

TABLE SHUFFLEBOARD

1. The Alberta 55 Plus Games and all sanctioned ALBERTA 55 PLUS events will follow the official Canadian Shuffleboard Congress Rules as outlined below.
2. Age groups, events and competition procedures for an Alberta 55 Plus Games are specified in the current Activity Information Book.

Equipment

3. **Table**
The table length (playing surface) shall be 14 feet.
4. **Wax**
The whole table should be waxed with CAPO wax.

Game Play

5. **Number of Players**
 - a) *Singles* - “Two Players”. Players station themselves at the same end of the board. One player selects “Red” weights and the other “Green”. Weights are delivered in rotation (See Rule #7). On completion of frame, players deliver from opposite end of board.
 - b) *Doubles* - “Four Players”. Two to a team. Partners station themselves at the opposite end of the board and remain in such a position for the duration of the game. At the conclusion of each game, winning partners shall change ends. Partners losing two consecutive games shall have the choice of changing ends in the following game.
6. **Selection of Colour**
 - a) The starting player shall be determined by the chance method (ie. Coin toss). The loser shall use the Red Weights, except in tournament or league play, when the schedule will determine the starting players or team. Players shall retain same coloured weights throughout game or match.
7. **Order of Play**
 - a) The player with the red weights shall commence the game. The winner (Singles) and the winning partners (Doubles) of each frame plays first in the succeeding frame. In a succeeding game, winner plays first.

8. Scoring

- a) Only the sum total points of all leading weights of one colour are scored in each frame.
- b) A weight in the neutral zone is in play but does not score.
- c) Score one point if the weight is in the ONE Zone but not touching the 30” line.
- d) Score two points if the weight is in the TWO Zone but not touching the Two Line. (If touching the Three Line, score Two points.)
- e) Score three points if the weight, which extends over the far edge of the board, is known as a “Scoring Hanger” or “Shipper” and scores Four points.
- f) Whether or not a weight is resting on a line must be determined by looking down directly over the top of the weight from the end of the board.
- g) In case of doubt as to whether a weight is a “Scoring Hanger”, the following method should be used: Take a regular weight and place its playing surface (bottom) against the side of the playing area. With no more than one-half inch of the weight extending over the playing area, run the weight across the side of the playing area until it reaches and passes the vicinity of the scoring weight in question. IF THE SCORING WEIGHT IS MOVED IN ANY WAY BY THE TESTING WEIGHT, IT IS CONSIDERED A “HANGER” AND IS SCORED AS FOUR POINTS.
- h) A DEAD weight must be removed from the table immediately after it has been delivered. Should a hanger fall from the board during the delivery of a weight that would come in contact with the hanger, said hanger shall be replaced and the player allowed another shot PROVIDED that there is no vibration caused by bodily contact with the table such as slapping the table or stomping on the floor.
- i) Fifteen points makes winning games in Singles; Twenty-one points makes winning games in Doubles.

9. Fouls and Penalties

- a) If a player’s delivery hand touches the playing area immediately following delivery of a weight, it shall constitute a foul. PENALTY: No free warning. Delivered weight declared dead.
- b) If, while delivering a shot, an opposing player touches the table in any way, this shall constitute a foul. PENALTY: Warning for the first offence and the loss of TWO points for each succeeding offence in the same game.
- c) If a player’s hand opposite to the delivery hand touches the playing area at any time, it shall constitute a foul. PENALTY: No free warning. Delivered weight declared dead. A player may place his/her opposite hand on the side rail for steadiness while delivering.

- d) A player shall not walk more than half the length of the table to study placement of weights or it shall constitute a foul. PENALTY: Warning for the first offence and the loss of one point for each succeeding offence in the same game.
- e) All weights not actually in play must be left in the gutter. Any contravention constitutes a foul. PENALTY: warning for the first offence and the loss of TWO POINTS for each succeeding offence in the same game.
- f) Players must remove any accessories such as neckties, cuffs or cuff links, bracelets and coat sleeves or any part of their person that in anyway touches the playing area while a game is in progress. PENALTY: Warning for the first offence and the loss of TWO POINTS for each succeeding offence in the same game.
- g) A line shall be inserted half the length of the board, to be known as the “Foul Line”. If a weight does not pass this line it shall be declared DEAD and removed from the board.

10. GENERAL RULES

- a) When putting his/her stance for delivery, a player may move the weight over the playing surface.
- b) If any weight falls from the board for any other reason than being knocked off by another weight, said weight must be returned to its original position before further play.
- c) If a player accidentally delivers an opponent’s weight it must be replaced immediately by a weight of the player making the error, without penalty.
- d) A weight or weights knocked upside down must be set right side up before any further play, unless it leaves the playing area.
- e) A DEAD weight must be removed from the board immediately. If the dead weight has changed the position of any of the previously played weights, such must be returned to the original positions before further play.
- f) A player who delivers out of order, must finish remainder of frame in such rotation.
- g) Each player delivers four weights. The only repeat delivery allowed is under the “Hanger” rule.
- h) Coaching ONLY by partners in Doubles play is permitted.

- i) The entire playing surface of the board shall be cleaned and waxed at the conclusion of any one game upon the request of one or more contestants, if the referee considers it necessary.
- j) While a player is in position to deliver a shot, other players must refrain from interference with the play and must not stand ahead of the 30 inch line nearest to the player.
- k) In a tied or non-scoring frame, order of play shall be reversed in the following frame.

11. TOURNAMENTS

- a) In all tournaments coming within the jurisdiction of the Canadian Shuffleboard Congress, conditions and regulations appertaining to same shall be set forth by Provincial Association.
- b) In all tournaments, the Association shall appoint a Senior Referee who shall be empowered to appoint Assistant Referees.
- c) The decision of the Assistant referees in supervising games shall be final, excepting when an immediate appeal may be taken to the Senior Referee on challenges concerning interpretation of rules and regulations. An appeal cannot be entertained if play has been resumed before appeal is made.
- d) In all tournament play, the decision of the Senior Referee shall be final.
- e) At the **Alberta 55 Plus Games**, a complete round robin tournament shall be played.

If, after the round robin, two teams are tied, a tie-breaker game shall be played to determine the placings.

If, after the round robin, more than two teams are tied, the following shall apply:

- i) Go to “who beat who” in round robin amongst those tied.
- ii) If tie still exists, go to total number of points scored in round robin.

Note: if a two-way tie occurs at any stage, a tiebreaker game shall be played to determine the winner.

DEFINITIONS

GUTTER - Area between playing surface and sides and end of table section.

FOUL LINE - Line across board 84 inches from end of playing surface.

TWO LINE - Line across board 12 inches from each end of playing surface.

THREE LINE - Line across board 6 inches from each end of playing surface.

NEUTRAL ZONE - Area between foul line and 30-inch line at furthest end from players.

ONE ZONE - Area between 12-inch line and 30-inch line from end of board.

TWO ZONE - Area between two line and three line.

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

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

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

DEAD - A weight delivered upside down. A weight, which has improperly re-entered the playing surface. A weight not delivered beyond the foul line nearest the player.

DELIVERED - A weight, which has been played beyond the foul line nearest the player. A weight improperly played - See “Fouls and Penalties”.