



OFFICIAL RULES & REGULATIONS GOVERNING TABLE SHUFFLEBOARD

PREAMBLE

In the fall of 1951, a number of devotees playing and watching a game of shuffleboard in Vancouver British Columbia, conceived the idea of forming an association and having tournament playoffs for British Columbia, championships. Out of an informal talk came the birth of the British Columbia Shuffleboard Association.

As the game of table shuffleboard became more known and popular, a problem arose as to rules of play. It was found that different clubs were using varying sets of rules. Recognizing the fact that all players should be familiar with similar rules if they were to play championship competitions, the British Columbia Shuffleboard Association appointed a Committee to recommend Rules of Play. The membership of this committee was composed of Mr. Harold Winch, MP, Mr. Bob Zeelander of Army, Navy and Air Force Unit #100, Mr. Frank Brown of the Vancouver Elks Club and Mr. Sandy Sanquist, Canada's outstanding expert on table shuffleboard.

Glancing back at the tremendous strides and progress since 1951, it became apparent that a Canadian governing body should be formed. Accordingly, on November 27th, 1964, twenty-two dedicated shuffleboard players from across Canada elected an official executive body that confirmed the status of the Canadian Shuffleboard Congress and the Constitution, Rules and Regulations as outlined (set forth) in this hand book.

Gathered together by the first Dominion Championship Tournament with delegates, Presidents and members from Alberta, Manitoba, Ontario, British Columbia and the Maritime Associations resolved the following:

"Each Province is to have Regional areas with each area composed of their own elected executives. The elected executives in turn will choose a member(s) to represent their group to the Provincial Association. The Provincial Association would have representation in the Canadian Shuffleboard Congress"

The Canadian Shuffleboard Congress (C.S.C.) in furthering interest in the game and tournaments will be happy to give the reader an introduction to the Constitution of the Provincial Associations and Congress and the rules that pertain in all tournaments held under their auspices.

The current address of the Canadian Shuffleboard Congress can be obtained by writing to:

Consumer and Corporate Affairs Canada
Corporations Directorate
9th Floor, Journal Tower South
365 Laurier Avenue West
Ottawa, Ontario
K1A -0C8

Or on the C.S.C. website at: <http://www.canadianshuffleboardcongress.com/>

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PART I: CANADIAN CONGRESS SPECIFICATIONS

WHEREAS it is important in any organized tournament sport that uniform playing conditions be maintained;

WHEREAS this can only be enforced by rules and specifications as laid down by the Canadian Shuffleboard Congress or hereafter commonly referred to as the Congress;

WHEREAS the shuffleboard unit which is used for tournament play is as important as the rules the game is played under;

WHEREAS it is important in any organized tournament sport that uniform playing conditions be maintained:

WHEREAS all shuffleboards used for the Championships to be cleaned and master glazed prior to the Canadian Championships tournaments. After the master glazing all shuffleboards to be sprayed, waxed/silicone prior to the start of the Championships and again sprayed and buffed prior to the start of the second round of the Championships as a minimum.

At the start of all final matches the picked shuffleboards will be sprayed, waxed/silicone and buffed.

WHEREAS the size of the shuffleboard unit dimensions and rock weights are a main factor:

IT IS RESOLVED that the regulation shuffleboard unit for tournament play shall be as follows:

The playing surface shall be made of wood with a Congress approved finish. Dimensions: 4.26 m (14') long and 480 mm (19") wide to 508 mm (20") wide with a minimum thickness of 60 mm (2 3/8").

Frame: 4.65 m (15' 4") long, 736 mm (29") wide and a minimum of 838 mm (33") high.

Score Zone Lines:

Foul Line: Centre of plank dividing the board into equal ends.

One Line: 762 mm (30") from each end of the plank.

Two Line: 305 mm (12") from each end of the plank.

Three Line: 152 mm (6") from each end of the plank.

IT IS RESOLVED that the powdered wax shall be the same as, or equivalent to, "CONGRESS" shuffleboard wax.

IT IS RESOLVED that the regulation rock size and weight are as follows:

Dimensions: 25.4 mm (1") by 58.7 mm (25/16").

Weight: 343 g (12 1/4 oz) with 3.5 g (1/8 oz) tolerance.

PART II: CANADIAN CONGRESS CHARTERS

Each Province or Territory shall have one charter to the Canadian Congress, with the exception of Ontario, Alberta and British Columbia which shall have two. In order for a charter to be divided, representation for the change must be brought to the annual general meeting and approved by the voting delegates.

PART III: HOST FOR THE NATIONAL CHAMPIONSHIP

A Zone Association holding a charter will be selected at the Annual General Meeting of the Canadian Shuffleboard Congress to host the National Championships two years after their selection. They shall form a committee to convene the tournament following the established format and keep the Congress informed of progress.

PART IV: STANDARD TERMS

DEAD - A weight delivered upside down. A weight which has left the playing surface and re-entered. A weight not delivered beyond the foul line.

DELIVERED - A weight which has been released with intent toward the opposite end of the board.

DETRIMENTAL - Unacceptable conduct such as verbal abuse of an official, player or spectator, physical violence or threat of same, etc.

FOUL LINE - Centre of plank, dividing the board into equal parts.

FRAME - Any one section of the game in which eight weights have been delivered.

GUTTER - Area between the playing surface sides and ends, and sides of the frame.

HANGER - A delivered weight which protrudes over the end of the playing surface, without falling into the gutter.

ONE LINE – 762 mm (30") from each end of the plank.

ONE ZONE - Area between the 300 mm (12") line and the 760 mm (30") line from the end of the playing surface.

TWO LINE – 305 mm (12") from each end of the plank.

TWO ZONE - Area between the two line and the three line

THREE LINE – 152 mm (6") from each end of the plank.

THREE ZONE - Area between the three line and the end of the playing surface.

MATCH - A predetermined series of games, i.e.: a single round robin, a double round robin, a "best-of-three" format, etc.

NEUTRAL ZONE - Area between the foul line and the 760 mm (30") line furthest from the player.

SPONSORED - Sanctioned by the Canadian Shuffleboard Congress.

PART V: STANDARD RULES

1. Number of Players

- (a) Singles (two-players) - Players station themselves at the same end of the board. One player selects the "Red" weights and the other the "green/blue" weights (see rule two). Weights are delivered in rotation (see rule three). On the completion of each frame, players deliver from the opposite end of the board.
- (b) Doubles (four players – two to a team). Partners station themselves at opposite ends of the board and remain in such position for the duration of the game.

2. Colour Selections:

The starting player shall be determined by the chance method, i.e. flipping a coin. The winner shall choose either the "Red" weights and shoot first or the "Green/Blue" weights and shoot last, except in tournament or league play where the schedule may determine the start. Players shall retain the same coloured weights throughout the game or match.

3. Order of Play:

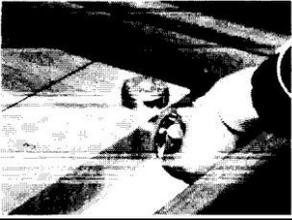
The player with the "red" weights shall commence the game or match. The winner of the frame shoots first in the following frame. In the event of there being no scoring weights, the player who delivered the last weight shoots first.

In a "best-of-three" match, the green/blue weights shall shoot first in the second game and a flip of the coin will determine who shoots first if the third game is played.

4. Scoring:

- (a) Only the sum total points for all leading weights of one colour are scored in each frame. (Sections c,d,e and f, are subject to this section.)
- (b) A weight in the neutral zone is in play but does not score.
- (c) Score One (1) point if the weight is in the One Zone but not touching the 760 mm (30") Line.
- (d) Score Two (2) points if the weight is in the Two Zone but not touching the Two Line. (If touching the Two Line, score One (1) point.)
- (e) Score Three (3) points if the weight is in the Three Zone but not touching the Three Line. (If touching the Three Line, score Two (2) points.)
- (f) Any part of the weight which protrudes over the end of the playing surface is a Hanger and scores Four (4) points.
- (g) Whether or not a weight is resting on or touching a line must be determined by looking down directly over the top of the weight preferably from the end of the board.
- (h) In case of doubt as to whether a weight is a hanger or not, the following method shall be used:

A judge should take a regular weight and place the playing surface (bottom) against the end of the plank under the weight in question. Move the measuring weight upward until it has passed the playing surface far enough to determine whether contact can be made. IF THE WEIGHT BEING TESTED IS MOVED IN ANY WAY, IT IS A HANGER AND SCORES AS SUCH.

		
<p>Determining if a weight is touching a line</p>	<p>Weight is placed against the end of the plank</p>	<p>Weight is brought upward</p>

- (i) A DEAD weight delivered upside down must be removed from the playing surface immediately. If this weight has changed the position of any previously played weight(s), such weight(s) shall be replaced in their original positions before further play.

A DEAD weight which has left the playing surface and re-entered, must be removed from the playing surface immediately. If this weight has changed the position of any previously played weight(s), such weight(s) shall be replaced in their original positions, or will remain in the position that they ended after contact with delivered weight at the discretion of the non-offending player/team.

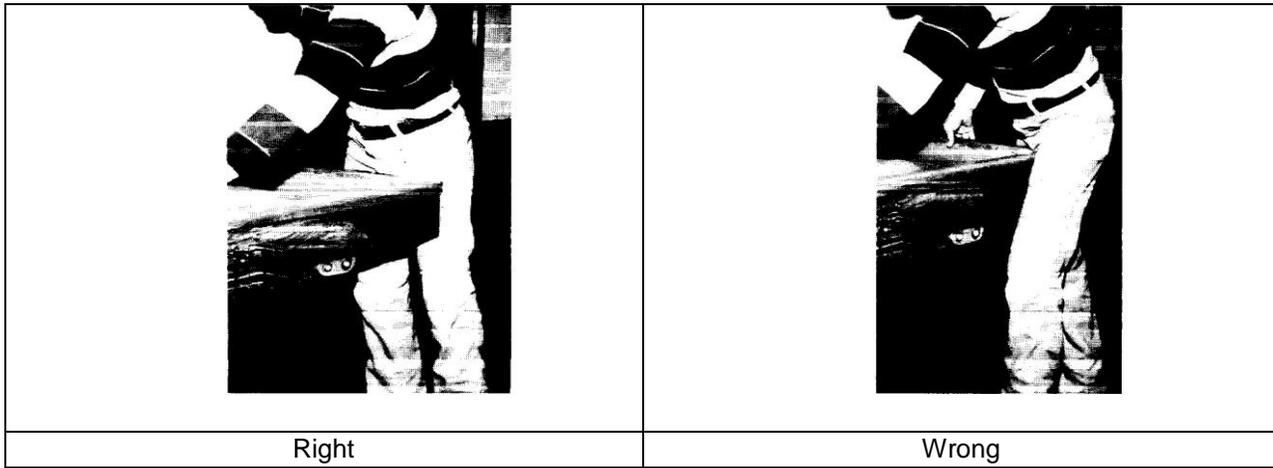
A DEAD weight not delivered beyond the foul line must be removed from the playing surface immediately. If this weight has changed the position of any previously played weight(s), such weight(s) shall not be replaced in their original position, but will remain in the position that they ended after contact with delivered weight.

- (j) Weights in the side gutters may be moved to the end gutter by a partner in doubles or a scorekeeper or player in singles. All weights not actually in play must be left in the gutter. Any contravention constitutes a foul. **PENALTY:** Warning for the first offence and loss of TWO (2) points for each succeeding offence in the same game or match.
- (k) Fifteen (15) points makes a winning game in singles; Twenty-one (21) points makes a winning game in doubles with the exception of at the Canadian Shuffleboard Championships, seventeen (17) points makes a winning game in doubles. Either may also be used at any tournaments at the of the tournament director(s).

5. General Rules, Fouls and Penalties

- (a) Except in singles play, a player shall not walk past the FOUL LINE of the table or it constitutes a foul. **PENALTY:** Warning for the first offence and the loss of ONE (1) point for each succeeding offence in the same game or match.
- (b) Players shall remove any wearing apparel such as neckties, necklaces, bracelets and sleeves that may come in contact with the playing surface. In addition, at no time during the game shall a player allow their hand or fingers to touch the playing surface. **PENALTY:** Warning for the first offence and the loss of TWO (2) points for each succeeding offence in the same game or match.
- (c) While delivering a weight, the lower half of the player's body shall not exceed beyond the end of the shuffleboard table (i.e. you cannot place a leg around the corner to extend the reach).

PENALTY: No free warning, the delivered weight is declared dead. If this weight has changed the position of any previously played weight(s), such weight(s) shall be replaced in their original positions, or will remain in the position that they ended after contact with delivered weight at the discretion of the non-offending player's team.



- (d) When putting their stance for delivery, a player may move the weight over the playing surface.
- (e) If any weight falls from the playing surface for any reason than being knocked off by another properly delivered weight, the said weight shall be returned to its original position before any further play.
- (f) If a player accidentally delivers an opponent's weight, it shall be exchanged for one of the deliverer's remaining unplayed weights without penalty.
- (g) Any weight knocked upside down shall be set right side up immediately, unless it leaves the playing surface and returns, then it shall be placed in the gutter.
- (h) A player who delivers out of order shall finish the frame in such rotation.
- (i) Each player delivers four weights. The only repeat delivery allowed is: should a weight hanging on the edge or end of the playing surface falls while delivering a weight that would have come in contact with hanger, the said hanger shall be replaced and the player allowed another shot, **PROVIDED** that there is no vibration caused by bodily contact with the table. The second delivery must be made from the same area of the playing surface as the previous delivery.
- (j) Coaching only by partners in doubles during play is permitted and only when their turn for delivery. No coaching is permitted in singles during play. Warning for the first offence and loss of ONE (1) point for each succeeding offence in the same game or match.
- (k) At the Canadian Championships a maximum of 3 meetings are permitted at the center of the board by each team until the completion of the game. At the Canadian Championships. Scorekeepers must be informed at the time of each meeting so that a record can be kept to confirm the number of meetings.
- (l) The entire playing surface shall be cleaned and re-waxed prior to the start of every game.
- (m) While a player is in position to deliver a weight other players shall remain behind and clear of the delivering player. **PENALTY:** Warning for the first offence and loss of ONE (1) point for each succeeding offence in the same game or match.
- (n) In a non-scoring frame, the order of play shall be reversed in the following frame.

- (o) If a delivered weight does not completely cross the FOUL LINE, it shall be declared DEAD and removed from the playing surface.
- (p) Playing on CSC championship shuffleboards on the hospitality night (previous) for the Canadian Championships be allowed for the hosting charter, ABC format type tournament to be allowed. Charters must provide at least 1 practice board which is not part of the tournament boards. All other tournaments following Congress shuffleboard rules may or may not allow practice on boards at the discretion of the Charter hosting the event.

PART VI: CONGRESS SPONSORED TOURNAMENTS

1. In all tournaments coming within the jurisdiction of the Canadian Shuffleboard Congress, conditions and regulations appertaining to the same shall be set forth by the Congress.
2. In all tournaments a Senior Referee shall be appointed by the convening committee. The senior referee shall have the power to appoint Assistant Referees.
3. In all tournament play the decision of the Senior Referee shall be final, except judgement of a weight(s), in which case, three referees shall be used.
4. The decision of Assistant Referees is final, excepting when an immediate appeal may be taken to the Senior Referee on challenges concerning interpretation of rules and regulations. An appeal shall not be entertained if play resumes before the appeal is made.
5. The use of Styrene (plastic beaded) wax is allowed at sanctioned tournaments at the discretion of the tournament director(s) and at the Canadian Championships at the discretion of the CSC.
6. A permanent residence must be established in a Charter Association for a player to be eligible to represent that Charter in a closed tournament. No player shall be eligible to compete in more than one closed tournament in Canada in any given year. Closed tournaments are the selection process to determine each Charter's players at the Canadian Championships.
- 7.1 In a doubles event, if a partner cannot compete or continue for cause:
 - (a) If the event has not commenced, the remaining partner shall select a new partner (of the same gender) from the Charter delegation first, if available, or from the charter members.
 - (b) If the event has commenced, the remaining partner shall carry on by his or herself, playing both ends of the board until the game is over and then choose a member (of the same gender) from the Charter delegation first, if available, or from the charter members.. If one is not available, the Charter shall be disqualified in that event.
- 7.2 In the singles event, if a player cannot compete or continue for cause, then a substitution (of the same gender) will be allowed from the delegation to complete the tournament. If one is not available, the Charter shall be disqualified in that event.
 - 8.1 The Canadian Championship Tournament shall be a double round robin series, with Playoffs. Charter Associations may alter this format at their discretion at Charter Playdowns.
 - 8.2 The Canadian Championship will be played over a period of four days, with the finals in each event to be played on the fourth day. The playoff format shall be as follows:
 - (a) The top three teams shall advance to the playoffs.

- (b) The top team shall have a bye to the final and has the choice of having the last rock to start either the 1st of 2nd game of finals. A coin toss will be used to determine last rock in a 3rd game if necessary.
- (c) The finals shall be a best-of-three series.
- (d) The second and third place team shall play a best-of three semi-final series on the same day as the event (if possible).
If more than three teams qualify, a sudden death single game playoff on the same day of the event will determine the team to advance to the final or semi-finals. Eg: If two or more teams are tied for first, a single elimination draw played on the same day of the event shall determine first place. Similarly, if three or more teams are tied for second, a single elimination draw shall determine the two teams who will play in the semi-finals.

NOTE: The Aggregate Points are determined after the double round robin is finished.

Aggregate Calculations (based on 7 teams)

Placement after Double Rounds Robin	Points Earned
1 st	14
2 nd	12
3 rd	10
4 th	8
5 th	6
6 th	4
7 th	2

If there is a tie add the points together and divide by the number of teams involved.

- 8.3 Preceding play on the final day, all participants in the finals shall be allowed an optional practice time on the same board that the final is to be played on, prior to their event, for four rocks per end.
- 9. The rotation of events shall be: Mixed Doubles, Ladies and Men's Singles and Ladies and Men's Doubles.
- 10. Betting or gambling on tournament shuffleboard games by any participant in a Congress sponsored tournament is not permitted. **PENALTY:** Expulsion and indefinite suspension from Congress sponsored tournaments.
- 11. The current Canadian Shuffleboard Congress would be the official ruling body over the Canadian Championships. Any discrepancy would be decided by the Canadian Shuffleboard Congress.
- 12. A player entered in a Congress sponsored tournament in progress who commits an offence or act detrimental to the game of shuffleboard will forfeit his or her share of any prize that is being contested for and will be immediately suspended from further Congress sponsored tournaments.
- 13. A player not entered in a Congress sponsored tournament in progress will be suspended from further participation in Congress sponsored tournaments indefinitely if he or she commits an offence or act detrimental to the game of shuffleboard.
- 14. Once a draw has been made, players scheduled for play on a board must play on that board regardless of the circumstances unless the said board sustains damage during the tournament, at which time only the host Charter and the Congress Executive will have the right to remove the said board from play.

15. Players must wear their team colours or not be allowed to play unless there are unforeseen circumstances.

PART VII: SUGGESTED RULES FOR LEAGUE COMPETITION (Six Person Format)

1. Definitions:

MATCH The total contest between two teams decided by scoring One (1) match point for each game won. A match consists of nine games.

GAME Will consist of twenty-one (21) points. The First to reach or exceed this total is the winner of the game.

ROUND When three games have been completed.

2. A team will consist of at least six (6) players with a maximum of four (4) spares.
3. All games will be played as doubles events.
4. Each team will consist of three sets of doubles players. These will be designated by the team captain as A, B, or C team. Each team will meet the opponents according to the following system of rotation:

	Round 1	Home		Visitors	
	Game 1	A	vs		A
	Game 2	B	vs		B
	Game 3	C	vs		C
	Round 2				
	Game 1	A	vs		B
	Game 5	C	vs		A
	Game 6	B	vs		C
	Round 3				
	Game 7	C	vs	B Game 8	A
		vs	C		
	Game 9	B	vs	A	

5. The HOME team will use RED weights. A flip of the coin shall determine who shoots first, or may be predetermined based on a handicap system.
6. Visitors shall have exclusive use of the shuffleboard at least fifteen (15) minutes prior to the scheduled starting time.
7. Players on either team may change ends in each of their following games.
8. The team causing a delay of fifteen (15) minutes shall forfeit one game and one game for each additional fifteen minutes.
9. Players must play in at least 25% of scheduled games to be eligible to play in the play-offs.
10. A protest committee shall be established to deal with claims and protests.
11. Scores shall be kept in triplicate, the original for the League Secretary and one for each team.
12. **SUBSTITUTIONS:**

- (a) Substitution may be made by the team captain only before the beginning of a game. Any player starting a game shall finish the entire game.
 - (b) No deviation from the rotation system shall be permitted.
 - (c) Any player having once been replaced by a spare shall be eligible to return to the line-up only in the same rotation position (A, B, or C) in which he or she first entered the match.
 - (d) Any spare who enters a match in a particular rotation shall remain in the same position for the remainder of the match, unless replaced by another spare or the player he or she originally replaced. **PENALTY:** Forfeiture of one (1) point for each infraction.
13. League standings shall be published weekly by the Secretary.
 14. A team wishing the postponement of a match shall give the opposing team captain ample notice or forfeit the entire match.
 15. Leagues shall have the power to arrange their own system of play-offs and player registration.
 16. General Rules and Regulations as used by the Canadian Shuffleboard Congress shall be imposed.
 17. Players shall refrain from interfering when an opponent is playing (such as: talking, gesturing or using influence that may distract him or her in anyway).
 18. Players shall be members of the Zone Association in which the League is located.

PART VII: SUGGESTED RULES FOR LEAGUE COMPETITION (Four Person Format)

All league rules are similar to that of the six person format except for the following:

1. (a) MATCH - a match consists of six games.
 (b) An additional match point will be awarded to the team with the most total points after each round. If points are tied each team will receive one-half (1/2) point.
2. A team will consist of at least four (4) players with a maximum of three spares.
3. Each player will play with a different partner according to the following system of rotation:

ROUND 1	Home	End	Visitors	End
Game 1	H3	(LE)	V3	(RE)
	H2	(RE)	V2	(LE)
Game 2	H1	(LE)	V1	(RE)
	H4	(RE)	V4	(LE)
Game 3	H3	(LE)	V3	(RE)
	H1	(RE)	V1	(LE)
ROUND 2				
Game 4	H2	(LE)	V2	(RE)
	H4	(RE)	V4	(LE)
Game 5	H1	(LE)	V1	(RE)
	H2	(RE)	V2	(LE)
Game 6	H3	II F)	V3	IRE)
	H4	(RE)	V4	(LE)

4. **SUBSTITUTIONS:**

A team shall not substitute a player in such a manner that would allow said player to:

- i) play more than three games per night.
- ii) to be teamed with the same partner on more than one occasion per league night. iii)
to play back to back games on the same end of the board per league night.