
Alberta 55 plus Floor Shuffleboard Rules

General Information

The rules listed in this section shall be the official rules for any **Alberta 55 plus** event. All Alberta 55 plus Rules are located on our web site at: www.alberta55plus.ca. If there is a discrepancy between any printed rules, the version available on our web site shall prevail.

Entry Procedures: Check with your Zone Activity Director for playoff information and date. Contact information is listed on our website at www.alberta55plus.ca

Game Courtesies

Rules are made to be followed by all players to make games happen. But often there are unwritten “rules” or courtesies which will make the game much better with fewer problems for all. Whether the game is a friendly recreational event among friends or part of an important tournament, participants should practice good sportsmanship and respect for their competitors.

Lines ‘thou shalt not step over’ exist to place all players on an even footing. We should have enough line judges to watch each play. Rules of the games indicate who is to lead, mark the score and where players should move to their next turn. Do not make comments or loud noises during play. Shake hands before the game commences, and at the end of the game. Leave judging and score marking to the proper persons.

Rules for many of the activities that 55 plus play are contained in rules books written by provincial, national or international governing bodies. These rules are often referred to but any adaptations to these rules will be listed within each rule.

Dress Code

Avoid the use of strong perfumes, colognes or shaving lotion to prevent an opponent sneezing, being choked up or coughing at the wrong time. To keep Alberta 55 plus activities consistent, where there is no Dress Code Rule it is expected of each participant to reflect the professionalism of themselves and their sport.

Age Groups / Events

All participants must fall within the age group indicated by December 31 of the Event year. All participants in Zone Playoffs must be Active Members.

Age	Events	Participants Advancing to Provincial Games
55+	Open Team of 2	2
70+	Open Team of 2	2
TOTAL NUMBER OF PARTICIPANTS PER ZONE = 4		

1. OVERVIEW

- a) A game will consist of 8 frames, usually taking around 45 minutes to complete. A frame is when all four (4) players have played their discs. The choice of disc colour will be decided by the toss of a coin.
- b) All players will be allowed 4 non-interrupted practice shots.

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- c) 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.
- d) A standard playing court measuring 6 feet in width and 52 feet 8 inches in length will be used.
- e) The cue shall not have an overall length of more than six feet, 3 inches.

2. GAMES PLAY

- a) Play begins at the head of the court (closest end to the scoreboard). The person playing the yellow disc at the head of the court shoots the first disc. All discs will be placed in the 10 OFF area. Yellow disc is shot first, alternating until all discs are shot. The yellow disc plays from the right side of the head of the court, and the left side of the foot of the court.
- b) Players shall place their 4 discs within and not touching lines of their respective 10-Off area.
- c) Discs must be launched from anywhere within the shooting player's half of the court area. After 4 frames, all players exchange positions at each end of the court and use the same discs they have been for the first 4 frames.
- d) 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.
- e) 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 the deadline.
- f) Any disc that clearly leaves the court beyond the furthest baseline, or come to rest outside the sideline, is a dead disc.
- g) A disc, which stops beyond the furthest baseline or beyond the sideline, shall be removed.
- h) 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.
- i) The baseline is the line continuing on the outside of the court for 6 feet 6 inches, at each end and also the line signifying the end of the court at each end.

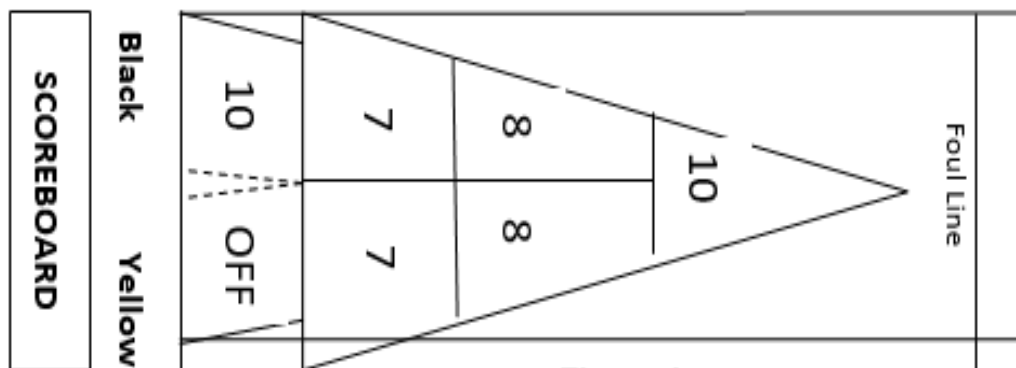


Figure 1

- **Figure 1** illustrates the standard 'head' of the court.
- The 'foot' of the court is an exact replica of the 'head' at the other end – the black discs will be placed directly across from the corresponding disc at the 'head'
- The 10-Off area is where each team's 4 discs shall be placed to begin.
- The 10-Off area is the 'kitchen'. Any discs coming to rest inside the 'kitchen' shall count as -10.

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3. SCORING

- a) After all 8 discs have been shot, the score is counted. A disc scores in the area in which it comes to rest. Discs touching a division line do not score. (The separation triangle in the 10-Off area is not a division line.)
- b) To judge a disc, the official shall position himself with the disc between him and the line and sight directly down over the disc.
- c) If a 'mounted disc' (a disc resting on top of another) occurs, each disc shall be judged separately according to the scoring rules.
- d) Discs cannot be removed until the scorekeeper, or umpire, has verified the score. The penalty for this infraction will be: movement of own disc, then that will not be counted; removal of opponent's disc, the disc will be put back as close as possible to previous position.
- e) The scoreboard should be set up for the 8 frames as shown below in **Figure 2**. SUE and KAY are at the 'head' of the court, ROY and TOM at the 'foot'. SUE and ROY are teammates shooting yellow discs. First frame SUE will shoot first disc. When SUE and KAY are finished shooting. The score keepers add individual scores and place SUE's score in the yellow space. ROY is yellow, starts at the foot end. Now ROY and Tom shoot all their discs. The score keeper will add and put each score beside each name. Players will indicate to the score keeper. Add the scores of SUE and ROY and put them in the top slash.
 In the second frame, the black team will start. They will then mark their scores down beside their name before going back down to the foot. When the second frame is finished, the first and second frames are added together for a total score. A running score will be kept, as shown in Figure 2.
- f) If no scorekeeper is provided, the 'yellow' team always keeps and maintains the scoreboard. The 'black' team acts as the referee.

FLOOR SHUFFLEBOARD			AGE CATERGORY:								
		Frame	1	2	3	4	5	6	7	8	
Team Score			-3	+16	+28	+6	+4				← Points made in Frame
			-3	+13	+41	+47	+51				
			+11	0	+29	+18	+6				← Running score
			+11	+11	+40	+58	+64				
HEAD	SUE		7	8	21	16	-3				
	KAY		14	-7	8	21	-2				
FOOT	ROY		-10	8	7	-10	7				
	TOM		-3	7	21	-3	8				

Figure 2

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4. COURTESIES

- a) 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 the opponent.
- b) Player must wait until opponent's disc comes to rest before shooting.
- c) Coaching is prohibited. Coaching being defined as indicating with a verbal remark, or a motion to point, of what partner should do from his/her end. In other words, giving aid to your partner to help make his/her decision is prohibited.
- d) Players must not make remarks to disconcert opponent's play.
- e) Player must not leave court, except with opponent's permission.
- f) Player's must not intentionally delay or stall a game.

5. OFFICIALS

There must be a head judge for each tournament and a scorekeeper for each game.

6. EQUIPMENT

- a) Participants may bring their own cues as long as they do not exceed six feet three inches in length.
- b) Discs are generally provided with the facility.

7. TIE-BREAKING

- a) If a game is tied at the end of 8 frames, the teams will play one extra frame (alternating last disc) until the tie is broken.
- b) If there is a two-way tie; go to "whom beat whom" in the round robin among those tied.
- c) If there is a three-way tie, points "for" minus points "against" will determine the winner, the team with the higher total will advance. If a team has won a game by default, then the average points "for" and the average points "against" in the games they have played will determine the score to be awarded for the defaulted game.