

STATE & DISTRICT RULES & REGS FOR NC

(AMENDED - MAY 2022)

FIRST & FOREMOST, THE NORTH CAROLINA SHUFFLEBOARD ASSOCIATION FOLLOWS ALL THE RULES AND REGULATIONS OF THE FLORIDA SHUFFLEBOARD ASSOCIATION - EXCEPT WHERE THEY DO NOT AGREE WITH THE FOLLOWING RULES & REGULATIONS ADOPTED BY THE NORTH CAROLINA ASSN.

PLAYING RULES & COLOR ROTATION FOR ALL DISTRICT AND STATE MATCHES

- 1) The player or team with the lowest line number will play the first game on the yellow side of the court, then change color and play the second game on the black side of the court. If a third game is necessary, then the player (or team) who started on the yellow side of the court - will return to that side of the court for the first 8 frames of the 16 frame third game. The player (or team) who had the higher line number will do the opposite. All matches will be won by the player (or team) who wins two out of three games. In **DOUBLES**, the first and second games will be to 75 points. In **SINGLES**, the first and second games will be to 75 points OR 16 frames whichever comes first. Any game that ends in a tie will result in overtime. Play, in overtime, will continue from where regulation ended. Player (or team) will remain on the same color as at the start of that game. In overtime, each player will get one "hammer". If a tie still exists after overtime, there will be a second overtime with play continuing from where the previous overtime ended with each player getting one "hammer". This process will continue until the tie is broken.
- 2) Before the first and second games, there will be two practice shots (for speed) taken by each player. Then there will be 1 full round of four (4) practice shots of choice taken by each player. Players are allowed to use their opponents discs when they are taking their practice shots when they are shooting second. There will be no practice shots before or in the middle of the third (3rd) game.

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- 3) In any tournament played in the State of North Carolina, once a tournament starts, there will be no substitutes unless approved by the Tournament Director and agreed to by ALL participants in the tournament.
- 4) In **DOUBLES** tournaments, the players may only change ends once - from before practice begins and up until the first game begins. The team with the lower line number must decide **FIRST** whether to change ends or not, and this decision stands for the entire match. Then the team with the higher line number must decide whether to change ends or not. This decision also stands for the entire match. Any attempt by either team to change ends a second time will result in an immediate disqualification for that team from the tournament.
- 5) To start a game, the yellow disc is shot first followed by a black disc. Play alternates until all discs are shot. Yellow shall always be played from the "right side" of the HEAD of the court and from the "left side" the FOOT of the court.
- 6) An error in color lead (or wrong color played) shall be corrected if discovered before the half-round is completed and the half-round shall be played over. No Penalty. However, if the half-round is completed, the scoring shall be credited the players making the score, regardless of the color shot, and play continues in the correct order. A half-round is considered to be complete when the eighth disc is shot AND all discs come to a stop.
- 7) If a player shoots the opponent's disc and no live discs are touched, it is a 10-OFF Penalty. The opponents disc shall be returned to the starting position and play continues just like the infraction never happened. However, if a live disc is touched then there is also a 10-OFF Penalty - PLUS any 10-OFFS the offender had on the court. Also, the good discs the offender had - do not count. The opponent's good discs shall be credited to the opponent's score and any 10-OFFS of the opponent **DO NOT COUNT**, and then the half-round shall be played over. The penalties shall be annotated on the scoreboard. The half-round is not considered to be complete until the eighth (8th) disc is shot by the correct player and comes to a complete stop and all the points annotated as a result of the penalty are combined with the scores earned when the half-round was played over and the proper score is recorded.
- 8) There will be no waxing of any discs before any third (3rd) game in any tournament in NC unless all players agree to the waxing of the discs.

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OFFICIALS

- 1) Officials in Tournament Play shall be the Tournament Director and possibly an assistant to the Tournament Director.
- 2) The Tournament Director shall have complete charge of arrangements of the tournament - namely, conduct the drawing(s), pairings, assign the courts, set the times for starting games and matches, and inspect all courts and equipment, etc., and tend to all other details which enter into tournament play. the tournament Director may also cancel, suspend, or otherwise rearrange court calls and tournament play in such instances where/when extreme weather conditions prevail.
- 3) An Assistant to the Tournament Director may be appointed, as desired, by the Tournament Director. He/She shall render the final call (third call) and render any decision on question of fact - but the Final Appeal from players will be made by the Tournament Director.
- 4) The T.D. has the final say when play is over. The NC Rules state that no Match can start after 4:00PM & no game may start after 4:30PM. The T.D., depending on circumstances, may negate these rules - IF - ALL the players involved wish to continue AND the T.D. also wishes to have the game/match continue.

Conduct: Inappropriate conduct on the grounds of the shuffleboard court/clubhouse areas at any time will not be tolerated. Any inappropriate conduct observed by a Board member should be reported to the President ASAP. If such conduct is witnessed by more than one Club member - they should also report it to the Club President ASAP. The President will then have a meeting with the alleged offender & a discussion will take place. The President (after hearing both sides) will make a determination if a penalty should be imposed. Our Rules list the following penalties: 1) First Offense - A written warning is given (and kept on file for 2 years); 2) Second Offense (within the 2 years) - A one week suspension from all activities; 3) Third Offense (within the 2 years) - Suspension for one Full Season; and 4) Fourth Offense (within the 2 years) - Lifetime Suspension from Club.

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Health - If any person gets a concussion anywhere at the club, that person may not participate in any future Club Functions without written clearance from a licensed physician.

Smoking - There is no smoking allowed in the clubhouse, rest rooms, or inside the outside fenced-in area surrounding the courts

Doubles - The shooter may ask his/her partner to check a disc.

Singles - In All Singles Matches:

- 1) Player at the opposite YELLOW end makes the 1st Call
- 2) Shooter and/or Opponent may go down to the other end to check the disc and, if warranted, ask for a 2nd call from someone on a nearby court. Person playing BLACK NEVER makes a call on the court he/she is playing on. If the calls are the same - the first call stands. If the calls are different, then the Tournament Director and his/her representative will make the 3rd call. There are no appeals allowed on the Tournament Director's 3rd call - however, the 3rd call of the T.D's representative can be appealed to the Tournament Dir.

Loss of Disc Control - **A)** If a disc leaves the playing area and strikes any other object or thing and then returns to the playing surface without touching any "live disc" - it is removed and there is no penalty. If any disc rebounds and touches a live disc or causes a dead disc to touch a live disc - the 1/2 round will be played over and the shooting team will be penalized 10 points AND his opponent will be credited with all his positive scores and his/her opponents negative scores will not count. However, the shooter's negative scores will count and his/her positive scores will not count. **B)** If a shooter's disc goes onto another playing surface and touches a live disc, the shooter will receive a 10 point penalty. The shooter will also receive the same penalties as are listed in part "A". The court, where the errant disc went onto, will play the 1/2 round over with no score counting. If this happens a 2nd time to the same shooter during the same match - the shooter (and his team) will be disqualified from the Tour.