

DISTRICT TOURNAMENT INFORMATION FOR NEW PLAYERS

TOURNAMENT FORMATS

All tournaments fall into one of three general categories: singles, doubles or draw doubles. In singles, you play by yourself against the field of all other players. In doubles, you will have a partner that you selected beforehand for the entire tournament. In draw doubles, you will register by yourself and will draw a partner for the entire tournament.

REGISTRATION

The first thing to do upon arrival at the tournament site is to register for the tournament. If you are playing singles or draw doubles, each individual will receive a registration form. If you are playing doubles, each two person team will receive one registration form. The information at the top of the form ("REG. #" and "LINE") is for the tournament director's use only. Familiarize yourself with the printed information as this form also serves as a waiver for the host club, the district and the Florida Shuffleboard Association (FSA). Clearly fill in the required information at the bottom of the form.

1. It is best to use the version of your name that you want to be used for all records.
2. If you are a new tournament player, you may not have an FSA Member Number. You do not have to have one to play. You will eventually be assigned an FSA number.
3. "Dist" refers to the FSA district to which your home club has been assigned.
4. By rule, the home club that you designate must be an FSA member club. If you are not sure about your club's status, see the tournament director for assistance. You will hold the registration form until the draw, which will take place after the opening ceremonies.

OPENING CEREMONIES

This is an informal event where you can expect a welcome from the host club, an invocation, pledge to the flag, tournament instructions, results from previous tournaments, and words from the sponsor and/or a district or state representative.

THE DRAW

The draw is exactly that. Each player (or one member from each team if doubles) will draw a slip of paper at random on which are written two vital pieces of information: your line number and the court to which you have been assigned. The line number tells you on which line of the tournament chart you will be placed. It also designates which individual or team will start play on which color. The lower line number always starts on yellow. The higher line number starts on black. The court number designates to which court you must report to begin play. Normally, there will be only a court number listed, (e.g. "Court 1"). However, if the tournament format is non-walking singles, the court number will also designate whether you are playing the "head" of the court or the "foot." In that case, you will see something like "1H" or "1F", which designates court 1 at the head of the court or court 1 at the foot of the court, respectively. If the court designation is N/C (No Court), you have either drawn a "bye" for the first round or that there are insufficient courts available for all players to be on the courts simultaneously. The tournament chart will tell you which circumstance applies to you. In either case, the tournament director will call you to a court as soon as a court is available and you have an opponent ready to play.

TAKING THE COURT

Once the draw has been completed, or you have been called to a court by the tournament director, you should report to the designated court as soon as possible. There you will meet your opponent (and partner if draw doubles). You will determine who has the lower line number and take control of the appropriate colored discs. If the game is doubles, yellow will decide which end of the court each team member will play and black will then select which end each team member will play.

PRACTICE

Before the first and second game of each match, each player is entitled to 2 shots to determine the speed of the court and 8 practice shots. No player is required to take any or all of his/her speed or practice shots, but no player can refuse another player the opportunity to take the allotted speed or practice shots. Normal progression of this process is for yellow at the head to shoot two speed shots. (There are no setups allowed for these shots.) Those shots are removed from the court and black then takes his/her speed shots. That process is then repeated from the foot of the court. Yellow at the head of the court will then take 4 consecutive shots for practice. A player at the foot of the court may setup specific shots for the player at the head to execute (e.g. Tampa, St. Pete, a 10 and a double) if the shooter so requests. Black from the head then takes his/her 4 practice shots. The previously shot yellow discs may be used as targets if desired. Play then goes to the foot of the court for similar practice. The third and fourth rounds of practice are similar to the first two, except that black begins these phases.



MEMBER CLUBS:

Cambridge
Hidden Harbour
Leisure Village
Pine Lake Gardens SC
Ridgeway
Riverland
Woodbridge

LEAGUE OFFICERS 2018-2019

President:	Ann Silcox
Vice President:	Dan Kolen
Keeper of Records:	Jim Bartlett

PLAY

The actual match begins immediately following practice. Unless otherwise stated, a match consists of the best 2 of 3 games. You will follow the course of play as outlined during the opening ceremonies. If there is a tie score at the end of the prescribed game, play will continue until each player has had a "hammer". Such extra frames will continue until the tie is broken. After the first game is completed, players will change colors and practice as described above. The second game will then be played. If the match is tied at the end of the second game, players will lag for third game color choice.

LAGGING

Lagging for color choice is done from the head of the court for doubles and walking singles. In non-walking singles the lag is conducted from the end of the where the tie occurs. The rules allow for 3 practice shots (lags) before the 4th disc is played for score (which counts). The player who places his last disc closest to the far lag line wins the lag and the right to choose the color he/she will play for the 3rd game. If the player shooting the last disc hits his opponent's disc, the shooter is deemed to have forfeited the color choice. Like practice, 4 discs are allowed for this process, but the number can be reduced if all players on the court agree.

END OF MATCH

Once the final game is over, all discs will be returned to the head of the court. If the discs are to be waxed before the next match (you will be told during the opening ceremonies), common practice is that the match loser shall gather the discs and return them to the area designated for waxing. The match winner must sign the provided scorecard and return it to the tournament director. Unless otherwise specified by the tournament director, it is not necessary to enter the actual score. A "W" for win and a "L" for lost is fine. If you lose the first match you are not out of the tournament so do not leave. If you lose a second time check with the tournament director before you leave to be sure you are out of the tournament. A chart will be posted which includes which information about the tournament and, in time, you will learn to understand the chart. If you have not been eliminated, you will wait for the tournament director to call you for the next round and the process will start over again. Enjoy your match and make new friends.