

41st INTERNATIONAL SHUFFLEBOARD CHAMPIONSHIPS

PLAYER INFORMATION

TOURNAMENT FORMAT

There will be forty-eight (48) players in the Men's Division and thirty-six (36) players in the Women's Division. The Men's Division will be subdivided into eight 6-player pools (Pools A through H) for the first round robin (RR1). The Ladies' Division will be subdivided into six 6-player pools (Pool A through F). Each participant will play one game against each of the other members in their pool. All women and men's Pools A through F will play a total of five (5) games.

After the RR1 is completed, the players in each pool will be ranked based on their play within their pool. All ties within each pool will then be broken first by a head-to-head comparison and, if still tied, then by a round of Speed Shuffleboard. That ranking will determine where they are placed in the second round robin (RR2). Those women striving to be in the championship round will need to finish in the top two places in their pool. Men will need to finish in the top three of their pool to have a chance to play for the championship,

For RR2, men will be placed into eight (8) pools of six (6) players each (Pools I through P). The top three players from each of the RR1 pools will go into Pools I through L, while numbers 4 through 6 will go into Pools M through P. A total of five (5) additional games will be played.

For women's RR2, players will again be placed into six pools of six (6) players each (Pools G through L). The top two players from pools A through E will advance to Pools G and H. Players 3 and 4 will be placed in Pools I and J, while the final two places will be placed in Pools K and L. A total of five (5) additional games will be played.

The goal for women is to be in the top two places in your RR2 pool. For men, you will want to win your RR2 pool to advance to your highest available position. Ties at the end of RR2 will be broken as previously stated for RR1.

The final knockout rounds will consist of semifinals and finals. Players will play for positions 1-4, 5-8, etc., based on the final positions from RR2. The finals for Positions 1 through 4 in both the Men's and Women's divisions will take place in a separate, final round of the tournament.

By the completion of the tournament, each player will have played a total of twelve (12) games.

POINTS

Players will earn points towards their final position in each round robin. Points from RR1 will not be carried into RR2. One point will be awarded for a win, a half point will be awarded for a tie and zero points awarded for a loss.

Individual points will be posted at the completion of each round of play. As there are insufficient courts for all players to play each round, players will not play an equal number of games each round. Therefore, the number of games played will also be displayed for each player.

ORDER OF PLAY

Each match will consist of one 16-frame game, non-walking singles, with eight frames played on each color. Players will make a color change after eight frames.

At the beginning of each match, each player may shoot two discs to check speed. Players may then shoot four discs for practice. After the color change, another four practice discs may be shot by each player.

Ties at the end of pool-play games will remain as ties. Ties in knockout rounds will be broken by two additional hammers for each player tied, one on each color. Additional rounds may be played until the tie is broken.

The Tournament Director makes all court assignments and player pairings.

SPEED SHUFFLEBOARD

1. Each tied player will be assigned to a separate court (two tied = two courts, three tied = three courts, etc.)
2. Each player will be allowed one practice shot on their assigned court. The practice discs will then be removed from the court.
3. Each player will shoot seven discs (one at a time) on the command of the Tournament Director or his representative.
4. Any disc not shot before an opponent's disc comes to a stop will be forfeited.
5. All shot discs will remain on the court until seven discs have been played.
6. Discs will count their normal value, except 10-Offs will which will count as plus 10.
7. Total scores will be tallied for all involved players and the process repeated until each player has played on each of the assigned courts.
8. Total score will determine the final positions.

PLAYING RULES

1. No Charting.
 - "After the game has started, no player may refer to drawings or other similar device designed to assist in executing a shot."
2. Doubt if disc is counting or not:
 - The first call shall be made by the player playing black at the opposite end of the court.
 - The second call shall be by the player on yellow.
 - If the first and second calls disagree, the third call shall be made by the Tournament Director, or a person named by the Tournament Director. The third call is final.
3. If a disc is moved by mistake during play, it will be placed back as close as possible to its former position. If multiple discs are moved and it is difficult to get them back to their former positions, the frame shall be replayed.
4. A player shall not interfere in any way with the shot of his/her opponent.
5. No penalty points will be assessed for violations.

6. No scores shall be recorded, and the frame is not over until the 8th disc has been shot and comes to a complete stop.
7. For safety reasons, no open toe shoes are permitted.
8. Discs on the court that tip to touch the gutter shall be removed.
9. Discs that cross into the gutter then return to the court shall be removed.
 - If a live disc is touched, discs shall be returned to their original position, if possible.
 - If not possible, the frame shall be replayed.
10. The Tournament Director has the final say in all disputes regarding play on the courts for the duration of the tournament.
11. Good sportsmanship on and off the courts shall be demonstrated at all times.

DRESSING OF COURTS

Courts may be dressed and beaded by the Host using their customary method.

SCORECARDS

One scorecard will be provided for each court. Each player is asked to sign the card indicating that the card is accurate. Please do not enter actual scores. Instead, enter a "W" for a win, "L" for a loss, or a "T" for a tie.