



RULES OF PLAY

Registrants are encouraged to read these rules carefully

1. The object of the game is to knock your opponent's disc into the ditch or into a lower scoring position.
2. In this tournament only finger shooting and use of cues in designated categories will be allowed. No finger guards may be used. During a shot only the shooting hand can come into contact with the board or table.
3. Only tournament organizers will apply quality granular shuffleboard wax. Wax will be placed in the ditch area so that players can rub their disc in the wax prior to shooting if they desire. *Contestants are not allowed to apply lubricants of any type to the board. **Absolutely no other lubricant will be allowed.***
4. Contestants must initiate all their shots from between their quadrant lines and touching the outer ring. A disc may exceed the quadrant line of the contestant, but must remain touching the contestants quadrant line.
5. All shots must be initiated from a flat position. Once a disc leaves a finger or Cue, a shot is judged to have taken place. Play progresses clockwise around the board for doubles play.
6. Neither the board nor the chair of any player may be moved while the game is in progress. When a player is shooting, at least one portion of the posterior (the "one cheek rule") must be in contact with his/her chair. At no time may any part of the body, except the feet touch the floor. No other means of support is allowed while taking a shot.
7. Contestants must keep hands off the board and table when an opponent or partner is shooting. A disc may not be placed on the board in preparation for your shot until it is your turn.
8. Contestants are not allowed to be coached by anyone in any way while a match is in progress. If coaching occurs the offending party will be warned, and if they persist the contestant receiving the coaching may be disqualified. (Partners in a doubles game are allowed to talk to their partner during the game) Game time limits must still be observed.
9. Disc contact and combination shots
 - a. As long as there are opponents discs on the playing surface, the contestant must shoot for and hit at least one of the opponents discs. For this tournament, combination shots will be allowed. It is acceptable for the shooting disc to strike another disc (or discs) of the same colour, which then makes contact with an opposing disc.
 - b. However, if during the contestant's shot an opposing disc is NOT struck, either directly or indirectly, the shooting disc is removed from the board. **IN ADDITION TO THIS, ALL OTHER DISCS OF THE SHOOTING CONTESTANT THAT WERE TOUCHED IN THE UNSUCCESSFUL SHOT, ARE ALSO RMEOVED FROM THE BOARD.**
10. A disc, that at any time, leaves the playing surface is deemed to be officially out of bounds and must be placed in or remain in the ditch, until the end of the round. If the shooting disc or other disc leaves the playing surface and comes back onto the playing surface, making contact with existing discs in play, it will be removed from play. Any discs that were moved after the disc re-entered the playing surface, they will be put back to their original location, as agreed by both players.
11. Playing to the middle
 - a. If there are no opposing discs on the board, a contestant may shoot for the centre hole or not, however the shooting disc must remain in or at least be touching the 15 circle. This stipulation forces the play to the centre of the board and removes the potential of hiding a disc in protected areas (such as behind pegs). Failure to satisfy this stipulation will result in the disc being removed from play.
 - b. In the event there are no opponent's buttons on the board a raised shot is allowed. This is where the shooting disc is used to raise an existing disc from outside the 15 circle so it now meets the stipulations in rule (11.a). This would be considered a legal shot. Failure to satisfy this stipulation will result in all discs touched being removed from play.
12. After all discs have been played, no disc can be removed until the scoring is completed and recorded.
13. Strict timing for the games must be observed. A horn will be used to begin and end play. If some discs have not been shot when the ending horn sounds they will remain non played. However if a player or team has had one less shot, they will be allowed to take one last shot immediately after the horn to even out number of shots taken. The round will be scored by the discs on the board at that time. Opposing player and referees will monitor players delaying the game.

Careless or deliberate contravention of the above rules may result in the forfeiture of a round or a game and possible disqualification from the tournament. If any unusual situation not covered in these rules occurs, the head referee will make a ruling after reviewing it with players involved. In all cases the decision of the referee will be final.