

WESTERN SHUFFLEBOARD ASSOCIATION, INC.

WESTERN NATIONAL OPEN TEAM TOURNAMENT

RULES and REGULATIONS

EFFECTIVE: February 22, 2025

1. TEAM

1.1 A Team shall consist of a minimum of twelve (12) players three (3) boards

1.2 Players 1 thru 12 shall form the nucleus of the team all remaining players referred to as Substitutes

2. ENTRY FEE

Each team will pay a flat rate for their entry regardless as to the number of players

3. NUMBER OF TEAMS The maximum number of teams that can be accommodated each Team Tournament will be determined by the number of playing sites and courts available each year.

4. TEAM NUMBERS

4.1 *Team numbers will be determined by a random draw completed by the Tournament Director or his appointed representative.*

4.2 Team number will determine which teams play each other on what day and at which location

4.2.1 Six (6) players from each team will compete in each scheduled match

5. DIVISION COLORS and PLACEMENT

5.1 Teams will be placed in either the BLACK, RED or GREEN Division based on **WIN PERCENTAGE (%)** from the prior year's tournament

5.2 Teams with the most wins will be in the BLACK division

5.3 Teams with the next level of wins will be in the RED division

5.4 Teams with the lowest level of wins will be in the GREEN division

5.5 The total number of teams entered each year will be broken down in each division as follows:

18 teams = 6 Black/6 Red/6 Green

19 teams = 7 Black/6 Red/6 Green

20 teams = 7 Black/7 Red/6 Green

21 teams = 7 Black/7 Red/7 Green

5.6 New teams entering the tournament will be placed in the Green division.

6. AWARDS

- 6.1 Champion – 1st and Winner – 2nd in each division to be awarded prizes with a \$200.00 difference.
- 6.2 In the event two (2) or more teams tie for awards, such ties will be resolved by the 'head to head' record at the time each team played one another.
- 6.3 Failure to resolve a tie, as detailed in 6.2., will result in the tied teams receiving equal recognition/awards.
- 6.4 An individual player award will be presented to each Player winning all games, with a minimum of eight (8) games played.

7. FORMS

The Western Shuffleboard Association, Inc. provides on the WSA website <https://sites.google.com/site/1966wsa2/home> all forms as detailed in the **Team Captain Responsibilities**.

8. DAILY ASSIGNMENT OF PLAYERS

- 8.1 Team Captains shall, no later than fifteen (15) minutes before each session, turn in to the Court Manager, a **Court Placement Sheet (Form: B-2019)** listing Players scheduled to play that session.
- 8.2 Team Captains may position players in each session; however, each Player **MUST** play on the court and in the position assigned on the Court Placement Sheet. Failure to comply will result in a forfeit.
 - 8.2.1 A Player **cannot** play on the same court a second time.
- 8.3 Team Captains are not permitted to see opponent's Court Placement Sheets.

9. SUBSTITUTE PLAYER and ROTATION

- 9.1 If your team has more than 12 players you may use a substitute player at any time without impacting the regular player rotation.
- 9.2 If due to an emergency situation you may insert any player that is available on your team. If none is available you can use anyone else who is not already on a team.

10. DISABILITIES

- 10.1 A player with a medical condition which restricts them from facing the sun gives the Team Captain the option to switch players on that court to the other end of the court, even after the Court Placement Sheet has been handed in.
 - 10.1.1 The opposing Team Captain is afforded the same opportunity to switch player(s).

11. THE GAME FORMAT

- 11.1** Team Tournament games will be "Round Robin" with each team playing one match with each of the other teams using a **SINGLES** format.
- 11.2** A lag will be used to determine choice of starting color.
 - 11.2.1** Any Player on the team can be appointed by the Team Captain to do the lag for their team.
 - 11.2.2** The team listed first on the playing schedule will lag yellow.
 - 11.2.3** The disc whose centre is closest to the centre of the far lag line will win the lag.
- 11.3** The game will consist of sixteen (16) frames.
 - 11.3.1** The winner of each 'single' game will be the team Player with the highest score at the end of the game and will be awarded one (1) point for each win.
 - 11.3.2** If a game is tied after sixteen (16) frames, each team Player for that game will be awarded one-half (1/2) point.
- 11.3** Players change sides of the court, taking starting colored discs with them, after eight (8) frames.
- 11.4** Players playing the black side will act as court referee for the first half of the game, and players playing yellow side will act as court referee for the second half.
- 11.5** A frame will be replayed when:
 - 11.5.1** The wrong colored disc is shot first and the error discovered before the eighth (8th) disc is shot.
 - 11.5.2** If a dead disc(s) displaces a live disc(s), the live disc(s) is replaced to its original position and the game continues. However, if three (3) players cannot agree to the replacement of the disc(s), the half frame will be played over. EXCEPTION: If all eight discs have been shot, the scores that were on the court before the incident will be recorded and the half frame will 'not' be replayed.
- 11.6** The Referee, after indicating a decision, shall wait momentarily to allow a player enough time to request an examination of a disc. Any such request will be allowed if made before 'play' is called. Either the shooter or his/her opponent may call for a request to examine the disc.
 - 11.6.1** If a player disagrees with the decision of the Referee, the Head Referee shall be called, and his/her decision is final and may not be appealed.
- 11.7** If an error is discovered on the scoreboard before the next half frame is completed, it must be corrected. Otherwise, the score stands unless both sides agree that it be corrected, except if it is an error in addition, it shall be corrected immediately and without discussion.

12. DAILY STANDINGS

- 12.1** Each day, teams within their division will be ranked according to the percentage of total wins for the day.
- 12.2** Day end results will be posted on the WSA website and at each host park the following morning.

13. SPECIAL WAX RULES

13.1 The Tournament will use the wax (court dressing) that is common to the area where the tournament is played.

13.2 After eight (8) frames have been played any one player may request a full wax with shaker wax

13.3 Any player may request spot waxing of a SINGLE bare spot immediately prior to their shooting turn

13.4 Courts will be cleaned and re waxed after each game has been completed.

13.4.1 If weather causes a deterioration to the court(s) prior to the completion of a game, the Court Manager has sole jurisdiction regarding any court(s) re wax.

14. COMPLETION OF GAMES

All games in all parks must be completed on a given day. Games not completed in one of the participating parks will invalidate all games in all other parks

15. SPECIAL CONSIDERATION

A Tournament Director as a Player will be given special exemption to the rotation of players requirements when tournament duties mandate the Tournament Directors attention in a park other than the park currently scheduled for play by the Tournament Director's team

February 22, 2025, APPROVED as amended

Addendum

Section 5.6

"A point of Clarification from the WSA president: To be defined as new, the team membership must be comprised of more than 50% players who have not played together previously. This is in accordance with the previous tournament rules.

(An existing team that splits into two teams may find that both teams are defined as an old team and placed in their previous year's division. The decision will be made by comparing the previous and current years rosters)