed information on the mat, jack, bowls, footwear and other equipment, please see rule source or contact the Ontario Senior Games Association office.
- Facilities** 1. The minimum size for green width is twelve (12) feet. (3.66 metres)

G) OFFICIALS

The OSGA requires at minimum the following major officials for OSGA Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) Two (2) Umpires

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials needed to host this event.

Lawn Bowling Rules Summary

Note 1 **Mixed teams must consist of both men and women players.**

Note 2: A pairs game by two (2) contending teams of two (2) players called Lead and Skip according to the order in which they play and who at each end shall play four (4) bowls, alternately, the leads first then the skips similarly

Note 3: A triples game by two (2) contending teams of three (3) players, who shall play two (2) or three (3) bowls singly and in turn, the leads playing first.

STARTING THE GAME:

1.
 - a. The Skips in a team game shall toss to decide which side or team shall play first, the opponent shall toss, the winner of the toss to have the option of decision. In the event of a tied (no score) or a dead end, the first to play in the tied end or dead end shall again play first.
 - b. In all ends subsequent to the first, the winner of the preceding score end shall play first.
2.
 - a. At the beginning of the first end the player to play first shall place the mat lengthwise on the centerline of the rink, the back edge of the mat to be four (4') feet (1.22 metres) from the ditch.
 - b. After the last bowl in each end has come to rest in play, or has sooner become dead, the mat shall be lifted and placed wholly beyond the face of the rear.
3.
 - a. A player shall take his stance of the mat and at the moment of delivering the Jack or his bowl, shall have one (1) foot remaining entirely within the confines of the mat. The foot may be either in contact with or over the mat. Failure to observe this law constitutes a foot-faulting.
 - b. Should a player infringe the law on foot-faulting; the umpire may, after having given a warning have the bowl stopped and declared dead. If the bowl has disturbed the head, the opponents shall have the option of either re-setting the head, leaving the head as altered or declaring the end dead.
4.
 - a. The player to play first shall deliver the Jack. If the Jack in its original course comes to rest at a distance of less than two (2) yards from the opposite ditch, it shall be moved out to that distance and may be centred
 - b. Should the Jack in any end not be delivered from a proper stance on the mat, or if it ends its original course in the ditch or outside the side boundary of the rink or less than 25 yards in a straight line of play from the front edge of the mat, it shall be returned and the opposing player shall deliver the Jack but shall not play first-

MOVEMENT OF BOWLS:

5.
 - a. A bowl, which in its original course on the green comes to rest within the boundaries of the rink and not less than 15 yards from the front edge of the mat, shall be accounted as a live bowl and shall be in play

A bowl, which in its original course on the green, touches a Jack, even though such bowl passes into the ditch within the boundaries of the rink, shall be accounted as a live bowl and shall be called a toucher
 - b. No bowl shall be accounted a toucher by playing on to or by coming into contact with the Jack while the Jack is in the ditch
 - c. A toucher shall be clearly marked with a chalk mark by a member of the player's team. If, in the opinion of either skip a toucher or a wrongly chalked bowl comes to rest in such a position that the act of making a chalk mark or of erasing it, is likely to move the bowl or to alter the head, the bowl shall not be marked or have its mark erased but shall be so indicated before the succeeding bowl comes to rest, it ceases to be a toucher. If either skip or opponents agree that any subsequent movement of the bowl eliminates the necessity for continuation of the indicated provision, the bowl shall thereupon be marked or have the chalk mark erased as the case may be.
 - d. Movement of Touchers: a toucher in play in the ditch may be moved by the impact of a Jack in play or of another toucher in play and also by the impact of a non-toucher, which remains in play after the impact and any movement of the toucher by such incidents shall be valid.
6. Without limited the application of any other of those Laws, a bowl shall be accounted dead if it:
 - a. Not being a toucher comes to rest in the ditch or rebounds on to the playing surface of the rink after contact with the bank or with the jack or a toucher in the ditch.
 - b. After completing its original course or after being moved as a result of play, it comes to rest wholly outside the boundaries of the playing surface of the rink or within 14 metres of the front of the mat.
 - c. In its original course, passes beyond a side boundary of the rink on a bias which would prevent its re-entering the rink. (A bowl is not rendered dead by a player carrying it whilst inspecting the head).
 - d. Skips shall agree on the question as to whether or not a bowl is dead and having reached agreement, the question shall not later be subject to appeal to the Umpire. Any member of either team may request a decision from the Skips but no member shall remove any bowl prior to the agreement of the Skips. If Skips or opponents are unable to reach an agreement as to whether or not a bowl is dead, matter shall be referred to the Umpire.
 - e. A bowl shall not be accounted as outside any circle or line unless it be entirely clear of it. This shall be ascertained by looking perpendicularly down upon the bowl or by placing a square on the green.

7. Only touchers rebounding from the face of the bank to the ditch or the rink shall remain in play.
8.
 - a. Displacement by rebounding non-toucher: A bowl displaced by a non-toucher rebounding from the bank shall be restored as near as possible to its original position, by a member of the opposing team.
 - b. Displacement by participating player: If a bowl, while in motion or at rest on the green or a toucher in the ditch, be interfered with or displaced by one of the players, the opposing skip shall have the option of:
 - i) Restoring the bowl as near as possible to its original position
 - ii) Letting it remain where it rests
 - iii) Declaring the bowl dead
 - iv) Declaring the end dead
9.
 - a. A Jack moved by a bowl in play into the front ditch within the boundaries of the rink shall be deemed to be live. It may be moved by the impact of a toucher in play and also by the impact of a non-toucher, which remains in play after the impact; any movement of the Jack by such incidents shall be valid. However, should the non-toucher enter the ditch after the impact, it shall be dead and the Jack shall be deemed to have been displaced by a dead bowl
 - b. A Jack displaced in the rink of play by a dead bowl rebounding from the bank shall be restored or as near as possible, to its original position by a player of the opposing team. Should a Jack, however, after having been played into the ditch, be displaced by a non-toucher, a player of the opposing team or the Marker shall restore it to its original position.
10.
 - a. Should the Jack be driven by a bowl in play and come to rest wholly beyond the boundary of the rink, i.e. over the bank or over the side boundary or into any opening or inequality of any kind in the bank or rebound to a distance less than 20 metres in a direct line from the centre of the front edge of the mat to the Jack in its rebound position, it shall be accounted dead
 - b. When the Jack is dead, the end shall be regarded as a dead end and shall not be accounted as a played end, even though all the bowls in that end have been played. All dead ends shall be played anew in the same direction unless either skips agree to play in the opposite direction.
11.
 - a. A shot or shots shall be adjudged by the bowl or bowls nearer to the Jack than any bowl played by the opposing player or players.
 - b. When the last bowl has come to rest, half a minute shall elapse, if either team desires before the shots are counted.

- c. Neither Jack nor bowls shall be moved until each skip has agreed as to the number of shots, except in circumstances where a bowl has to be moved to allow the measuring of another bowl.
- d. All measurements shall be made to the nearest point of each object. If a bowl requiring to be measured is resting on another bowl which prevents its measurements, the best available means shall be taken to secure its position, whereupon the other bowl shall be removed. The same course shall be followed where more than two (2) bowls are involved, or where, in the course of measuring a single bowl is in danger of falling or otherwise changing its position. When it is necessary to measure to a bowl or Jack in the ditch and another bowl or Jack on the green, the measurement shall be made with the ordinary flexible measure. Calipers may be used to determine the shot only when the bowls in question and the Jack are on the same plane.
- e. When at the conclusion of play in any end the nearest bowl of each team is touching the Jack or is deemed to be equidistant from the Jack, there shall be no score recorded. The end shall be declared drawn and shall be counted as a played end.
- f. Nothing in these Laws shall be deemed to make it mandatory for the last player to play his last bowl in any end but he shall declare to his opponent or opposing skip his intention to refrain from playing it before the commencement of determining the result of the end and this declaration shall be irrevocable.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Women	55+, 65+	Two (2) per age group
Men	55+, 65+	Two (2) per age group
Mixed	55+, 65+	Two (2) per age group
Participants may compete in only one division at Ontario 55+ Summer Games		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete the event regardless of their record in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings

If there are any questions regarding rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Teams will be placed in pools if numbers warrant.
2. Pool play will be Round Robin format, followed by a playoff.
3. **If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.**
4. Games will be played to a score of eleven (11) **with a maximum of 13 in event of a tie.**
5. A match in **Round Robin** will consist of **2 games with a time limit of 45 minutes for a match.**
6. **A match in Play-offs will consist of best 2 out of 3 games.**
7. The number of courts available and the number of teams entered will determine the number of pools used so that the round robin and playoffs can be completed in the allotted time.

Determining the Winners

1. In the Round Robin, the winning team in any match will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**.
2. Placings in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game should be played between the teams that are tied

D) AWARDS

Gold (12)	Men's Doubles 55+	Women's Doubles 55+	Mixed Doubles 55+
	Men's Doubles 65+	Women's Doubles 65+	Mixed Doubles 65+
Silver (12)	Men's Doubles 55+	Women's Doubles 55+	Mixed Doubles 55+
	Men's Doubles 65+	Women's Doubles 65+	Mixed Doubles 65+
Bronze (12)	Men's Doubles 55+	Women's Doubles 55+	Mixed Doubles 55+
	Men's Doubles 65+	Women's Doubles 65+	Mixed Doubles 65+

E) RULE SOURCE

Pickleball Canada rules will apply, with the exceptions listed under "Tournament Set-Up" and "Pickleball Rules Summary."

Websites

www.okpickleball.ca
www.pickleball.com

F) EVENT REQUIREMENTS

- Equipment**
1. Regulation nets are required (minimum of four)
 2. Regulation pickleball balls (adequate supply).
 3. For indoor play, Jugs (or equivalent) ball shall be used.
 4. Participants are responsible for providing their own pickleball rackets.
 5. Players must use paddles recommended by PAO (Ontario). Homemade paddles will not be allowed.
 6. It is recommended that participants wear protective eyewear while playing.
- Facilities**
1. The facility **must** have well marked, regulation size **badminton courts, unless regulation pickleball courts are available**, sufficient for each division.
 2. The facility should be wheel chair accessible

G) OFFICIALS

The OSGA requires, at minimum, the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Convenor
- B) One (1) Referee/Scorer per court
- C) One (1) Master Scorer

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host is also responsible for any other officials required to run this event.

Pickleball Rules Summary

1. A medical examination two months prior to the event is strongly recommended.

Basic Rules

Court

The court dimensions are identical to a doubles badminton court. The court dimensions are 6.09 m by 13.4 m (20' by 44')

The net is hung at 91.4 cm (36``) at each end and 86.3 cm (34``)

A non-volley line will be placed at 1.98m (6'6") (same as badminton) rather than 2.14m (7') on each side of the net..

Serve

1. At the start of the game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team.
2. Serves must be underhand without bouncing the ball before you hit it.
3. The paddle must pass below the waist. **A legal serve must be below the waist, with the top of the paddle head below the wrist.**
4. Both feet have to be behind the baseline during the serve.
5. The serve is made diagonally cross court and must clear the non-volley zone.
6. Only one serve attempt is allowed, except in the event of a let (the ball touches the net on the serve, and lands on the proper service court). Then the serve is taken over.
7. Double bounce rule: Each team must play their **first** shot off the bounce. After the ball has bounced once on each side, then both teams can either volley the ball in the air or play it off the bounce. The ball **MUST** bounce once on each side before volleying the ball in the air otherwise it is a fault.
8. If the serve hits any lines except the front service line the ball is considered in play.
9. If the ball hits the front service line on the serve, it is considered a fault.
10. After a point is earned, the player will move to the opposite serving square.
11. The player on the right side always serves first and then it goes in a clockwise rotation.

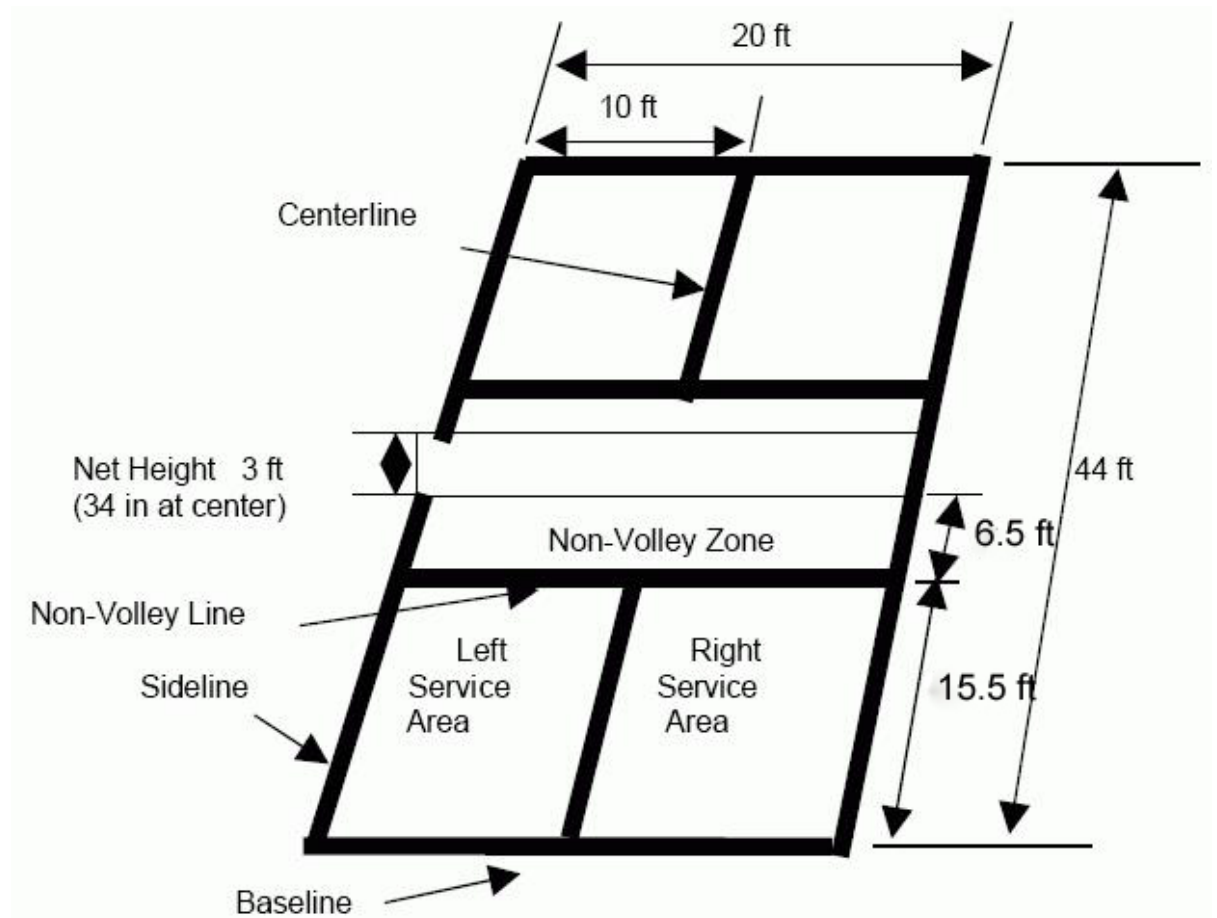
Scoring

1. Games are normally played to 11 (win by two).
2. A team shall score points only when serving.
3. If the opposing player or team makes a winning shot then it is either considered a side-out or the next persons serve. There are no points awarded.

Play

1. If a player volleys a ball in the air without letting it bounce, their momentum cannot carry them into the NON-VOLLEY ZONE or it is considered a fault.
2. If the ball hits the top of the net and bounces in, then the ball is fair play.

Court Diagram



Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) **FORMAT OF PLAY – MIXED TEAM – Two (2) divisions**

A team will consist of a minimum of 12 players to a maximum of 15 players. A team may have one (1) coach, but he/she must be eligible to play in case of injury and cannot be used to meet age/Division requirements.

Division	Age Category	Number of Participants
Competitive	55+	12-15 players
Recreational	55+	12-15 players
Participants may compete in only one division at Ontario 55+ Summer Games		

Team Make-Up	Age Category	Number of Participants
Women	55+	Minimum of three (3) Two of which must be on the field at all times.
Men	55+	Maximum of ten (10)
Open	65+	Minimum of three (3) Two of which must be on the field at all times.

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record thus far in the event. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) **ELIGIBILITY**

NOTE: Eligibility for each division {recreational, competitive} TBA in early 2016.

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits
2. **If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.**
3. Games will be 7 innings in length, no inning shall start after one hour and 15 minutes from the scheduled starting time except for tie games and final games. In round robin games, ties will stand and 1 point will be awarded.
4. The number of diamonds available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

Determining the Winners

1. In the Round Robin, the winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. Placings in the Round Robin will determine seeding for the playoff format.
3. In the event of a tie, the placements for medal rounds will be decided:
 - a. Results of head to head games
 - b. If necessary, team with least # runs scored against them
 - c. If necessary, team with most # runs scored
 - d. If necessary, runs for/runs against with the highest quotient winning.

D) AWARDS

Gold (32)	Competitive division Recreational division	One per team member One per team member
Silver (32)	Competitive division Recreational division	One per team member One per team member
Bronze (32)	Competitive division Recreational division	One per team member One per team member

E) RULE SOURCE

Slo-Pitch National – Official Slo-Pitch Rules (current year) with exceptions noted under “Tournament Set-Up” and “Slo-pitch Rules Summary.”

Websites

www.slopitch.org (Slo Pitch Ontario)

F) EVENT REQUIREMENTS

- Equipment**
1. An Easton “incrediball” or appropriate “soft” ball for the age group will be used.
 2. Milken Ultra 11 and titanium bats, so labeled will not be allowed. The A.S.A. list of illegal bats will apply. Bats must be labeled 1.20 BPF
 3. Metal cleats must not be worn.
 4. A safe-t-base is to be used at first.
- Facilities**
1. Home plate- rubber or other suitable material measuring 2 feet (61 cm) by 3 feet (91.44 cm).
 2. Bases will be 55 feet. (16.76 metres)(Distance from home to second base through the pitching mound is 77 feet and 9 inches (23.70 metres))
 3. The pitching box will be between 35 to 40 feet (10.67 – 12.19 metres) (at the player’s discretion) from home plate.
 4. All bases must be secured in a proper manner.
 5. There will be a scoring line (extended first base line) drawn from home plate.
 6. All bases must be secured in a proper manner.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

1. 1 Convener
2. 2 Umpires per diamond
3. 1 Score Keeper per diamond

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

Slo-Pitch Rules Summary

1. There will be a 5-run maximum rule except for the seventh and extra innings, which shall be open. Once a team scores five (5) runs in an inning, or three (3) outs, that half of the inning is over.
2. A ten (10) run "mercy rule shall be in effect after 5 innings. (4 ½ if the "home" team is ahead).
3. There can be only eleven (11) players on the field. A team must have 11 players in order to finish the game.
4. Players must wear visible numbers, a minimum of four inches in height.
5. At any given time there must be at least two (2) females on the field and two (2) players 65+. (A female could satisfy both requirements)
6. If the minimum 2 females defensively (no substitute available) cannot be maintained due only to an injury or illness occurring during the game, a defensive team may play one (1) female short. The opposing team will have the option of playing one (1) less female also.
7. The batting order must remain constant. The players playing defensively may be changed at any time as long as there are no more than 11 defensive players and the age/gender requirements are met.
8. All players must be in the batting order.
9. Each team can have on a player (male or female) due to illness or injury, passed over in batting order with no penalty. In the instance where a second player, due to illness or injury, cannot take their place in the batting order, an "out" will be declared.
10. Male and females must alternate in the top four (4) batter positions (male, female, male, female or vice versa). Where a team has more than three (3) females, the remaining females may appear anywhere in the batting order.
11. If a male batter is walked with four (4) straight pitches, the following female batter shall have the option of batting or accepting a walk.
12. Players that require a pinch runner should be designated prior to the start of the game. (Unless injured during the game)
13. A batter must reach first base before a pinch runner may be considered.
14. Up to two (2) pinch runners can be used per inning. The last out should be used and should be of the same sex if at all possible. (The runner just put out may be excused) A pinch runner may not run more than once in an inning.
15. Safe-t-base is to be used at first base.

16. If the hit ball stays in the infield the runner must touch the outside of the safe-t- base (orange) at first base. The defensive player must touch the inside of the safe base (white)
17. A runner commitment line is to be in effect on third base. Once a player crosses the commitment line (located 20 feet (6.10 metres) from home plate), he/she may not return to third base. A "safe" line (extension of the 1st base line) at home plate will extend 10' (3.05 metres) from 3rd base line. The base runner must cross or touch this line before the catcher touches home plate while in control of the ball. NOTE: The base runner must not touch home plate. It is an out if touched.
18. NO SLIDING is permitted when advancing to a base and any player so sliding will be called "out". A player may slide or dive in returning to a base.
19. There is no base stealing. Bat must contact the ball before the runner leaves the base.
20. One anticipation lead-off step is allowed.
21. Runners will be called out and could be ejected from the game for contact with a defensive player, if in the umpire's judgment, the contact was deliberate or the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so. Defensive interference will also be called.
22. Foul tips on the first or second strike if caught by the catcher must attain a height of at least six (6) feet (1.83 metres) to record an out.
23. The batter will be called out on third strike foul ball.
24. Bunting shall NOT be permitted.
25. Outfielders must remain on the outfield grass (or at least 15 feet (4.47 metres) behind the base lines) until the batter hits the ball. Infielders must remain behind the base lines until the batter hits the ball.
26. A pitch must be between a low of six (6) feet (1.83 metres) and a high of twelve (12) (3.66 metres) feet. A pitch outside these limits will be considered a "ball".



Swimming

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

D) FORMAT OF PLAY – Three (3) Divisions

PREDICTION

Division	Age Category	Number of Participants
Prediction	55+ Men, Women	One Man, One Woman
	65+ Men, Women	One Man, One Woman

OPEN SPRINT

Division	Age Category	Number of Participants
Sprint (50m)	55+ Men, Women	One Man, One Woman
Sprint (25m)	65+ Men, Women	One Man, One Woman
	75+ Men, Women	One Man, One Woman

OVERALL (Medley - 4 sprints)

Division	Age Category	Number of Participants
Overall – 4 sprint (50m)	55+ Men, Women	One Man, One Woman
Overall – 4 sprint (25m)	65+ Men, Women	One Man, One Woman
	75+ Men, Women	One Man, One Woman

Participants may compete in only one division at Ontario 55+ Summer Games.

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record thus far in the competition. If a competitor defaults part way through the competition, the results of that competitor (s) will be removed from the standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

E) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

TOURNAMENT SET-UP

Prediction Swim: Overall

1. The competitors in the Prediction Division will have the opportunity to swim 3 different lengths per day. The differential times for those 3 lengths will be added together.
 - 25m • 200m
 - 50m • 400m
 - 100m
2. Suggested timetable
55+ AM – 25m, 100m, 400m PM 50m, 200m
65+ AM – 50m, 200m PM 25m, 100m, 400m
3. Swimmers predict the time that it will take them to swim each particular distance.
4. At the provincial level, competitors will swim twice over a two (2) day period (once each day). Competitors actual times for the two (2) days will then be compared to their predicted times. The differential times for those 6 lengths will be added together.

Open Sprint:

1. Each competitor will be allowed to compete in one event using whatever stroke they wish.
2. Competitors will swim their chosen length once in the morning and once in the afternoon on each day. The best 3 times will be added together to determine placing.

Overall – 4 Sprint (Medley) Competition

1. Each competitor will swim a minimum of 3 of the 4 sprint events daily. Sprint events will include freestyle, backstroke, breaststroke, and butterfly. Distances will be 50m for 55+, and 25m for 65+ and 75+.

Determining the Winners

Prediction Swim

1. Competitors actual times for the two (2) days will then be compared to their predicted times. Disregarding pluses and minuses, the six differential times will be totaled. The person whose total differential is closest to zero wins.
2. The swimmer having the smallest difference between the actual time and the predicted time (over or under) is the winner. In the event of a tie, two (2) medals will be awarded (e.g. if there is a tie for first (1st) place then two (2) gold medals will be awarded but no silver medal will be awarded. The next best finisher will receive the bronze medal.)

Open Sprint:

1. Each event will be timed to determine winners. In the event of a tie, two (2) medals will be awarded. (e.g. if there is a tie for first (1st) place then two (2) gold medals will be awarded but no silver medal will be awarded. The next best finisher will receive the bronze medal.)

Overall – 4 Sprint (Medley) Competition

1. Competitors will take their best time in 3 sprint events over two (2) days.
2. The top 3 sprint events will then be added together to get an overall time for medal placement

D) AWARDS

Gold (16)	Women 55+ - Overall Prediction Swim	Men 55+ - Overall Prediction Swim
	Women 65+ - Overall Prediction Swim	Men 65+ - Overall Prediction Swim
	Women 55+ - Open Sprint	Men 55+ - Open Sprint
	Women 65+ - Open Sprint	Men 65+ - Open Sprint
	Women 75+ - Open Sprint	Men 75+ - Open Sprint
	Women 55+ - Overall – 4 sprint	Men 55+ Overall – 4 Sprint
	Women 65+ - Overall – 4 sprint	Men 65+ Overall – 4 Sprint
	Women 75+ - Overall – 4 sprint	Men 75+ Overall – 4 Sprint
	Silver (16)	Women 55+ - Overall Prediction Swim
Women 65+ - Overall Prediction Swim		Men 65+ - Overall Prediction Swim
Women 55+ - Open Sprint		Men 55+ - Open Sprint
Women 65+ - Open Sprint		Men 65+ - Open Sprint
Women 75+ - Open Sprint		Men 75+ - Open Sprint
Women 55+ - Overall – 4 sprint		Men 55+ Overall – 4 Sprint
Women 65+ - Overall – 4 sprint		Men 65+ Overall – 4 Sprint
Women 75+ - Overall – 4 sprint		Men 75+ Overall – 4 Sprint
Bronze (16)		Women 55+ - Overall Prediction Swim
	Women 65+ - Overall Prediction Swim	Men 65+ - Overall Prediction Swim
	Women 55+ - Open Sprint	Men 55+ - Open Sprint
	Women 65+ - Open Sprint	Men 65+ - Open Sprint
	Women 75+ - Open Sprint	Men 75+ - Open Sprint
	Women 55+ - Overall – 4 sprint	Men 55+ Overall – 4 Sprint
	Women 65+ - Overall – 4 sprint	Men 65+ Overall – 4 Sprint
	Women 75+ - Overall – 4 sprint	Men 75+ Overall – 4 Sprint

F) RULE SOURCE

Official rules of Swimming Canada shall apply with the exceptions listed under “Tournament Set-Up” and “Swimming Rules Summary.”

Websites

www.swimming.ca
www.swimontario.com

F) EVENT REQUIREMENTS

Equipment 1. Sufficient stopwatches for the number of lanes being used.
(or appropriate electronic timing device)

Facilities 1. The swim meet must take place in a 25 metre rectangular pool.
2. It is strongly recommended that there be qualified lifeguards on hand during the event.
3. The facility should be handicap accessible.

G) OFFICIALS

The OSGA requires, at minimum, the following major officials for Ontario 55+ Summer Games:

For District Games, the following are **only a suggestion**. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- C) One (1) Activity Convenor
- D) Timekeepers

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

Swimming Rules Summary

1. A medical examination two (2) months prior to the games is strongly recommended.
2. Start **for all events** must be from in the pool. All participants must be touching the side of the pool at the start of the event.

Prediction Swim

1. There will not be any stroke restrictions; however, front crawl is the most efficient (fastest) stroke.
2. **Participants are permitted to change their predicted time on the second day of competition.**
3. Swimmers are not to use watches, electronic timing devices i.e cell phones, smartphone/tablet, etc or receive pacing information from the sidelines.
4. Swimmers are required to touch the end of the pool during turns.
5. Swimmers may tread water but are not allowed to touch the bottom of the pool during an event. This will result in disqualification.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Women	55+, 65+, 75+	Two (2) per category.
Men	55+, 65+, 75+	Two (2) per category.
Mixed	55+,65+,75+	Two (2) per category.
Participants may compete in only one division at Ontario 55+ Summer Games.		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are expected to complete competition regardless of their record thus far in the competition. If a team defaults part way through the competition, the results of that team will be removed from the standings. The organizers shall have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits.
2. If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.
3. The number of courts available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.
4. **Each match will consist of 15 games (first team to win 8 games is declared the winner of the match). There will be a 45 minute time limit on the match. Whichever team is winning when time is called will be declared the winner of the game being played.**
5. **Scoring will be no-advantage i.e. first team to reach 4 points wins the game.**

Determining the Winners

1. In the Round Robin, the winning team in any **match** will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**.
2. Placings in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
 - a. Results of head to head games;
 - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
 - c. If necessary, then an extra game should be played between the teams that are tied

D) AWARDS

Gold (18)	Women's Doubles 55+	Men's Doubles 55+	Mixed Doubles 55+
	Women's Doubles 65+	Men's Doubles 65+	Mixed Doubles 65+
	Women's Doubles 75+	Men's Doubles 75+	Mixed Doubles 75+
Silver (18)	Women's Doubles 55+	Men's Doubles 55+	Mixed Doubles 55+
	Women's Doubles 65+	Men's Doubles 65+	Mixed Doubles 65+
	Women's Doubles 75+	Men's Doubles 75+	Mixed Doubles 75+
Bronze (18)	Women's Doubles 55+	Men's Doubles 55+	Mixed Doubles 55+
	Women's Doubles 65+	Men's Doubles 65+	Mixed Doubles 65+
	Women's Doubles 75+	Men's Doubles 75+	Mixed Doubles 75+

E) RULE SOURCE

The official rules as published by Tennis Canada shall apply, with the exceptions listed under "Tournament Set-Up." and Tennis Rules Summary.

Websites

www.tenniscanada.ca (see Rules and Officiating on side menu, then Rules on top menu)

www.tennisontario.com

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F) EVENT REQUIREMENTS

Equipment 1. Yellow coloured balls (suggested quality TBA)

Facilities

1. The facility **must** have well marked, regulation size tennis courts, sufficient courts for each division.
2. Courts may be of different type bases; however, a division should play on the same type of court throughout the tournament.
3. The facility should be wheel chair accessible.

G) OFFICIALS

The OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

One (1) Activity Convenor

One (1) Tournament Referee

Line Officials and Umpires dependent on the number of courts

The host committee will ensure that all major officials have the required qualifications as specified by the OSGA at least one (1) year prior to OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

D) FORMAT OF PLAY – Three (3) Divisions

Division	Age Category	Number of Participants
Prediction Walk	Women 55+ - 3km (3000m) Men 55+ - 3km (3000m) Women 75+ - 1.6 km (1600m) Men 75+ - 1.6 km (1600m)	One (1) per category.
Nordic Prediction Walk	Women 55+ - 3 km Nordic Walk Men 55+ - 3 km Nordic Walk Women 55+ - 1 km Nordic Walk Men 55+ - 1 km Nordic Walk	One (1) per category.
Prediction Run	Women 55+ - 5km (5000m) Men 55+ - 5km (5000m)	One (1) per category
Participants may compete in only one division at Ontario 55+ Summer Games		

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete competition regardless of their record thus far in the competition. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings.

If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.

E) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
NOTE: Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

F) TOURNAMENT SET-UP

1. At the provincial level, competitors will **walk/run** twice (2) over a two-day period (once per day).
2. Participants predict the time it will take them to walk the 3000 metre (3km) or the 1600 metre (1.6km) course.
3. Participants in the Nordic Walk will predict the time it will take them to walk the 3000m (3km) or the 1000m (1km) course
4. **Participants in the Prediction Run will predict the time it will take them to run the 5000m (5km) course.**

Determining the Winners

1. Competitors actual times for the two days will then be compared to their predicted times. Disregarding pluses and minuses, the two differential times will be totaled. The person whose total differential time is closest to zero wins.
2. In the event of a tie, the tied competitors will **walk/run** an additional one (1) kilometer (2 ½ laps of a 400 metre track). The closest to his/her predicted time (over or under) will be the winner.

D) AWARDS

Gold (10)	Women 55+ 3km (3000m) Prediction Walk Women 75+ 1.6km (1600m) Prediction Walk Women 55+ - 3km Prediction Nordic Walk Women 55+ - 1km Prediction Nordic Walk Women 55+ - 5km Prediction Run	Men 55+ 3km (3000m) Prediction Walk Men 75+ 1.6km (1600m) Prediction Walk Men 55+ - 3km Prediction Nordic Walk Men 55+ - 1km Prediction Nordic Walk Men 55+ - 5km Prediction Run
Silver (10)	Women 55+ 3km (3000m) Prediction Walk Women 75+ 1.6km (1600m) Prediction Walk Women 55+ - 3km Prediction Nordic Walk Women 55+ - 1km Prediction Nordic Walk Women 55+ - 5km Prediction Run	Men 55+ 3km (3000m) Prediction Walk Men 75+ 1.6km (1600m) Prediction Walk Men 55+ - 3km Prediction Nordic Walk Men 55+ - 1km Prediction Nordic Walk Men 55+ - 5km Prediction Run
Bronze 10)	Women 55+ 3km (3000m) Prediction Walk Women 75+ 1.6km (1600m) Prediction Walk Women 55+ - 3km Prediction Nordic Walk Women 55+ - 1km Prediction Nordic Walk Women 55+ - 5km Prediction Run	Men 55+ 3km (3000m) Prediction Walk Men 75+ 1.6km (1600m) Prediction Walk Men 55+ - 3km Prediction Nordic Walk Men 55+ - 1km Prediction Nordic Walk Men 55+ - 5km Prediction Run

E) RULE SOURCE

As there is no specific rule source for the walking event, rules are listed under "Tournament Set-Up" and "Walking Rules Summary."

Websites

www.nordicwalkingcanada.ca

www.nordicwalkfit.com

F) EVENT REQUIREMENTS

- Equipment**
1. Nordic Walking uses two specially designed poles to work the upper body while walking. Like cross-country skiing, the poles are used by the arms to match each stride the person takes.
 2. **Participants should wear proper footwear.**
- Facilities**
1. Districts can use either a track or a walking trail for the **5km**, 3km and 1.6km walks/run.
 2. Most tracks are 400 metres, therefore, **12 ½ laps = 5km**; 7 ½ laps = 3km.; 4 laps = 1.6km., 2 ½ laps = 1km
 3. It is suggested that a walking trail be used for the **Nordic Walk/Run** if one is available.
 4. The facility should have a clearly indicated start and finish line.
 5. The facility should be accessible to the disabled and should not have any obstructions on the course.

G) OFFICIALS

The OSGA requires at minimum the following major officials for **Ontario 55+ Summer Games**:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

One (1) Activity Convenor
Timekeepers

In addition, sufficient Marshalls should be positioned so that all participants are in visual contact with at least one Marshall at all times. Marshalls shall be equipped with a cell phone or other such device so emergency personnel can be called immediately if required.

The host committee will ensure that major officials have the required qualifications as specified by the OSGA at least one (1) year prior to OSGA Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to stage the event.

Walking/Run Rules Summary

1. A medical examination two (2) months prior to the event is strongly recommended
2. Participants are permitted to change their predicted time on the second day of competition.
3. Participants in the 75+ Prediction walk may use Nordic poles.
4. In Nordic walk, a pole must contact the ground during each step
5. Participants may not use watches, **electronic timing devices i.e cell phones, smartphone/tablet, etc** or receive any pacing information. There shall be no coaching from the sidelines.
6. Wheelchair participation in the prediction walking event is permissible (manual operated wheelchairs only).

