

TEXAS STATE SHUFFLEBOARD ASSOCIATION SHUFFLEBOARD TOURNAMENT RULES

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Part I - General Playing Rules

1. A match shall consist of two (2) eight (8) frame games, total score for sixteen (16) frames, or two (2) ten (10) frame games, total score for twenty (20) frames. If a tie game results at the end of sixteen (16) or twenty (20) frames, play is continued in regular rotation until two (2) additional frames are completed, or in like manner until a winner has been decided
 - 1A. When tournament entries require a fifth game to reach the final round, the Tournament Manager will revert to a 16-frame game and play five games the first day of the tournament. The number of frames played in the finals will be determined by the Tournament Manager in accordance with Rule 1 referred to above.
2. Color Choice: A coin toss will determine color choice when a player or team is called to the court. In a doubles match the player at the scoreboard end will toss the coin for the team.

3. Each player is allowed one shot to determine if the speed of the court is acceptable. If the discs are then modified by waxing, an additional shot is allowed to determine if the court is acceptable to all four (4) players. After this point, no additional waxing of the discs may occur for the duration of the game. The player shooting yellow at the head of the court is allowed four (4) practice shots. These discs are removed and the player shooting black at the head of the court is allowed four (4) practice shots. Players at the foot of the court will then be allowed four (4) practice shots in a similar manner. At the end of eight (8) or ten (10) frames players change color for the second half of the match. No speed shot is allowed but an additional four (4) practice shots per player in the manner described above are allowed.
4. After the original preparation of the courts, the referee shall cause discs to be waxed only if so requested by a majority of the players involved. In the case of a tie vote by the players a toss of a coin shall decide if the court is to be modified. Waxing of discs shall be done at the start of the match. Once discs are waxed the wax shall not be removed except through normal play. In case of rain delay, courts shall be treated as at the start of the match. There is no penalty for a player marking or identifying discs.
5. In doubles, partners shall play the same color at both ends of the court. After taking places at the head and foot of the court, the coin shall be tossed. The winner of the coin toss gets color choice - loser has the option to change ends with partner before speed and practice shots.
6. To start a game, the yellow disc is shot first. Play alternates yellow, then black, until all discs have been shot. Yellow shall always be played from the right side of the head of the court and left side of the foot of the court. The head end of the court is at the scoreboard end.
7. Error in Color Lead: Error in color lead shall be corrected if discovered before completion of the play of eight (8) discs. Correction in this instance means returning all discs to their place of origin and played over with the correct color lead. If all eight (8) discs have been played before discovery of lead error, play shall continue as though the proper lead had been made.
8. Players shall place their four (4) discs within the lines of the respective ten (10) off area.
9. Moving a disk around the ten (10) off area to check for substances on the court is allowed. If the stick leaves the puck during this movement and the puck enters the shooting area, it is considered a shot puck and removed from play.
10. Player must not step on or over baseline of court, or extension of the baseline nor touch a foot, a hand, a knee, or any other part of body while executing a shot. Player may cross extension of baseline to gather discs or remove disc which are out of play.
11. Players shall not step on the playing surface of the courts. The referee observing this shall go to the court (without being called) and warn the offender. If after a warning from the referee, player continues to step on the playing surface of the court the referee may penalize the player five (5) points for each violation.
12. Player must wait until opponent's disc comes to rest before shooting.

13. A disc which stops between the farthest deadline and the starting area is a dead disc and shall be removed whenever observed by the players. However, if a subsequent shot is made before the error is discovered, the disc shall remain in play for the remainder of that half frame. If a disc is touching the farthest deadline it is in play.
14. Hard Shooting is defined as shooting hard enough to predictably and consistently cause a shot or object disc to leave the court and fly upon an adjacent court or approach. The referee observing this shall go to the court (without being called) and warn the offender. Notifying the player doing the hard shooting that the next incident will result in a 5-point penalty and any subsequent violations 10 points each for the remainder of this game.
15. Player may walk in the gutter between the courts to the nearer deadline in order to observe the location of the discs at the other end of the court. Player may ask the referee, or his partner, or in singles a person at the other end of the court to give the position of a disc on the court.
16. Player must not leave court, except with opponent's permission.
17. Player must not stand in the way of, or have a cue in the way of, or interfere in any way with opponent while said opponent is executing a shot. After completing a shot, player shall step to rear of court and hold cue in an upright position.
18. Any remark or motion to partner which indicates coaching, is prohibited. Player may indicate by word or action which discs are good and advise score. When color choice is a question, player may ask partner for color preference. Any other conversation between partners is prohibited. Players must not talk or make remarks to disconcert opponent's play.
19. Players shall not touch live discs at any time. If a situation arises whereby a player moves a live disc or discs before play is completed from the other end of the court, the disc or discs shall be replaced to their original position. If players cannot agree on this, the referee shall be called. If the referee cannot get the players to agree on the placement of the discs, the half -round shall be played over and the person moving the disc shall be penalized ten (10) points by the referee.
20. Any disc that clearly leaves the court beyond the farthest baseline or goes off the side of the court is a dead disc. A disc which stops less than eight (8) inches beyond the farthest baseline shall be removed. A disc which is more than halfway over the side of the court, or which rests or leans on the edge shall be removed. A disc or discs returning to or remaining on the playing area of the court after having struck an object outside the playing area, shall be removed from further play. Such disc is called a dead disc. If a live disc is moved by a dead disc, the live disc shall be replaced to its original position.
21. If a cue, slipping from a player's hand, does not touch or displace a disc, there is no penalty, however, in the event a puck is displaced, a five (5) point penalty shall be charged to the owner of the stick and the puck returned to its original position.
22. Intentional stalling or delay of the game is not allowed. A time of twenty (20) seconds is deemed sufficient time to make a decision and shoot. If any player continually exceeds this limit, the referee, after warning, shall impose a penalty for delay of game. Five (5) points for the first and ten (10) for subsequent in the current game.

23. Rain: If it starts to rain during a game, play shall be terminated at the completion of any half-frame or any full-frame and the score card marked indicating the half-frame or full frame number as appropriate. Completion of an unfinished game shall be resumed later at the score, half-frame or frame, and color lead where play terminated. Resumption of play will be at the discretion of the tournament manager.
24. Substitutes: In case of physical disability of one player in doubles, a substitute player may take up play at any point during the playing of a match, providing such substitute has not entered in a previous match in this tournament either as an amateur or expert. Disabled player cannot return. The tournament manager has final decision on the legality of the substitution.
25. In keeping score, the written number shall be carried forward at all times and any score which is negative, shall be indicated by a circle around the number.
26. If an error is posted on the scoreboard and it is discovered before the next eight (8) discs have been played, the error shall be corrected. Otherwise the score as posted must stand, unless both sides agree to the correction.
27. The winner of a match must sign the score card, thus approving the record thereon. It shall be the responsibility of the winner to present the score card to the scorer's table as promptly as possible.
28. The referee's decision on whether a disc is good, or no good, is final. There is no appeal.
29. Any player or team losing first match by default is not eligible to enter consolation. Any player or team winning first match with a bye or default and losing second match is eliminated from the tournament.
30. The person playing yellow at each end of the court advises the status of a disc or discs. If person playing black does not agree, then a referee is called. The referee's decision is final. There is no appeal. Once a disc has been declared good or no good and play has been continued in normal rotation the status of said disc cannot be changed.
31. Call to play at the host park: 2nd call made in five (5) minutes; 3rd and final call made in ten (10) minutes (fifteen (15) minutes total). If no answer is made to the final call, the team loses by forfeit. Call to play at a park other than the host park: when the majority of players have arrived, players who do not have an opponent present may approach the referee to initiate a call to play. The call to play will be the same as at the host park: 2nd call made in five (5) minutes; 3rd and final call made in ten (10) minutes (fifteen (15) minutes total). If no answer is made to the final call, the team loses by forfeit.
32. A player shall not be assigned to play on a court upon which he or she has played previously on the same day.
33. No player or team shall be requested to play more than four (4) twenty-frame matches in a day. If all parties involved agree, then a fifth match may be played. If a match consists of sixteen (16) frames instead of twenty, then the players shall be required to play a fifth match.

34. Each Texas State Shuffleboard Association sponsored tournament will be an open tournament. That is, players from any Park/Club may team with members of any other Park/Club and participate in a scheduled tournament. Any Park/Club may declare itself as a closed Park/Club. The term "closed" means that members of that Park/Club may not go outside of their own membership to get a partner for a tournament. Any Park/Club declaring itself as a closed Park/Club and holding a TSSA-sponsored tournament must accept entries from any other Park/Club whether open or closed.
35. If because of inclement weather a tournament is postponed less than a week, each club chairman is responsible for collecting all entry fees for names turned in, and paying same to the host park. If a tournament is postponed for more than a week all entry fees are to be returned to the players and a new draw made up.
36. If, because of inclement weather, a tournament is postponed one day only, those players originally scheduled to play the second day will play the first day of the postponed tournament, and the players originally scheduled for the first day will play the second day of the new schedule. If postponed for two days or more the original schedule will be moved back.
37. A point system has been established to rate players in an Amateur or Expert Class. Points are accrued by placing in a tournament. The Secretary of the Texas State Shuffleboard Association is the record keeper and will furnish information on the point system upon request. Said point system is an integral part of these rules.
38. Smoking, consumption of alcohol, and/or illegal drugs will not be permitted on or around the shuffleboard courts. Additionally, conduct that is considered crude and offensive, or contrary to local moral or standards of appropriate behavior shall be reported immediately to the tournament director and subject to reprimand deemed appropriate by the Texas State Shuffleboard Association. This also pertains to the use of offensive language, which may include discussing topics causing someone to feel hurt, angry, or insulted and as a result cause the offender to gain scoring advantage against his/her opponent or interfere with surrounding play due to such distracting behavior.
39. Cell phones are permitted on courts only in extreme emergencies. In this case both your opponent and the referee shall be advised that your phone is on and if possible on vibrate only.
40. There shall be no practice on any tournament courts on the day of the tournament, except in an official match according to TSSA rules.
41. Referees are required to wear Distinctive vest and Badge for all Scheduled Tournaments.

Part II - OFFICIALS

1. Each member Park of the Texas State Shuffleboard Association (TSSA) that Hosts and/or conducts an Approved Tournament shall appoint-designate-elect a "Tournament Manager" to conduct the Tournament. The "Tournament Manager" will have absolute control of the tournament within the guidelines of the TSSA and the Rio Grande Valley Shuffleboard Association (RGVSA).
2. Duties of the "Tournament Manager" are listed below:
 - a. Appoint a Draw Master.
 - b. Oversee the drawing, pairing and assignment of courts.
 - c. Select and inform the referees of their duties and make available a copy of these rules.

- d. Inspect all courts and equipment to insure compliance with Rule B-4 and Part B, National Shuffleboard Association Rules.
 - e. Insure all TSSA Rules are followed.
 - f. Forward a list of Tournament Winners (full name & park) to the Secretary of the TSSA, who keeps the point records for all Players.
 - g. Other duties as needed.
3. The Tournament Manager no longer needs to post a second draw sheet due to the required use of a totally random draw.
 4. Referees shall be appointed by and under the Supervision of the Tournament Manager. Referees will be completely familiar with the Rules and the interpretation of the same. A Referee shall have the authority to enforce such penalty as he/she sees fit. In case of point penalty being assessed, such penalty shall not exceed ten (10) points for any violation.
 5. When requested to do so by the players, the referee shall make known to all players whether a disc is good or no good.
 6. All Tournament Managers are to coach their referees on the proper way to make a call. Referees are not to use a ruler, paper straight edge, or any such item, in making a call on a disc. Referee shall make decision on whether a disc is good or no good by visual inspection only, approaching it from the back side of the disc, looking straight down over the edge of the disc. Under no circumstance is the referee, or any players involved, allowed to touch a disc. Use of a flashlight or magnifying glass is allowed.
 7. It is not the duty of the referee to attempt to watch all players for rule violations, or to watch the scoring. The referee becomes involved only after being requested to do so by the players (Except for Rules # 11 & 14). It is then the duty of the referee to issue warnings to players regarding rule violations. After warning, if the violation is repeated the referee may assess a point penalty of five (5), not to exceed ten (10) points for any violation. When a referee is called to make a decision on a scoring error he shall make a determination based strictly on the tournament rules. Under no condition is the referee to allow a spectator to become involved in a scoring decision.
 8. If a situation arises which is not specifically covered by these rules, the referee shall refer the facts to the Tournament Manager for a decision.

Part III - EQUIPMENT

1. The playing court shall be as described in Rule B-4, court under the Official Rules of the National Shuffleboard Association.
2. Other equipment shall be as described in Part B, Equipment under the Official Rules of the National Shuffleboard Association.
3. New Discs are not to be used in tournament play until they have been inspected and/or sanded to modify the surface, as needed, so that the surface is perfectly flat. This should be checked prior to the tournament by using a metal straight edge.

These Rules were adopted at the Spring Meeting on November 7, 2022 and will become effective at the start of the 2022-2023 season.

APPENDIX A **SINGLES TOURNAMENT**

In a Singles Tournament the Texas State Shuffleboard Association (TSSA), Shuffleboard Tournament Rules shall be followed except for the following rule modifications as noted:

RULE # 2. Color Choice: In a Singles match, the players at each end of the court will toss a coin for color choice.

RULE # 19. Players shall not touch live discs at any time. If a situation arises whereby a player moves a live disc, before play is completed from the other end of the court, the disc or discs shall be placed to their original position. If the players at the shooting end of the court cannot agree on the placement of the discs, the referee shall be called. If the referee cannot get the players at the shooting end of the court to agree on placement of the discs, the round shall be played over.

RULE # 26. If an error is posted on the scoreboard and it is discovered before the next eight discs have been played by the players involved, the error shall be corrected. Otherwise the score, as posted must stand, unless both players agree to the correction.

RULE #40. If a player is pushing back on his or her assigned court due to their not having an opponent, their play is not to be considered practice in the context of Rule #40.

APPENDIX B **DISCIPLINARY ACTION**

A – Grounds for Disciplinary Action

1. Unfair Tactics
 - a. Tampering with a draw
 - b. Learning information of a draw in advance and practicing on assigned courts
 - c. Verbally or physically distracting an opponent while said opponent is in the process of executing a shot
 - d. Using an illegal substitute
 - e. Using illegal equipment
 - f. Other unspecified violations
2. Improper conduct – an individual can also be charged with the following violations:
 - a. Engaging in improper tactics or conduct in connection with the game of shuffleboard, including, but not limited to, physical and verbal abuse toward other persons, either on or off the court
 - b. Misusing/mishandling of any funds collected or held for National, State, RGVSA or a tournament
 - c. Misfeasance, malfeasance or non-feasance of office
 1. misfeasance – the performance of a lawful action in an illegal manner
 2. malfeasance - wrongdoing or misconduct

- 3. non feausance - failure to act, especially failure to do what should be done
- d. Making derogatory, unfounded statements regarding the conduct of a tournament
- e. Other unspecified violations

3. Penalty

- a. Membership may be suspended or denied to anyone who is found guilty of violating these rules (NOTE: A complaint may be filed only in the current season or the season immediately following the alleged violation. The complaint shall be in writing and detail the charges

against the member(s) and the TSSA rule(s) involved. The complaint shall be signed by the person(s) making the charges and filed with the RGVSA and the TSSA)

B – Disciplinary Procedures for a RGVSA or TSSA Officer or Player

1. A TSSA member can file a written charge asking for disciplinary action of a RGVSA or TSSA officer or player
 - a. A player or officer may be disciplined by RGVSA for any of the following reasons:
 - i. Conduct derogatory to the best interests of the RGVSA and/or the TSSA
 - ii. Any deliberate action which can be proven to be detrimental to the best interest of RGVSA and/or TSSA
 - iii. Violation of a TSSA rule
2. If written charges are filed, the following procedures must be followed:
 - a. Within one week after receipt of written complaint, the RGVSA President shall schedule a meeting of the RGVSA Board of Directors and members of that Board shall be notified. The meeting should be held at the earliest possible date.
 - b. Written notice and a copy of the complaint shall be provided to the individual(s) charged. Such notice:
 - i. Should be send by first class mail or be hand-delivered.
 - ii. Shall notify the individual(s) of the date, time and place of the meeting, as well as his/her right to attend and offer a defense.
 - iii. A roster shall be prepared listing those present and those absent. A quorum of The Board of Directors must be present at the meeting. Minutes of the meeting and all documents and material relating to the charges must be maintained.
 - iv. A two-thirds vote of Board members present and voting shall be required for disciplinary action.
 - v. The individual(s) involved shall be notified in writing of The Board's decision and shall have the right to appeal that decision to the TSSA Board. An appeal under this rule must be filed in accordance with the (C) Appeals paragraph in this section.
3. A player suspended from the RGVSA cannot participate in any RGVSA sanctioned tournament or earn any TSSA points for the duration of the suspension. (NOTE: Does the Board HAVE to make a decision on a verbal protest? No. However, The President may call a meeting to address a verbal protest.)

C – Appeals

1. Appeals shall be filed with the TSSA in writing within:

- a. 15 days of notification of suspension during the regular season
- b. 72 hours when the notification occurs
 1. In the final two weeks of the RGVSA scheduled season
 2. After the RGVSA scheduled season has ended

APPENDIX C
TSSA POINT SYSTEM

The following is the point system to rate the players in the Texas State Shuffleboard Association into Expert or Amateur classes as amended and adopted by the Association at it's February 28, 2011 meeting:

<u>EXPERT CLASS</u>	<u>POINTS</u>
First Place Main Event	25
Second Place Main Event	15
Third Place Main Event	10
Fourth Place Main Event	8
First Place Consolation	15
Second Place Consolation	10
Third Place Consolation	8
Fourth Place Consolation	6

<u>AMATEUR CLASS</u>	
First Place Main Event	15
Second Place Main Event	10
Third Place Main Event	8
Fourth Place Main Event	6
First Place Consolation	10
Second Place Consolation	8
Third Place Consolation	6
Fourth Place Consolation	4

Any Amateur who earns 50 points in a two-year period or 100 lifetime points qualifies for Expert Class the following season. Said player may continue in the Amateur Class only until the end of the season in which they qualify. Any Amateur may enter tournament play in the Expert Class.

Any player certified by the State Secretary as Expert cannot compete in the Amateur Class. Once an Expert, always an Expert. There is no applying to go back to the Amateur Class. Any player in the Expert Class may select a partner from the Amateur Class for entry in a shuffleboard tournament.

Any amateur division with 31 or fewer entries shall receive half-points for that division.

The State Secretary will certify to each club chairman at the beginning of the season the names of those who qualify as Expert. The Secretary will furnish a certified name card for each person qualifying as Expert. It will be the responsibility of the club chairman to see that their players register in the proper category for tournament play.

All tournament chairmen will be required to report the names of their tournament winners to the Secretary of the Texas State Shuffleboard Association. The Secretary of the Texas State Shuffleboard Association is contacted through the email address listed on the contact list for TSSA Officers.

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