



## **PART I: BY-LAWS**

### **ARTICLE 1: League Name**

A: The organization shall be known as the “Fun Hangers Shuffleboard League”.

### **ARTICLE 2: Objectives**

- A: To promote shuffleboard as an entertaining and competitive sport for both men and women.
- B: To promote good sportsmanship.
- C: To make new friends
- D: To have a good time.

### **ARTICLE 3: Team sponsorships and player memberships**

- A: Sponsorships:
  - 1. Sponsors will pay a **\$75.00** per team sponsorship fee.
  - 2. A league will consist of not less than five (5) teams.
  - 3. All new teams will put up a Bond of **\$300.00** per team. The bond includes the **\$75.00** sponsorship that is not refundable and **\$225.00** that will be refunded at the end of the season providing the team does not drop out of the league.
- B: Player memberships:
  - 1. Each Team will pay **\$24.00** per league match to play.
  - 2. Each team will consist of a minimum of six (6) players and a maximum of twelve (12) players. Each establishment may have up to two teams per shuffleboard table. (Note: when an establishment has more than one team, care must be taken to insure a proper home and away rotations are established in the League Schedule.

### **ARTICLE 4: Boundaries and New Locations**

- A: League Boundaries
  - League boundaries have been set by the current league Sponsor’s. These boundaries will be used when new locations apply to join the league.
    - East Boundary  
Is defined as Gessner Road – starting from US 290 and ending t the Westpark Tollway. Bar Sports is ‘cut In” to be inside the boundary.
    - South Boundary:  
Is defined as the West park Tollway – starting from Mason Road and ending at Gessner Road. BIGgles Lounge is “cut in” to be inside the boundary.

### West Boundary

Is defined as Mason Road – starting at the Westpark Tollway, continuing to SH 99 Grand Parkway and ending at FM 529

1. Teams inside the boundary will require a majority vote by the current league sponsors (one vote per location).

#### **B: New Location requirements**

The following items were set in place to protect existing Owners (Sponsors) on new team entries.

1. League Officers will evaluate a location for the following criteria before presenting to sponsors (owners) for approval of a new location.
  - a. Is it inside the League boundaries (if outside boundaries an owners vote is required)
  - b. Is it considered a safe location for league players – clientele and surroundings
  - c. Will it meet the expectations of players concerning equipment, maintenance, comps, etc.
  - d. Can it pay its initial bond
  - e. Can it supply team(s) that will successfully complete a 14 game season
  - f. Can it do so without initially taking a significant number of players from an existing location's league roster (See Article 4.C.2 and 3 below)
2. Only one (1) active league player from a previous season may be included on a new locations 1<sup>st</sup> season roster.
3. No more than two (2) active league players in either or both previous two seasons may be included on a new locations roster during their 2<sup>nd</sup> season in the league.

### **ARTICLE 5: Location**

- A: The league will designate a “drop off” location, where the score sheets and league dues are to be dropped off and held for pickup by the League Secretary.
- B: A copy of the most current “Official” rules, furnished by the Secretary/Treasurer, should be posted and easily accessible at each location.

### **ARTICLE 6: Officers**

- A: The officers of the league shall be those of President, Vice President, Secretary and Treasurer. The offices of Secretary and Treasurer may be combined for the best interest of the league.
- B: The officers of the league are all volunteer positions. It is the responsibility of ALL officers to be willing to go out of their way to assist in the success of the league. If an officer cannot fulfill the responsibilities of their post, he/she should decline the nomination or quit the post so that the league may replace the officer/nominee with a person that has the time and dedication to devote to the league.
- C: No owner, and or spouse, may serve as an officer of the league. Owner's and or spouses may serve as captains of teams.
- D: The duties of the officers shall be:
  1. President: The president is responsible for overseeing the league and maintaining a smooth operation. The president shall be familiar with all rules and is responsible for the enforcement of them. The president must be available to hear and make a decision on all rule disputes. The president will attend, organize, and chair all league meetings.
  2. Vice President: The Vice President will act on all matters concerning the President's duties in the absence of the President.

3. Secretary: The Secretary will keep a true and accurate record of all league activity and is responsible for providing a complete league roster and up to date league standings to each team, along with notification and results of league meetings and functions.
4. Treasurer: The Treasurer shall open (and or maintain) a League bank account. A minimum of two signatures will be required for any withdrawals from the League's account. The Treasurer will keep a true and accurate record of all money received, distributed, and keep the league informed of all financial matters. The Treasurer will keep all money collections current and inform officers/captains of any team in arrears and of any changes in the financial status of the league.

## **ARTICLE 7:       *Elections***

- A: Elections for Officers shall be held during the month of August.
- B: Ballots **MUST** be received by NOON, the last Saturday of August.
- C: Voting is open to all active League Members.
- D: Officers terms shall be for one year (12 months) from the time they take office.
- E: Elections will be announced and nominations taken one (1) month prior to the actual elections.
- F: Newly elected officers shall begin their duties two (2) weeks after the elections.
- G: Incumbent officers will be available to help with the transition of office for a period of one (1) month after the new officers have taken office.

## **ARTICLE 8:       *Distribution of Awards***

- A: Trophies: Trophies will be distributed at the Awards Party at the end of each season for first place in each division.
  1. The Grand Champion trophy will be awarded to the Grand Champion team. The trophy will be engraved with their name and they will hold this trophy until the end of the next season when a new Grand Champion is named.
- B: Money: **ALL** money received during the season (sponsorship fees, team fees, interest, etc.) less expenses (bank charges, supplies, trophies, etc.) will be distributed back to all league teams at the end of each season at the Awards Party. The distribution of money is based on a percentage. (The percentage is dependent upon the number of teams per division, per season.)

## **ARTICLE 9:       *Awards Party***

- A: Awards parties will be held on the week end approximately three (3) weeks after the finish of the regular season matches. This allows time for any play off games that may be needed to be completed and to have the match for Grand Champion.
- B: The location of the party will be on a rotation basis with only those locations that have chosen to participate. The original rotation list will be decided by blind draw to decide the order of participation. The list will be published to all captains and sponsors and maintained by the Secretary/Treasurer.
- C: If any location, new or existing, decides they would like to participate in the awards party, they will be added to the rotation at the bottom of the list.

## **ARTICLE 10:     *Grievance Committee***

- A: The Grievance Committee shall make decisions on all protests and disputes brought to its attention.
- B: The Committee positions will be held by the current League Officers. The Officers will serve on the Grievance Committee for the length of their terms.

- C: All decisions of the Grievance Committee are final. There can be no appeal.
- D: The Secretary shall keep a written record of the Grievance Committee meetings and the results of said meeting.

### **ARTICLE 11:   *Rating Committee***

- A: The Rating Committee shall make decisions on all rating disputes brought to its attention.
- B: Shall consist of a majority of captains or team representatives per division, i.e. an 8 team division must have a minimum of 5 captains present. There can be only one representative per team allowed for voting purposes.
- C: Raters will be rating players in their division only with the exception of league officers. League officers may not vote on players from their own team unless they are the team representative.
- D: The league secretary will be responsible for contacting captains for each division involved in the rating committee meeting.
- E: All decisions of the Rating Committee are final. There can be no appeal.
- F: Ratings from the Committee become effective immediately for the following week of regular season play. The one exception is if the rating meeting falls after week 10 of the current season. In this case, the rating changes will be implemented at the start of the next season.
- G: The secretary will inform league members of all rating changes.

### **ARTICLE 12:   *Scheduling Committee***

- A: The Scheduling Committee shall make decisions pertaining to the placement of new teams. They will also evaluate existing teams for placement in the league when there is a significant change in that teams players.
- B: Shall consist of the current league officers.

## PART II: LEAGUE FORMAT

### 1. **Definitions:**

- A: Match: A match will consist of no more than seven games, with the team winning four games first being the match winner.
- B: Game: All league games will be played to a 15 point limit.
- C: Frame: A series of eight weights, delivered in alternate order.
- D: Hammer: The last shot of the frame.
- E: Handicapping: Refers to the points given up or received by a team after totaling the player's ratings (i.e. player #1 is rated 3 and player #2 is rated 4 – the handicap would be one (1) point player #2 would start the game with one (1) point).

### 2. **Scorekeeping:**

- A: All games will be scored on the official league score sheet by the home team.
- B: The final results of the evening's play will be clearly marked and attested to by the signatures of both team captains.
- C: Scores sheets MUST contain the first name and last initial of all players that have played during the match.

### 3. **Equipment:**

- A: All equipment will meet the requirement of the league.
- B: Boards:
  - 1. No part of the shuffleboard table may be closer than eight (8) inches from any structure that interferes with freedom of play (walls, tables, partitions, etc.)
  - 2. Boards may not be altered, such as moved, balanced, cleaned and waxed after Monday, NOON, before a league match. The purpose of this being, that the surface, levelness, and speed of the board will be the same for practice as for league play.
    - a. Exception: An establishment that cleans and waxes their board on a daily basis.
  - 3. Boards may be siliconed before 7:00 p.m. on the night of league play.
- C: Lighting:
  - 1. No part of a hanging light can be closer than 28 inches from the playing surface.
  - 2. Lighting attached to the table will not be allowed to obstruct the view of the shooter.
- D: Playing weights:
  - 1. Playing weights will consist of eight (8) weights: four (4) each of a matched set, with two (2) distinct different colors.
  - 2. Locations are responsible to furnish "house" weights for each table at their locations.
  - 3. Each team, before match play, will have the option to present one set of weights each as an alternative to the "house" weights.
  - 4. Teams will have the option to use whichever weights they prefer.
  - 5. Once weights are selected they must be used for the entire match.
- E: Coin Operated Tables:
  - 1. The home team sponsor is responsible for all money to operate the table during league play.
  - 2. Practice time, prior to league play, will be paid for by the participating player.
  - 3. Should a shot be stopped or interfered with, that shot will be replayed.
- F: Table Wax:
  - 1. Table wax used during practice must be of the consistency as the wax used during league play.

2. You may wax dry spots on the board; only on the end of the board you are shooting; only when it is your shot; and, only prior to the end of the frame. This must be done sparingly so as not to create mounds.
  3. The wax supplied for a team to practice with must be the same wax used during league play.
- G: T-squares
1. All league locations are required to have a T-square available to help make a determination on close calls.

#### **4. Teams:**

- A: All teams must furnish an official team roster (**with first & last names**) no later than Saturday following the second (2<sup>nd</sup>) week of each new season. **Incomplete names on lists will not be added to the roster.**
- B: Team members may be added to the team roster by notifying the league secretary. The notification may be in writing, using the roster form and dropped in the box at the drop off location or by e-mail. Notification should be turned in or e-mailed by the Saturday following league play on Wednesday. The changes will be effective as soon as the roster is updated and published the following Monday along with league standings.
- C: All names added to the roster **MUST** include that players rating. Ratings for new players will be subject to review by the rating committee.
- D: Rosters will not be available at the beginning of each season.
- E: No changes may be made to rosters during the last four (4) weeks of play. This includes players and rating changes. The “final” roster as published at the beginning of week 11 will also be used for any play-off matches that are needed.
- F: No team may change establishments during league play with the exception of:
1. The establishment is closed down.
  2. The shuffleboard is removed from the establishment.
  3. The team is barred from their home establishment.
- G: If a team drops out of the League for any reason, all monies paid to the League shall be forfeited.
- H: A player may not play in more than one match per designated week matchup. In other words, a player may not play in more than 14 matches during a season.
- I: A player may not be listed on more than one roster at any time.

#### **5. Team Captains:**

- A: Are responsible for keeping accurate record of match play and submitting results to the league Secretary.
- B: The home team captain assumes the responsibility to collect and deliver the score sheet and fees for that night’s play to the designated drop-off point no later than Saturday **NOON** after a scheduled match.
- C: Are responsible to maintain and keep current their team’s roster including keeping each players rating current and to insure that notification of changes to the rosters and or ratings is submitted to the league Secretary in writing.
- D: Are responsible for making sure that each player listed on their roster is listed using their true name (first and last).
- E: To make sure that their team is kept informed of all league business (i.e. distribution of minutes from meetings, upcoming events, results/standings, etc.).
- F: Is responsible for notifying opposing team captains when a grievance is to be filed. This consists of a verbal notification to the captain that a game or match is being played under protest. This notification **MUST** be given **before the end of the match** and must identify what

the problem is. If the captain does not make this notification before the end of the match, there can be no grievance filed.

- G: Is responsible for filing a written grievance (detailing the protest/problem) with the League Secretary within 48 hours of the end of the protested match.
- H: Are responsible for attending (or sending a representative) to all Captains meetings.
- I: Shall act as referees for the match.
  - 1. In the event a dispute arises and a mutually acceptable decision cannot be reached by the team captains the dispute is to be forwarded to the Grievance Committee. The match is to be continued under protest.
  - 2. Shall be responsible for calling close weights.
    - a. The weights must be clearly over the line for the higher score. You must see wood between the weight and the line when the eyes are directly over the back edge of the line.
    - b. If the two captains have difference of opinion then 1 or 3 “neutral” experienced players should be asked to make the call.
    - c. The call will be final with no other discussion.
- J: May have conferences with a player(s) from his/her team during a game.
  - 1. The captain may designate another player to act as a “Coach”.
  - 2. The “Coach” should be identified before match play begins.
  - 3. The captain **OR** the coach may give instructions to players during match play but **ONLY ONE OR THE OTHER - NEVER BOTH CAPTAIN & COACH TO CONFER WITH PLAYERS.**
- K: If the captain is absent for a match, the designated co-captain (or another team member selected by the members present) will act as captain.

## 6. **Rating Guidelines:**

- A: The team captains will rate their own players using the following criteria. Players rated in Bowers will use that rating for league play. A captain should watch their players in practice and game situations at different locations and assess their abilities. Listed below are the guidelines to follow for rating players.

Rating League	Rating Bowers	Hits Weights Out of 10 tries	Sticks Weights Out of 10 tries	Lags 2, 3 or 4 Out of 10 tries	Game Strategy	Consistently defeats
5	4.50 – 5.00	Minimal or No Acquired skills and has played and/or practiced shuffleboard for less than 6 months. May be a 5 for One Season Only				
4	3.50 – 4.49	0 – 5	0 - 3	0 - 2	Little	5s
3	2.50 – 3.49	6 – 8	3 - 5	2 - 3	Basic	4s
2	1.50 – 2.49	8 - 9	5 - 7	3 - 4	Good	3s
1	.50 – 1.49	9 >	8 >	>4	Excellent	2s

- B: Players that are rated as a 5 (beginner) may only play one season under that rating. Their rating must be changed to a 4 by the beginning of their second season. Those seasons do not have to be consecutive.
- C: New players to the league should not automatically be rated a 5. This rating does not apply to players that already have acquired skills. New to the league does not mean new to the game. A new player should be rated based on their skills and not how long they have been in the league. If a player has a Bower’s rating that differs from his League Rating the best (lower number) rating will be used.

## 7. **Penalties:**

- A: A penalty of \$10.00 will be assessed when a team does not turn in their score sheets and fees by **NOON Saturday** following the weekly match played on Wednesday.
- B: If a team owes money at the end of the season, it shall be deducted from their prize money. Should a team owe more money than it has coming back in prize money, said team shall be suspended for one season, or until they have made restitution to the league.
- C: Matches that were forfeited, for any reason, carry the same penalties as stated above. If the forfeit is due to having only four (4) players present at the end of game 3, the HOME team captain should (as a courtesy) collect and deliver score sheets/fees to the drop-off point.
- D: A player, while in the act of shooting, must not touch the playing surface of the board with his/her free hand. The free hand may rest on the frame or cradle of the board. Both feet shall be behind the two line and one foot must be on the ground. **A player guilty of breaking this rule will forfeit one point for every violation.**
- E: A player shall not cause any vibration such as slapping or kicking the table, stamping the floor, etc., whether intentional or not. **A player guilty of violating this rule will forfeit one point and give up the hammer on the next round.**
- F: A player may not move the board in any way that causes the weights to move without being hit by a weight. A player guilty of breaking this rule will forfeit one point for each violation and weights shall be returned to their original position.
1. The intention kicking, hitting or lifting the cradle or board (usually in anger) such that the position of the cradle or the board shifts shall result in forfeiture of that game and the player will be subject to removal from the league.
- G: It will be the responsibility of the two opponents shooting to advise the other two players when all 8 weights have been delivered. If one team clears one or more weights before all 8 weights have been delivered there is no penalty for the first offense. There is a warning to the offending team and the weights should be returned to the board as close to where they were as possible. If an agreement on placement cannot be reached the team that was fouled shall have final say on placement of weight positions not agreed to by both captains. **If there is a second violation were the weights are again removed, the offending team will have 2 points deducted from their score. (i.e. if team 1 clears the board twice during a match and their score is 12, they will have their score reduced to 10.)**
- H: No audible comments, remarks or unsportsmanlike gestures shall be made before or during a shot. **Violations of this common courtesy will be subject to a minimum of the forfeiture on one game.**
- I: A player may not play on more than one team on the same night. If a player does play on more than one team on the same night, the second (2<sup>nd</sup>) team would have to forfeit their match and the player breaking the rule would be banned from the league.
- J: A player may not be listed on more than one roster at the same time. Players may not give incorrect names to a captain in order to be placed on more than one roster. Any player found to be submitting false names for the roster will be banned from the league.
- K: Players may conference at the middle of the board at any time but are limited to a maximum of three (3) times per game during a match. **Violation of this rule will result in a 1 point penalty for every violation.**
- L: Any team that plays an ineligible player will forfeit his/her game(s) if the ineligibility is discovered by the opposing captain before the end of the seventh or last game. Exception: If the opposing captain is notified by the captain of the ineligible player that the player is ineligible and knowingly allows the ineligible player to play he/she will not be able to ask for a forfeit of that game.
- M: If a weight is intentionally altered by the shooter, and the other team notices it, the shooter is to be given a warning by the opposing team. If the shooter continues to intentionally alter the



weight after the warning, the opposing team, whose captain issued the warning, shall be awarded one point per infraction during the current game.

### **8. *Players:***

- A: All players must be listed on the Official roster one week prior to match play (except for the first 2 weeks of play).
- B: A player **MUST** have played at least 5 weeks during regular season play to be eligible to play in any play-off matches.

### **9. *Postponements:***

- A: Should a team need to postpone a match, for any reason, it is the responsibility of the team captain to notify the opposing team captain and one league officer no later than 24 hours prior to the scheduled match.
- B: Captains are not obligated to accept a postponement and may refuse. The match will either be played on the original date or forfeited by the requesting team.
- C: The two involved team captains must then reschedule on a date as soon as possible but no more than 4 weeks after the original date or the end of the regular season, whichever is sooner. If the match is not made up during this time frame the team requesting the postponement will forfeit the match.
- D: If an agreeable date cannot be reached, the league President (or other officer) will set a date when the match **must** be played or forfeited.

### **10. *Forfeited Matches:***

- A: Should a match be forfeited, it is the responsibility of **EACH** captain for delivering the team dues to the designated drop-off point no later than **NOON** Saturday after a scheduled match.  
\*\* The same penalties apply for late turn in of money from a forfeited match as for **any** match (see penalties above).
- B. Should a team forfeit a match, giving less than 24 hours notice to the other team, **the forfeiting team shall be responsible for paying and delivering the team dues for both teams** to the designated drop-off point no later than **NOON** Saturday after the scheduled match.

### **11. *Standings:***

- A: Weekly standing will be available for pick up (at the designated drop-off/pick-up location) after 8:00 P.M. the Monday following the match providing the secretary has been given match information for ALL matches. Standings will show the number of matches won and lost by each team.
- B: Final league standings will be determined by the number of matches won and lost. The number of games won or lost during the course of the season will have no bearing on standings.
  - 1. A tie for first, second or third position after regular season play will result in a play-off. Play off matches will be scheduled at the end of the season. If there are ties in any other position, the winnings will be added together and divided between those teams.

### **12. *Play-off Games:***

- A: Play-off matches for the GRAND CHAMPION team will be played between the first place teams from each division. Play-off matches will be played as soon as possible. Matches will be played on a board decided by a flip of the coin by both captains.

#### **Options:**

1. Flip – locations winner picks their home board. This will apply when one or both of the teams in the play-off have only one board at their location.
  2. Flip – winner picks home location, loser picks board. This will apply when both locations have multiple boards.
1. TWO DIVISION SEASONS - The first place teams from each division will play one match to determine the “Grand Champion”.
  2. THREE DIVISION SEASONS - A blind draw will be held between the captains to determine which team will receive a bye. League officers will be present at the drawing to determine the order in which the play-off for “Grand Champion” will be played. The teams not getting the bye will play, and the winner of that match will play the team that received the bye. The second match will determine which team will be the “Grand Champion”.
  3. FOUR DIVISION SEASONS – Division 1 will play Division 3 and Division 2 will play Division 4 for the first round. The winners of the first round will play each other to determine the “Grand Champion”.
- B: As soon as the first place team has been determined in each division the following procedures will be followed:
1. The captains from the first place teams will meet. The location of the meeting will be determined by one of the officers. The captains will draw cards or pill numbers to determine the match up of teams for the first round as described in the previous section. When the match up has been determined the two captains will discuss where the play-off match will take place.
  2. Once the location has been determined, the two captains will set up a practice day for each team. The whole day will be designated for each team and only that team will be allowed to practice. If the captains cannot come to an agreement on the practice days, the officer present at the meeting will set the practice days for them.
    - a. The location where the match is to be played should make every effort to keep the boards clear on the designated practice days. The only time the board is restricted for play is on the scheduled practice day and the practice times set for the day of the match. All other times the board will be considered an open board and any player may practice. The board must be shared if both teams show up to practice.
  3. The captains will flip to determine practice time on the night of the match. One team to practice from 7:00-7:30 p.m. and the other team to practice from 7:30-8:00 p.m. Any time before 7:00 p.m. is considered free time and the board will be open to any and all players of the two teams for practice. Care should be taken not to monopolize the board by any one team or players.
  4. House weight or team weights will be used for play-off matches just like regular season matches.
  5. Since there is no “home” team, the team that practices from 7:00-7:30 will declare their players for the first game of the match. After the first game, the teams will alternate who declares first.
  6. On the night of the match, the captains will flip a coin to determine color (to be used for the entire match) and hammer for the first game.
- C: After round one is completed the two winning teams will then play each other for the “Grand Championship”. As soon as the two teams are known a meeting will be set up and the procedures above will be followed.
- D: Rules for common courtesy will apply before, during, and after these matches. A league officer will be present at all matches and they will act as referee if there are any disputes. Their decisions will be final, there will be no protests or grievances filed for play-off matches. These rules will also apply for practice times.

### **13. Movement Between Divisions:**

- A: The following are the guidelines used for movement of teams between divisions. It is based on each division having 8 teams each.

Division 1 – 7<sup>th</sup> & 8<sup>th</sup> places move down to division 2

Division 2 – 1<sup>st</sup> & 2<sup>nd</sup> places move up to division 1

6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup> places move down to division 3

Division 3 – 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> places move up to division 2

6<sup>th</sup>, 7<sup>th</sup>, & 8<sup>th</sup> places move down to division 4 (6 team division only move 5<sup>th</sup> & 6<sup>th</sup> place teams)

Division 4 – 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> places move up to division 3 (6 team division only move 1<sup>st</sup> & 2<sup>nd</sup> place teams)

Movement between division 3 & 4 is dependant on having 4 divisions. When there are only 3 divisions the movement stops with division 3, 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> moving up to division 2.

- B: Movement between divisions that do not consist of 8 teams each will be 1 team up and 1 team down. The movement may be adjusted due to new teams joining or existing teams leave the league.
- C: All movement of teams is subject to approval by the scheduling committee. New teams and existing teams, where the roster has had major changes, will be evaluated by the committee as to placement in the league. These teams must submit a preliminary roster to the scheduling committee to aid in the placement of the teams in the league.

#### **14. *Number of Teams per Division:***

Divisions should always consist of an even number of teams. If there is an uneven number of teams at the beginning of the season the last team joining the league will be the first team dropped.

#### **15. *Placement of New Teams:***

Teams are brought into the league and their placement is determined based on the make up of the team. A team does not automatically start in Division 4 just because they are new to the league. Player's ratings for the team are a major part of team placement.

## **PART III: RULES & REGULATIONS**

### **1. *Common Courtesy***

- A: All generally accepted rules of good sportsmanship and good conduct will apply at all times in league play and applies to ALL players. This applies to those players that are observing as well as playing a game. Any physical or verbal abuse by a player will not be tolerated in this league.
- B: Good sportsmanship and good conduct applies
- C: It is considered common courtesy for each player to step back from the board after he/she delivers a weight, in order to give their opponent freedom of the board in every respect, with no interference while shooting. The player not having the hammer will remain behind his/her opponent until the last weight is delivered.
- D: No audible comments, remarks or unsportsmanlike gestures shall be made before or during a shot. Violations of this common courtesy will be subject to a minimum of the forfeiture of one game.

- E: The home team will have the board for practice from 7:00 p.m. until 7:30 p.m., the visiting team will have the opportunity to practice from 7:30 p.m. until the match begins at 8:00 p.m.
- F: From 6:00 p.m. to 7:00 p.m. the boards are considered open for all players to practice. A team should not tie up a board to play a “game” after 6:00 p.m.
- G: Once the match has started (8:00 p.m.) players must not use any open boards to practice on during the match. A player practicing during a match will be given one warning. If the player continues practicing following the warning, that player will not be allowed to play the remainder of the match.

## 2. **General Rules**

- A: All games should start by 8 p.m. on the scheduled date. A ten minute grace period will be allowed for teams showing up late for matches. After the 10 minute grace period, a penalty of 1 point per minute late will be assessed to the late team.
- B: No one player will be allowed to win more than 2 games per match.
- C: No player will be allowed to play more than 3 games per match.
- D: Number of Players.
  1. A minimum of six ***different*** players must have been declared by the beginning of the fourth game. Any team that does not play the six players by the 4<sup>th</sup> game will forfeit his/her game(s) if the ineligibility (number of players) is discovered by the opposing captain before the end of the seventh or last game. Exception: If the opposing captain is notified by the other captain that he is only playing 5 players and the captain knowingly allows the game to proceed he/she will not be able to later ask for a forfeit of that game.
  2. A match can legally be played if a team has only **5 players**, but if at the beginning of the fourth game the 6<sup>th</sup> player has not showed up or been declared, the fourth game will be forfeited. The match will continue until completed. If a team has only 4 players at the end of the 3<sup>rd</sup> game the match will be forfeited.
    - a. If both teams have only 5 players the match will be played as a best of 5 match. Each player can win no more than two games.
  3. If any team forfeits a game, the hammer of the next game belongs to the winner of the forfeited game.
- E: All boards shall be cleaned of old wax before the start of each game.
  1. The home team will be responsible to dust the board during the match. The home team may change the person dusting at anytime during the match.
  2. If the dusting is not satisfactory to the captain, home or visiting, they can call for a re-dust.
  3. Should a shot be stopped or interfered with by the board pegs, that shot will be replayed.
  4. You may wax dry spots on the board, only on the end of the board you are shooting, only when it is your shot, and only prior to the end of the frame. This must be done sparingly so as not to create mounds.
  5. Any location with more than one board **MUST** identify which team plays on which board in order for teams to be able to practice on the correct board.
  6. Locations are responsible to furnish “house” weights for each table at their locations.
  7. Each team, before match play, will have the option to present one set of weights each as an alternative to the “house” weights.
  8. Teams will have the option to use whichever weights they prefer.
  9. Once weights are selected they must be used for the entire match.
  10. Weights should not be altered during play.
  11. All weights should be naturally free from external objects.
  12. No dust should be added to the top of the weight before being shot that could cause a mounding of dust when hit.

13. If a weight is intentionally altered by the shooter, and the other team notices it, the shooter is to be given a warning by the opposing team. If the shooter continues to intentionally alter the weight after the warning, the opposing team, whose captain issued the warning, shall be awarded one point per infraction during the current game.
  14. If the object/target weight has any foreign substance, (dust, baby powder, chalk, etc.) on top or on the side of the weight that may result in a “soft” or “mush” hit, the shooter may request the captains to wipe off and re-spot the weight before shooting at it.
- F: The team captains will exchange a list of their players and their rating for the night **before play begins**. Player’s names must be listed on the official team roster. Any team that plays an ineligible player will forfeit his/her game(s) if the ineligibility is discovered by the opposing captain before the end of the seventh or last game. Exception: If the opposing captain is notified by the captain of the ineligible player that the player is ineligible and knowingly allows the ineligible player to play he/she will not be able to ask for a forfeit of that game.
- G: The Home Team Captain must announce his team players first (prior to each game) as a courtesy.
- H: For the first game of the match there will be no flip for hammer/color.
1. The two captains will declare their teams, home team captain to declare first for all home games as a courtesy.
  2. The handicap will be determined.
  3. If the handicap is 5 or more the team giving up the points will receive the hammer, the other team will chose color.
  4. **If the handicap is less than 5 then the teams will flip for hammer/color.**
  5. For all remaining games during the match where the handicap is 5 or more the team giving up the points will receive the hammer regardless of who won the previous game.
  6. If the handicap is less than 5 then the losing team will receive the hammer for the next game.
- I: Each team will use the same color weights for the entire match.
- J: The short foul line will be used for all league play (**i.e. the line nearest the shooter**).
- K: Any weight not completely clearing the foul line nearest the shooter shall be considered an illegal weight and will be removed from the board before the next shot.
- L: A weight must be entirely across the line to score the higher number of points. This must be determined by looking directly over the top of the weight. You must see wood between the weight and the line when the eyes are directly over the back edge of the line. Any close calls concerning this will be determined by both team captains.
- M: If the two captains have a difference of opinion then 1 or 3 “neutral” experienced players should be asked to make the call.
- N: The call will be final with no other discussion.
- O: If, after each player has shot all four of his/her weights and there are no points scored the hammer changes.
- P: If the lead weights should come to a dead heat (tied-after measuring with the T-square), there is no score, and the hammer changes.
- Q: Playing weights must not be held in hand while the opponent shoots. Likewise, a shooter ***must not*** hold a weight in his/her free hand at the time that the weight is shot.
- R: Conferences at the center of the table may take place any time during a game but is limited to 3 times per game. A player may go to the other end of the board to examine the position of the weights. Players should be as quick as possible and use this only when absolutely necessary so as not to slow down a game. The player may not have a conversation with his partner while examining the weights. If he does so it will count as one of his 3 conferences.
- S: Partners can inform each other as to position of weights and/or strategy during play.
- T: A player, while in the act of shooting, must not touch the playing surface of the board with his/her free hand. The free hand may rest on the frame or cradle of the board. Both feet shall

be behind the two line and one foot must be on the ground. **A player guilty of breaking this rule will forfeit one point for every violation.**

- U: A player shall not cause any vibration such as slapping or kicking the table, stamping the floor, etc., whether intentional or not. **A player guilty of violating this rule will forfeit one point and give up the hammer on the next round.**
- V: A player may not touch the playing surface or cradle while his/her partner or either opponent is shooting.
- W: Should a player accidentally shoot an opponents weight, the said weight must be replaced at that time **by one on the team captains** with the proper color weight.
- X: A player shooting out of turn or delivering the first weight when he/she has the privilege of the hammer, will lose that privilege and must complete the round in that rotation.
- Y: Should a weight slip from a players' hand while in the act of being delivered, the player will have the privilege of another try, provided his/her arm was not moving in a forward motion, as in making a shot. Once a forward motion is made with the arm, the weight is considered played if released from the hand, and cannot be replayed.
- Z: Hangers or Rail Hangers
1. A shot is considered complete when all weights have stopped or spinning.
  2. A player may shoot at a spinning weight that has lost all of its shot (forward) motion and the opponent has surrendered the end of the board. (This is not recommended if a spinning weight is close to the edge of the board.) If the weight spins off of the board after a player has released his shot, the weight shall be returned to the point that it left the board with  $\frac{1}{4}$  of the weight over the edge of the board where it went off.
  3. A player shall not shoot at a weight that is in a forward motion. Penalty: one point penalty. In addition, if the moving weight is missed and it continues off of the board, the weight shall be returned to the point that it left the board with  $\frac{1}{4}$  of the weight over the edge of the board where it went off.
  4. Any weight overhanging the end of the board and in danger of falling off the board ("4") may be made safe (meaning to move the 4 back more into the 3 area with less overhang).
  5. The responsibility and decision to have the "4" weight made safe, is the option of the player who has to shoot at it. The weight may be made safe by any mutually agreeable party, or ask a neutral player to make the weight safe. A weight cannot be made or called safe without physically moving the weight.
  6. If a weight made safe, falls, while an opponent is shooting, the weight shall be returned to its original position and the opponent will shoot again. If a weight has been made safe, any weight of the opposite color which subsequently out distances or ties the safe weight will not count.
  7. If a weight has not been made safe, and falls during a shot without being struck by another weight, the fallen weight will be returned to its original position and the shot will not be shot again.
  8. Any weight overhanging the "rail" edge of the board (versus a "4" at the end of the board) cannot be made safe and at any point is "dead" if it falls before the opponent's next weight ceases motion. After the opponent's weight ceases motion a "rail" hanger is legal, and shall be replaced as close as possible to its original position if it falls from the board without being hit by another weight.
  9. If a safe weight is moved to a new position by another weight, the safety of the weight is removed. If it is still a "4" the procedure for safety must be reinitiated.
- AA: It will be the responsibility of the two opponents shooting to advise the other two players when all 8 weights have been delivered. If one team clears one or more weights before all 8 weights have been delivered there is no penalty for the first offense. There is a warning to the offending team and the weights should be returned to the board as close to where they were as possible. If an agreement on placement cannot be reached the team that was fouled shall have the final say on placement of weight positions not agree to by both captains. **If there is a second violation were the weights are again removed, the offending**

team will have 2 points deducted from their score. (i.e. if team 1 clears the board twice during a match and their score is 12, they will have their score reduced to 10.)

### **3. Grievances**

The following procedures must be adhered to in the filing of a grievance:

- A: The captain of the team with the protest **MUST** inform the opposing team captain verbally that a protest has been made and what the protest is about.
- B: A protest **MUST** be made before the end of the match.
- C: The Team Captain must submit the grievance in **writing** to one of the League Officers within 48 hours of the end of the protested match. The protest should be explained in full detail.
- D: Upon receipt of the properly filed grievance, the League Secretary shall call a Grievance Committee meeting.
- E: All decisions of the Grievance Committee are final. There can be no appeal.
- F: The Secretary shall keep a written record of the meeting and the results.

### **4. Rules not covered**

Decisions on rules not covered, or questions concerning current rules, will be made by captains. If no agreement or interpretation of rules can be met, either the decision will be made by one of the current league officers (their decisions will be final in all cases) or a formal grievance must be filed (rules for filing a grievance are covered in item 2 above).