

Canadian National Shuffleboard Association

General Operating Principles and Official Rules of Play

1. Events and Competitions:

1.1 General

1.1.1 An **Annual General Meeting** shall be held each year.

1.1.2 The “Canadian National Shuffleboard Championship” shall be held in each odd calendar year.

1.1.3 “Provincial Tournaments” may be sanctioned by the **CNSA** upon request to the President.

1.1.4 The **CNSA** shall make every effort to participate in each “International Shuffleboard Association Championship”.

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2. Tournament Organizational Framework (Singles and Team):

2.1 Tournament Director

2.1.1 The **CNSA** President and the host club or association shall appoint the Tournament Director.

2.1.2 If an agreement between the **CNSA** President and the host club or association regarding the appointment of a “Tournament Director” cannot be reached, the Board of Directors shall make the decision by vote.

2.1.3 The Tournament Director shall have the authority to appoint assistant directors as required.

2.1.4 The Tournament Director shall be responsible for preparing the tournament schedule.

2.1.5 The Tournament Director and /or the designates shall be responsible for all decisions regarding tournament play to include judging discs and ensuring all rules are followed.

2.1.6 If the Tournament Director or his/her designate should deem a situation to be beyond his/her scope, he/she shall consult the **CNSA** President and together they shall deal expeditiously with the situation. Their decision shall be final.

2.1.7 Announcements by the Tournament Director at the beginning of the tournament shall include reading the rules, an explanation of the tie-breaking procedures, disc calls, dispute resolution and any other matters deemed necessary.

3. Code of Conduct:

3.1 Rules

3.1.1 There shall be no coaching by any player or audience member.

3.1.2 A player shall not interfere in any way with the shot of his/her opponent.

3.1.3 No player shall refer to drawings or any similar device designed to assist in executing a shot.

3.1.4 Good sportsmanship on and off the courts shall be expected at all times by all participants in each and every event.

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4. Game Play:

4.1 Beginning of Play

4.1.1 Each player shall have 6 practice shots - two to check speed and four setup shots. Yellow shall shoot first.

4.1.2 The shooter may ask the player at the other end to place his/her cue in the desired location for the first shot and thereafter position the shooter's discs as targets.

4.1.3 When an opponent's discs are available, they may be used as a target.

4.1.4 To begin the second half, players shall change sides and colours and take four practice shots.

4.2 Judging Discs

4.2.1 When there is doubt as to whether a disc shall count, the first call shall be made by the person playing black at the opposite end of the court.

4.2.2 If the shooter doubts the call, he/she may call upon the player shooting yellow to check the disc.

4.2.3 If an agreement cannot be reached, a player may request that the **Tournament Director** or his/her designate be called to make the call. This call is final.

4.2.4 If multiple discs have been accidentally moved and it becomes too difficult to accurately replace them, the frame shall be replayed.

4.3 Recording Scores

4.3.1 The player shooting yellow shall record the scores.

4.3.2 The round/frame/game is not over until the last disc has been shot and comes to a complete stop.

4.3.3 No discs shall be moved until the score has been recorded on the scoreboard.

5 Canadian National Shuffleboard Championship

5.1 Host Venue

5.1.1 Requests to host an “Canadian National Shuffleboard Championship” shall be submitted by the director of a provincial association or club to the **CNSA** President.

5.1.2 If there is more than one application, the members of the “Board of Directors” shall vote to determine the host venue.

5.1.3 If two or more requests receive the same number of votes, the President shall break the tie.

5.2 Participants

5.2.1 The tournament shall consist of a separate men’s and women’s division.

5.2.2 The maximum number of participants is limited to four times the number of courts per division that are available at the host venue.

5.2.3 The percentage of participants representing one province may not be greater than one fourth of all participants and not to exceed three teams.

5.2.4 Any participating player must be a member of a provincial shuffleboard association or club and meet one of the following criteria:

- : produce a valid passport or ID from that province

- : produce a birth certificate of that province

- : currently have a residence in that province

5.2.5 If a province does not have a Provincial Director nor shuffleboard association or club, a player from that province may be approved by the **CNSA** President to become a member of an association or club in another province.

5.2.6 Once the player has joined that association or club, that player may not change membership to a different province unless their chosen association or club ceases to be a member of the **CNSA**, a provincial association or a club in their home province becomes a member of the **CNSA** and/or they receive permission from the **CNSA** President.

5.2.7 Any provincial association or club that does not have a minimum of 50% of their participating players residing in that province must have CNSA approval.

5.2.8 Players participating in the “Canadian National Shuffleboard Championship” shall be chosen by their respective “Provincial Director” or “Association President” using whatever criteria they have deemed appropriate.

6 Rules for Team Tournaments:

6.1 Team size

6.1.1 The team size is standardized to four players per team.

6.1.2 The maximum number of players permitted is limited to four times the number of courts per division available at the host venue.

6.2 Organizational Framework

6.2.1 There shall be a team championship round(s) dependant upon the number of teams in the division.

6.2.2 Where there are insufficient courts for all teams to play simultaneously, divisions shall play on alternate rounds eliminating the need for lunch stoppages.

6.2.3 Games are 16 frame non-walking.

6.2.4 Individual game ties at the end of 16 frames shall remain as ties.

6.2.5 When a player concedes a game, does not finish a game or does not appear within 15 minutes of the scheduled start of the game, his/her game shall be declared forfeit and classified as a loss.

6.3 Points

- 6.3.1 Individual players earn points towards their team score.
- 6.3.2 One point will be rewarded for an individual win, a half point for a tie and no points for a loss.
- 6.3.3 A team's total score is the sum of the points earned by each team member.

6.4 Ties

- 6.4.1 In the event of teams being tied, the result of the round robin head-to-head game(s) shall decide which team advances.
- 6.4.2 If any teams remain tied, "Speed Shuffleboard" shall follow as described in Section 6.5
- 6.4.3 The same format shall be used at the end of each round robin if required.

6.5 Speed Shuffleboard

- 6.5.1 The number of teams tied will determine how many courts are in play and each team shall play on each court. That is, if two teams are tied, then 2 courts are used and each team plays on each court to ensure equality.
- 6.5.2 Each team shall be assigned to a court and each player is allowed one practice shot.
- 6.5.3 Each team member shall be provided with eight discs. In turn and upon command, each player shall shoot their discs from any position in the entire shooting area.
- 6.5.4 Each disc must be shot before the other opponent's discs come to a stop or it shall be considered "forfeit" and counted as zero points.
- 6.5.5 All shot discs shall remain on the court until all eight discs have been played.
- 6.5.6 Discs shall count as their normal value except for "10 off" discs which shall count as "10 plus" points each.
- 6.5.7 Total scores for each player shall be tallied, announced and recorded.
- 6.5.8 When each team has played on each of the allocated courts, the total points shall be calculated and announced.
- 6.5.9 Total scores shall determine the final standings.

6.6 Substitutions

6.6.1 Substitutions shall be allowed only for a player that is too ill or injured to play as scheduled with the following limitations applied:

6.6.2 The substitute player must be eligible to represent the province for which he/she is eligible.

6.6.3 The substitute player must be named by the "Team Captain" or "Provincial Director" to the Tournament Director prior to the start of the tournament.

6.6.4 The Tournament Director and all "Team Captains" shall be notified immediately of all substitutions.

6.6.5 There shall be only one substitution per team for the duration of the tournament.

6.6.6 If the incapacitated player recovers, he/she may return to play the remainder of the tournament and the designated substitute shall be removed from play.

6.6.7 Should a second player from the same team become unable to play, that team shall continue without a substitute and an individual loss shall be recorded for each round the player is absent.

6.6.8 Re-substituting: Any player who has already been officially substituted in by the Tournament Director is not eligible to substitute again.

6.7 Medals

6.7.1 Each member of the top three teams as well as the "Team Captain" shall be awarded their respective medals with the first placed team receiving the gold medal, second place receiving the silver and third place receiving the bronze medal.

6.7.2 The **CNSA** shall post the top three teams on their website.

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7 Rules for Singles Tournaments:

7.1 Participants

7.1.1 There shall be a championship round, the form of which shall vary dependant upon the number of players in the division.

7.1.2 Where there are insufficient courts for all players to play simultaneously, divisions shall play on alternate rounds eliminating the need for lunch stoppages.

7.1.3 Games are to be 16 frame non-walking singles with eight frames to be played on each colour.

7.1.4 In the first Round Robin, individual game ties at the end of 16 frames shall remain as unbroken ties.

7.1.5 Upon completion of the round robin and a tie ensues, the result of the round robin head-to-head game shall be the winner and will advance.

7.1.6 If a tie exists, "Speed Shuffleboard" shall follow.

7.1.7 The same format shall be used at the end of each round robin if required.

7.2 Speed Shuffleboard

7.2.1 The number of players tied will determine how many courts are in play and each player shall play on each court. That is, if two players are tied, then 2 courts are used and each player plays on both courts to ensure equality.

7.2.2 Each player shall be assigned to a court and is allowed one practice shot.

7.2.3 Each player shall be provided with eight discs. In turn and upon command, each player shall shoot their discs from any position in the entire shooting area.

7.2.4 Each disc must be shot before the other opponent or opponent's discs come to a stop or it shall be considered "forfeit" and counted as zero points.

7.2.5 All shot discs shall remain on the court until all eight discs have been played.

7.2.6 Discs shall count as their normal value except for "10 off" discs which shall count as "10 plus" points each.

7.2.7 Total scores for each player shall be tallied, announced and recorded.

7.2.8 When each player has played on each of the allocated courts, the total points shall be calculated and announced.

7.2.9 Total scores shall determine the final standings.

7.3 Medals

7.3.1 Medals shall be awarded with the first placed player receiving the gold medal, second place receiving the silver and third place receiving the bronze medal.

7.3.2 The **CNSA** shall post the top three players on their website.

8 Sanctioning of a “Friendly Provincial Tournament”

8.1 Sanctioning Process

8.1.1 The term sanctioning shall mean that the event will run according to applicable **CNSA** rules and that the **CNSA** logo may be used to promote the event.

8.1.2 Participating clubs or associations requesting that their tournament be sanctioned, shall send an application to the CNSA President containing all pertinent information at least 60 days prior to the prospective event.

8.1.3 Players shall pay a “Player Participation Fee” to the CNSA, the amount to be set by the **CNSA** President.

8.1.4. The provincial associations or clubs involved shall be responsible for preparing the organizational framework for the tournament with the support of the **CNSA** if requested.