



CBC SHUFFLEBOARD LEAGUE

GAME RULES

I. CBC SHUFFLEBOARD LEAGUE - GAME RULES

- a. A game consists of two teams with four players on each team.
 - i. A game is official when there are “4” players on the team at the scheduled start time of the game.
 - ii. A game will start at the scheduled time if there are “3” available players present. This game will start on time with a “walker”. One person on the team identified by the opposing team to be the walker. In the case of a game with “3” players, the opposing team must name a “walker” (the person that will play both ends of the court) and may change the walker each game.
 1. If the 4th player arrives before the beginning of the second frame, the 4th player may enter the game and start on the end that has not played a frame.
 - iii. If a team is unable to field a team with “3” players at the scheduled start time of the game, that team will incur a forfeit.
- b. Only registered players (paid CBC and Shuffleboard League registration is up to date) on a team may play on the table.
- c. A match consists of the best of 3 games.
 - i. Games 1 and 2 will be played to 11 straight
 - ii. Game 3 (if needed) will also be played to 11 straight
- d. Players shall be well off to the side while the opponent is shooting. Please be conscious of your presence with all team play.
- e. NO substitutions are allowed once a game has started except in case of an emergency or at the discretion of the referee or league official.
- f. **If a team cannot be present for their match, they are responsible for contacting the other team and try to reschedule a new date and time before the next regularly scheduled night.** If an agreeable time and date cannot be agreed upon, the team that cannot be present for the regularly scheduled match will incur a forfeit.
- g. All generally accepted rules of good sportsmanship shall apply. This is intended to be a fun league. Every player should consider it his/her responsibility to report any violation of these rules to the league commissioner.

II. THROWING AND SCORING

- a. A coin flip starts the match. The winner of the coin toss has the option to choose the hammer and puck color. The opposing team has a choice of hammer in the second game, and flip again in game 3 (if needed). In addition, the coin toss winner will choose which end of the table the game will start.
- b. Each player shall have four practice weights from each end. The team with the hammer practices first.
- c. One foot must be on the ground and both feet must be behind the deuce line when the shot is delivered.
- d. Teams will alternate shots each frame, and each player must throw 2 pucks.



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- e. At the end of a match, teams are responsible for recording the scores in the Shuffleboard binder.
- f. Captains are responsible to sign off on the scores in the Shuffleboard binder.
- g. Use the QR code on the front of the Shuffleboard binder to enter scores with the Online Scorecard. Your results will be updated within minutes. **We appreciate your help with the data entry this season.*
- g. Method of Scoring
 - i. In order for a shot to be legal, the shot must pass the closest foul line and stay on the board.
 - ii. Weights touching or in front of the deuce line score 1 point.
 - iii. Weights between the deuce and trey line score 2 points.
 - iv. Weights between the trey line and the end of the table score 3 points.
 - v. Weights hanging over the far edge of the table are called “hangers” and score 4 points.

III. LEAGUE PROCEDURES

- a. All games MUST start on time. (Wed, Thurs(*Tues) & Fri: 6:00, 7:00, 8:00, & 9:00 PM)
** Matches scheduled for the 2nd Thursday of the month will be rescheduled to Tuesday night that week.*
- b. Matches begin on time except in case of pending forfeit. (Less than 3 players present).
See IV. Forfeit for explanation.
- c. There will be no more than a 5 minute break between games.
- d. There is no maximum of registered players on a team.
- e. Players registered on a team may not move to another team during the season.
- f. Team probation and expulsion
 - i. Any and all matters where members are not acting in accordance with CBC bylaws are to be brought to the attention of the Shuffleboard Commissioner or a CBC officer immediately.
 - ii. Any team or member behaving in a matter not acceptable by the CBC or the Shuffleboard League will immediately be brought before the CBC officers for possible suspension or expulsion from the club property and the Shuffleboard League.
- h. All league schedules are to be adhered to. There is no changing of any schedule*. If there are **extenuating circumstances** when a team(s) would like to reschedule their game, this information must be brought to the SHUFFLEBOARD COMMISSIONERS before the scheduled date. If it is agreed upon by both captains, permission to re-schedule the scheduled game may be granted.
- i. League schedules will be published as soon as possible. Any discrepancies should be brought to the attention of the commissioner.

IV. FORFEITS

- a. Matches begin on time except in case of pending forfeit. (Less than 3 players present) Forfeits are incurred when a team cannot field “3” players for a game.
- b. If three players are not present by the scheduled starting time of their match, that team will forfeit at ten (10) minutes after that teams scheduled starting time (1st game) and twenty (20) minutes after that teams scheduled starting time (2nd game and match). (Grace period is to wait for the



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arrival of the “3rd Player”.)

- i. If 4 players are present at the start time, the game must start immediately.
- ii. If 3 players are present at the start time, the game must start immediately.
- iii. Forfeits will occur at 6:10pm and 6:20pm for the 1st match, 7:10pm and 7:20pm for the 2nd match, 8:10pm and 8:20pm for the 3rd match, and 9:10pm and 9:20pm for the 4th match.
 1. Second matches of the night must have three team members present by their scheduled starting time regardless of whether the early matches are still in progress or not.
- c. **FORFEIT SCORING:** The winning team on a forfeit will accrue +11 points for the match and a won match, and the forfeiting team will gain -11 points for the match and a loss match. This is to discourage forfeits and prevent teams who don't need the match to not play it out.
- d. It is the responsibility of the agreed upon referee to note these forfeits in the scorebook.

V. REFEREE

- a. An agreed upon person by both team captains.
- b. Must be familiar with league rules.
- c. Must be a member of the CBC.
- d. Referee must start the game promptly and keep time for pending forfeits.
- e. Referee flips the coin toss for the choice of hammer or color of quoits.
- f. Referee is in charge of keeping the score of each game and putting those scores in the scorebook.
- g. Referee is the only person to make a ruling on a measurement.
- h. Referee resolves all discrepancies of a game.

VI. TABLE ETIQUETTE

- a. Common courtesy is to be shown to fellow shuffleboard players.
- b. No excessive arguing or abuse permitted for any reason.
- c. No physical or verbal confrontation of any kind will be tolerated
- d. No drinks or other objects in hands or mouth while shooting.
- e. Table maintenance between games is permitted if both captains agree.
- f. Any infractions of any of the rules or regulations should be brought to the attention of any CBC Member, Night Representative or the Shuffleboard Commissioner immediately.
- g. All incidents occurring on the courts against any bocce player must be brought to the attention of any Night Representative or CBC Member IMMEDIATELY.
- h. Night Representative or CBC Member must IMMEDIATELY notify the Commissioner of any incidents.
- i. Necessary probation or expulsion will be reviewed and enforced.

VII. STANDINGS



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- a. Weekly standings will be posted.
- b. Standings are decided by the following
 - i. Match Win Percentage
 - ii. Head to head match record, still tied then (Each team beat each other)
 - iii. Game Win Percentage
 - iv. Total Net Points

X. PLAYOFFS

a. RULES

- i. Playoffs occur after the end of the season to name that season's Champion.
- ii. Walkers WILL be allowed in the playoffs.**
- iii. Normal rules will apply regarding forfeited games. 10 minute grace period in effect only to anticipate the arrival of the 4th player. If the 4th player does not arrive within 20 minutes of the start of the match, (referee call) the match will be forfeited.
- iv. If any team participating in the playoffs is unable to make any of their scheduled games prior to the start of the playoffs, the commissioner must be notified immediately. In the event a team is unable to participate in the playoffs, the commissioner will fill their spot with the highest seed finisher in the league. That team will take the place of the team that is forfeiting regardless of seeding. This occurs only if the commissioner has prior knowledge before the start of playoffs.
- v. Every attempt must be made to have a Night Representative or a Shuffleboard League member who is familiar with all rules, officiate all games. Teams should not referee their own games if at all possible.
- vi. Playoffs are based on a 12 team NCAA Style Tournament Single-Elimination bracket format, with the top 4 teams receiving a bye.
- vii. All serious or dangerous incidents must be brought to the attention of any Night Representative, CBC Regular Member or Commissioner IMMEDIATELY. The commissioner must be notified of any serious matters.**
- viii. Commissioner is the only person during playoffs that will make any final decisions regarding infraction

b. ELIGIBILITY

- i. The top 4 teams of each night will participate in the playoffs.
 - 1. If there are any ties on the nights to determine ranking (Match Percentage) for the top 4 positions for any night, the tie breakers are:
 - a. For 2 Teams:
 - i. Head to head match record, still tied then (Each team beat each other)
 - ii. Highest game winning percentage.
 - iii. Highest total net points
 - iv. One game shoot off



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- b. For 3 or more Teams
 - i. Head to head match record, still tied then (Each team beat each other)
 - ii. Highest game winning percentage.
 - iii. Highest total net points
 - iv. One game shoot off
 - ii. Total of 12 teams (4 from each night) will be seeded according to the following:
 - 1. Match Win Percentage
 - 2. Game Win Percentage
 - 3. Total Net Points
 - iii. Playoff Schedule will be posted as soon as all teams have been identified.
- c. **ALTERNATES:** After the 12 seeded teams have been identified, the remainder of the league will be seeded. The top 2 teams of that seed will be considered alternates. Alternates are teams that can be called into the playoff to take the place of any team that has notified the commissioner of their intent to be unable to play in the playoffs.