

## 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+ and 70+	Two (2) for each 55+ and 70+

Any person not present at the scheduled commencement of play and throughout the competition is in default and is automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are expected to complete the 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
<b>NOTE:</b> 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, but must qualify at the District level before going to the Summer Provincial Games.	

**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**

<b>Gold (4)</b>	One per teammember 55+ and 70+
<b>Silver (4)</b>	One per teammember 55+ and 70+
<b>Bronze (4)</b>	One per teammember 55+ and 70+

## 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](http://www.national-shuffleboard-association.us) (see Rules on menu)  
[www.theshuffler.org](http://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 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.

Players may use their own cues.

3. The 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.

4. Before the round begins, each player may shoot (2) discs only, to check the speed of the court.

5. 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)

6. 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.

7. 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.

**8. CHARTING is not allowed as it delays play.**

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.