

CODE OF ETHICS

I WILL PLAY THE GAME WITH A SPIRIT OF GOOD SPORTSMANSHIP.

I WILL CONDUCT MYSELF IN AN HONORABLE MANNER BOTH DURING AND AFTER A GAME.

I WILL NEVER KNOWINGLY BREAK A RULE, BUT IF I DO, I WILL DIVULGE THE BREACH

I WILL TAKE NO ACTION WHICH COULD BE INTERPRETED AS AN ATTEMPT TO INTIMIDATE OR DEMEAN MY OPPONENTS, TEAM MATES OR THE TOURNAMENT DIRECTOR AND OFFICIALS.

I WILL INTERPRET THE RULES IN AN IMPARTIAL MANNER, ALWAYS KEEPING IN MIND THE PURPOSE OF RULES IS TO ENSURE THE GAME IS PLAYED IN AN ORDERLY AND FAIR MANNER.

IF I AM FOUND TO BE IN VIOLATION OF THE CODE OF ETHICS OR RULES OF THE GAME, I WILL HUMBLY ACCEPT ANY PENALTY WHICH THE TOURNAMENT DIRECTOR(S), AT ALL LEVELS OF SHUFFLEBOARD, DEEMS APPROPRIATE.

WE WOULD LIKE TO ACKNOWLEDGE THE EVERGREEN SHUFFLEBOARD ASSOCIATION (ESA), WHOSE OFFICERS, DIRECTORS, AND MEMBERS WHO CONTRIBUTED TO THE FORMULATION OF THE CODE OF ETHICS

1.0 SPORTSMANSHIP

- 1.1 All players should shake hands before each game and must exercise good sportsmanship. Good Sportsmanship is expected and required by all players and spectators alike.
- 1.2 A player shall not exhibit physical or verbal harassment; **Penalty: No warning, two- point penalty infraction may be given, if continued, forfeiture of game.**
- 1.3 All contestants will show respect for the players on the board next to them.
- 1.4 Spectators shall not harass, interfere, or coach those players that are playing an event. If any event participant is unable to resolve spectator interference concerns, he/she should request a tournament official or the Tournament Director for a resolution. **Penalty: 1 warning and removal of offender if repeated.**
- 1.5 All decisions by the Officials shall be final. Any player or spectator who makes a scene concerning any Tournament Official's decision(s) or verbally abuses the Tournament Officials and/or Tournament Director shall be subject to disqualification.
- 1.6 Every player should consider it his/her responsibility to report any violation of these rules to a Tournament Official.
- 1.7 The Tournament Director shall have sole discretion to make any necessary changes or decisions to the tournament if any event format must change.

2.0 BOARDS, WEIGHTS, ADJUSTMENTS & MAINTENANCE

- 2.1 The official length of the playing surface shall be 20'8" long, and 20" in width.
- 2.2 The official tournament weight (puck) should be 2.3125 inches wide, and 0.75 inches in height, without the cap. Both measurements may have a margin of error of .05 inches. Each weight shall weigh a minimum of 310 grams and a maximum of 350 grams with caps. A weight which is below minimum may be brought within specifications by adding weight to the interior of the weight. A weight which is already within specifications may not be altered. No modifications may be made to the exterior of the weight. All weights must be in good condition with no rust, chipped finish, or unusual wear. All weights will be subject to inspection by tournament officials at all times, and may be disqualified at the discretion of the Tournament Director. **Penalty for altering weights: forfeiture of game and disqualification from that event.**

- 2.3 Weight caps shall not be switched or replaced on weights after the colors have been determined unless replacing a cap with the same color before the match starts, or replacing a damaged cap during the game. Weights may not be changed during play unless they are damaged.
- 2.4 It is the goal of the Tournament Director to have the best possible playing conditions. As such boards will be adjusted as necessary throughout the tournament.
- 2.5 Silicone spraying of the boards, both before and during an event, will be at the discretion of the Tournament Director.
- 2.6 Tampering with wax, or boards not approved by a tournament official shall result in automatic disqualification from the event they are currently in or, if not currently in an event. The event they are registered to play next,
- 2.7 A player may lightly powder dry spots up to the near foul line on the end the player is shooting, and only before it is that players shot. Powdering by a player shall conform to methods designated by tournaments officials. All other powdering during a match shall be done at the discretion of tournament officials. If any player in the game thinks their play will be affected by the additional powder, they may ask a tournament official for a ruling. The official shall determine what action should be taken.
- 2.8 A player may not touch, or cause powder to be removed from the playing surface, or add any substance to the playing surface. **Penalty: one warning, one point for each additional infraction**
- 2.9 Winners shall make the board after the game is over. However if the next team using that board wishes to remake the board, they may do so if all players agree upon which player will remake the board. Otherwise they may request a tournament official or a mutually agreed upon third party, to remake the board
- 2.10 If the object weight has wax on the side that may result in a “soft”, or “mush” hit, a player may request a tournament official to wipe off and re-spot the weight before shooting at it.

3.0 ROLL CALL

- 3.1 Roll call will be taken as needed at the specified date and time. All players shall be in the designated area for roll call. Any player not in attendance may be dropped from that event.

- 3.2 A player or team who is not present when they are scheduled to play in each event will be given a five minute grace period and then be assessed a one point per minute penalty. If one or more players from a team are present, they shall be allowed their due practice weights. The 'clock' shall start on the tardy player(s) or team after all players present for the game, have completed their practice weights. One of the opposing team members must ask a Tournament Official to place a tardy player/team on the 'clock' at which time (after all present have completed their practice weights) the 5 minute grace period and per minute penalty thereafter will be officially clocked by a designated Tournament Official . Any player(s) who have accumulated late arrival penalty points will also forfeit their practice weight time (if they show up in time to prevent a total forfeit of their game).

4.0 NO-SHOW SUBSTITUTIONS

- 4.1 In “Draw” or “Draft” type events, if any player is determined a “no-show”, or “unable to play”, the Tournament Director has the discretion to substitute a player of equivalent skill level and/or draft position.
- 4.2 In “Bring” type events, it is the sole responsibility of each team member to ensure that the rest of their team is present and no substitutes shall be allowed.

5.0 SCORING

- 5.1 All games shall be played to 15 points unless otherwise specified by the Tournament Director.
- 5.2 A weight which does not completely clear the short foul line is not a legal weight and shall be removed from the playing surface immediately.
- 5.3 A player or team shall be responsible to mark and track their due points at the end of each frame. Any points earned and not marked before the last weight of the next frame may be forfeited.
- 5.4 Any positive handicapped points should be marked before the game starts, and will be forfeited if not marked by the end of the second frame.
- 5.5 A player or team unable to mark their due points within the above guidelines of 5.3 or 5.4, (e.g., failure of a scoreboard unit), should notify a tournament official and proceed as directed.

- 5.6 Weights shall not be removed at the end of a frame until both parties have viewed and agreed upon the score to be marked. If a scoring weight is removed by an opponent before the players agree, the scoring weight will be given the maximum points in doubt. E.g. A weight which could be a 1 or a 2 will be given a 2, a 2 will be given a 3, and a 3 will be given a 4.

6.0 HAMMER

- 6.1 All games shall be switch-hammer. If there is no score in a frame due to no weights on the board or a “dead heat”, the hammer shall switch.
- 6.2 Players shall flip a coin (or otherwise agree) for choice of hammer or color before the beginning of the game. In events, with a two-out-of-three format, the person who loses the flip shall have a choice of hammer or color in the second game. If a third game is necessary, the players shall flip again.
- 6.3 A player may play at any end, regardless of where they practiced. Play will begin at the designated end.
- 6.4 If a player who should have the hammer shoots first (out of turn), they lose the hammer and must complete the frame in the same rotation.
- 6.5 All weights shall be visible in the trough before the first weight of any frame.

7.0 EVENT AND BOARD PRACTICE, BOARD ASSIGNMENTS

- 7.1 Practice weights shall be determined by the Tournament Director. Player(s) with the hammer shall practice first.
- 7.2 Board availability for practicing shall be cleared with the Bracket Official. An active player may not practice during an event unless authorized by a tournament official. **Penalty: to be determined by Tournament Director.**
- 7.3 If a player has a posted event board assignment, he/she shall not practice on the board he/she is scheduled to play, unless authorized by a tournament official. **Penalty: Forfeiture of the first game of next match**

- 7.4 Once an event starts, a player playing in that event, shall not participate in any outside challenge matches or robins until the Bracket Official has informed the player that his/her official tournament event play is absolutely done for that day. **Penalty: to be determined by Tournament Director.**
- 7.5 No player shall play consecutive games or matches on the same board if possible. The Tournament Director may waive this rule to meet time constraints.
- 7.6 A player shall be allowed to use his/her own weights, which shall have red and blue (or red and green) caps. A player may allow an opponent the use of his/her weights, but are not required to do so. A Player shall be allowed to switch his/her weights (not color) during practice weights and before the first frame has started.
- 7.7 Changing weights after a game starts shall result in automatic forfeiture.

8.0 OFFICIAL CALL OF WEIGHTS

- 8.1 An official weight call shall not be allowed until the end of the frame. Players may have an official weight call at the end of any frame.
- 8.2 Any weight(s) in question will be called by a minimum of three people designated by the Tournament Director. Contact a designated Tournament Official if a weight call is needed.
- 8.3 If an Official should bump or move a weight(s), which would cause a determination not being possible, the Official shall make the call, based on their judgment before the weights were moved. If unable to do so the Tournament Director may require weights to be replaced back to original position and ask that the last weight shot be re-executed and/or may require the entire frame be played over (depending upon circumstance).

9.0 SLOW PLAY AND TIME-OUT

- 9.1 More than 30 seconds between shots, or more than five minutes between games once the match has started shall constitute slow play. **Penalty: One warning, one-point penalty per infraction thereafter.**
- 9.2 Either team shall be allowed a time-out discussion only after one of the teams in a game has reached 10 points. This discussion shall be held at the middle of the board, three time-outs of one minute each per team shall be allowed per game, but no more than one time-out per frame.

- 9.3 A player may walk to the opposite end of the board to examine the position of the weights, or ask their partner's opinion on the value or position of a weight. Viewing the position of a weight at the opposite end of a board does not constitute a "time-out" and shall be exercised within the 30 second time limit.

10.0 PLAY "IN-PROGRESS"

- 10.1 A legal weight can only leave the playing surface under its own momentum, or by being struck by another weight after it has come to a complete stop. If a player shoots and a weight falls off the end or side of the playing surface, regardless of whether or not the object weight was moving or spinning, the fallen weight shall be replaced where it left the playing surface.
- 10.2 A player shall not shoot at a weight that is in motion (not just spinning). **Penalty: One warning, one point penalty thereafter.**
- 10.3 A player shall not bump or impact the cradle while in the act of shooting or otherwise to purposely move his/her opponent's weight or to cause his/her opponent's weight to fall off the board. **Penalty: The fallen/moved weight shall be replaced and the offending player loses his/her shot.**
- 10.4 The following criteria shall be met for a shot to be a legal delivery: Both feet shall be behind the deuce line and at least one foot shall be on the floor when the shot is delivered. The weight shall be released before the near foul line. **Penalty: Loss of that shot and the weights that have been affected shall be replaced.**
- 10.5 Blasting on a clear board shall not be allowed. **Penalty: One warning, one-point penalty infraction thereafter.**
- 10.6 A player shall stand behind their opponent and out of view, when possible, while their opponent is shooting. **Penalty: one warning and one point per infraction thereafter.**
- 10.7 A player shall remain at their end of the board until the last weight of that frame is released.
- 10.8 Coaching or advising a player in a singles event by anyone shall not be allowed. Only a player's partner may provide coaching or advising in a doubles event. Only a player's partner or the team captain may provide coaching or advising in a team event. **Penalty: One warning, one point penalty per infraction thereafter.**

10.9 A player may only hold the weight they will release while shooting. A player shall not hold a weight(s) in their hand while their opponent is in the act of shooting.

10.10 Double release shots shall not be permitted.

10.12 A player shall not hold drinks, cigarettes, cell phones or any foreign objects in their hands or mouth while in the act of shooting. Turn off cell phones and pagers during play.

11.0 HANGING WEIGHTS

11.1 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).

11.2 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 tournament official to make the weight safe. A weight cannot be made or called safe without physically moving the weight.

11.3 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.

11.4 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.

11.5 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.

11.6 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.

12.0 TEAM EVENTS & CAPTAIN'S RESPONSIBILITIES

- 12.1 After the boards have been assigned for each session of a team event (4-Person or 6-Person) and before the first weight is thrown, it shall be the responsibility of the Team Captains to ensure the team sheets are completed correctly and each captain must review/approve their opponents team sheet at the beginning of each session and validate that the correct teams are playing on the correct boards. **Penalty: Any games or sessions played out of sequence or with incorrect player lineup on any session after the Captains have jointly agreed to both parties session sheet may constitute forfeiture of any games played in other than the agreed to sequence, session, and player lineup.**
- 12.2 Both team captains must verify the correct session play with the “bracket official” before starting each session.
- 12.3 In “Draft” events it is the responsibility of the “Team Captain” to gather and share contact information on all team members in case of a “no show” so that an attempt may be made by any team member to contact any “no show” team member(s). In “Draw” events, the team members should exchange contact information.

13.0 PRIZE MONEY DISTRIBUTION

- 13.1 The distribution, amount of prize money, and the number of places paid shall be the responsibility of the Tournament Director.

THE TOURNAMENT DIRECTOR SHALL HAVE THE AUTHORITY TO CHANGE, MODIFY, SUSPEND, OR ADD ANY RULE WHICH THEY DEEM NECESSARY TO THEIR TOURNAMENT.