

## **FLOOR SHUFFLEBOARD**

### **(PARTNER EVENT) OPEN EVENT**

#### **ELIGIBILITY**

Participants do not have to qualify through regional play-offs. Entries must be sent directly to the AAIM Games office. Entry forms may be obtained from the office or website.

#### **EVENT CLASSIFICATION**

- Teams of two (two males, two females, or a mixed team): 55+, 70+

**MINIMUM # OF ENTRIES RECOMMENDED:** 10 Teams Total. Each category should have at least 3 teams.

#### **RULES & REGULATIONS:**

1. A game will consist of 8 to 16 frames, depending on the number of entries and courts. Host communities should provide a minimum of 6 courts to allow for a 16 frame game. A frame is when all four players have played their discs. The choice of disc color will be decided by the toss of a coin.
2. All players will be allowed 4 non-interrupted practice shots.
3. In doubles, the 2 partners stand at opposite ends of the court facing each other throughout the game and shall not leave their own end until the game is completed.
4. To start a game: Yellow discs will be placed on the right hand side of the court. All discs will be placed in the 10 off area. Yellow disc is shot first. Play alternates yellow then black until discs are all shot.
5. Discs must be launched from anywhere within the shooting player's launch/kitchen area. Players change sides halfway through the game and switch the colour of disc so that the final frames are played with the opposite colour as the beginning frames. Players will change the scoreboard halfway to reflect this transition.
6. The shooting player's feet must not come in contact with the baseline or step over at any time during the execution of the shot. Penalty - 10 off.
7. A disc which stops in the area between furthest deadline and starting area is dead, and shall be removed before further play. If a disc is touching furthest deadline it is in play. A delivered disc coming in contact with a disc touching the deadlines becomes a dead disc and is removed unless this disc is also in contact with deadline.

8. A disc that comes to rest within the 10 off area without touching any outside lines is scored a minus ten. The separating triangle is not considered a line , so a disc coming to rest in contact with the triangle will be scored as a minus ten. Please see diagram.
9. Any disc that clearly leaves the court beyond the furthest baseline, or comes to rest outside the sideline, is a dead disc and shall be removed.
10. A disc which stops with half or more of the disk being over the sideline shall be removed from play.
11. A disc or discs returning to, or remaining on the playing area after having struck an object outside the playing area, shall be removed from further play.
12. The baseline is the line continuing on the outside of the court for 6 feet at each end and also the line signifying the end of the court at each end.
13. SCORING: After all 8 discs have been shot, the score is counted by the team with the yellow discs. A disc scores in the area in which it comes to rest. Discs touching a division line do not score.
14. Discs can not be removed until both teams agree on the score. The score will then be relayed by the team with the yellow discs to the scoreboard. The penalty for this infraction will be; movement of own disc then that disc will not be counted; removal of opponents disc, the disc will be put back as close as possible to previous position. In the case of a discrepancy, the umpire will be called in. A scoring correction may be made up to 8 discs later as long as both teams agree upon the correction. Mathematical errors may be corrected at any time.
15. A standard playing court measuring 6 feet in width and 39 ft in length will be used.

## FLOOR SHUFFLEBOARD COURTESIES

1. After a player has shot, he or she should take at least one step to the rear and hold their cue in an upright position. The player must not interfere in any way with their opponent.
2. Player must wait until opponent's disc comes to rest before shooting.
3. Any remark or motion to partner which indicates coaching is prohibited.
4. Players must not make remarks to disconcert opponents play.
5. Player must not leave court except with opponents permission.
6. Players must not intentionally delay or stall a game.
7. Players must not intentionally shoot excessive speed shots.

**OFFICIALS** - There will be a head judge identified at the start of the tournament. Players with the yellow discs keep score of their game on the scoreboard.

## EQUIPMENT

Participants may bring their own cues as long as they do not exceed six feet, three inches in length. Discs will be supplied by the Host Community.

## TOURNAMENT DRAW

A round robin or multi- division round robin will be played, depending on the number of entries. Two points will be awarded for a win, one point for a tie and zero for a loss.

### TWO DIVISION ROUND ROBIN:

Play-off Elimination Draw:

First in Pool A vs. second in Pool B

First in Pool B vs. second in Pool A

The winners from this will go on to play a game to determine first and second place.

The losing teams will play a game to determine third place.

### SINGLE DIVISION ROUND ROBIN: (7 teams or less)

The top three teams will play-off (round robin) to determine first, second, and third place.

## TIE BREAKING SYSTEM

1. **GAME:** If a game is tied at the end of the frames, the teams will play two extra frames allowing each team to have the hammer. Two extra frames will be played until the tie is broken.
2. **DIVISION STANDINGS:** In the event two teams are tied in division standings, the winner of the previous meeting will advance. If more than two teams are tied within a division then points for and against will determine the division winner, the team with the most points will advance. If a team has won by default, then the average points for and the average points against of the games that they played will determine the score to be awarded for the defaulted game.

## AWARDS

First, second, and third place will be awarded. Awards will be presented immediately following the event or at a central location at a predetermined time.