Arizona Shuffleboard Association, Inc.

District 1 Standing Rules

Effective 2/8/2025

1. The rules of this organization shall apply to all members and leagues.

2. Each league may have a set of standing rules, but they must not conflict with the District 1 Standing Rules.

3. Eligibility: A player must reside in District 1 and hold a current ASA membership card on the day of league play.
   A. A player may only hold a membership in one league and may only play on one team during a season. Violators will be subject to an automatic game forfeit.
   B. A member may serve as a captain of more than one team but may only play on one team. Multi-captaincy must be in different leagues.

4. Any member who moves from one location of a team with which he/she has started the season, may continue to shuffle with that team for the remainder of the season providing he/she has played at least one game for that team.

5. Two, three and four board leagues:
   A. Four board league – Each team should have a minimum of eight (8) players.
   B. Three board league – Each team should have a minimum of six (6) players.
   C. Two board league – Each team should have a minimum of four (4) players.

6. Each team will be headed by a captain and, if desired, a co-captain. A captain does not have to be a player. All teams may be a mixture of men and women and may be played in any mix on the courts being played.

7. Any park team not having enough players to field a team may apply to the Placement Committee to make up such team. The Placement Committee will follow the guidelines which were approved at the District 1 November 13, 2011, meeting as follows:

   It is intended that league teams will create a competitive atmosphere that will introduce players to out-of-park competition. When requesting out-of-park players for a team, the captain may not refuse players from their own park for any reason.

   Any team not being able to field enough players to fill their roster from within their park will apply to the Placement Committee for non-resident players to fill their team. With approval of the District 1 Placement Committee, two or more parks may combine to form a team. Teams formed by two or more parks must designate a “home park” and all home games will be played in that park. (The designated park must have the approval of the park management.) Each year, the District 1 Placement Committee must approve the placement of any out-of-park players on a team before those players may play in any league games. The number of out-of-park players on

a team may not exceed two unless the Placement Committee grants special permission for a one-year period. An exception will be made for those teams that were originally formed by two or more parks. Any player from out of park who had been on a "host team" for two or more years may play on that team for the ensuing year, with only a phone call from the Captain of the team to a member of the Placement Committee. This does not preclude the posting of "Players Sign-up Sheet" posted on the shuffleboard bulletin board in the park, which takes precedence from requests for out-of-park players. All phone requests will be logged on the application of the preceding years and signed by the Placement Committee.

CAPTAINS: If you are having problems filling your team, please complete this questionnaire (found on the District 1 Website) and return it to the District 1 President along with a copy of your current team roster and the posted request for team players.

8. Placement of teams in leagues: When a team drops out of a league, the Placement Committee may replace that team with another available team. All new teams must apply to the Placement Committee as early as possible and prior to league play start dates.

9. Within ten (10) days after the league begins, the team Captain shall complete the Team Roster Form and submit with the proper ASA dues and league dues to your league secretary/treasurer. The league secretary/treasurer will submit complete rosters of each team member paying in his/her league to the District 1-Secretary. The ASA District 1 League Officers/Dues Payment Summary form shall be completed by the league Secretary/Treasurer and submitted to the District 1 Treasurer with the ASA dues for each team member listed on the roster form. The District 1 secretary will be responsible to issue the numbered ASA cards**.** (For reference purposes only, the 2022 assessment was $3.00 and the 2023 assessment is $5.00 per district member.) When players join at a later date, the league secretary/treasurer must request an ASA card from the District 1 Secretary for the new player and collect the current ASA dues and submit to the District 1-Treasurer. (The league secretary/treasurer will collect and retain the league dues.)

10. The team captains will postpone rather than forfeit games if any team in a league cannot field a complete team at the beginning of a season (or due to sickness or vacation during the season). All games scheduled by each league will be played to ensure qualification for District 1 Playoffs.

    A. League games that are postponed due to weather conditions will be rescheduled as soon as possible after the scheduled playing day. The two captains will decide the date and time of the rescheduled play.

    B. Games in progress when weather conditions suspend play: If weather conditions suspend games in progress, the captains will record the score on the scoreboard at the completion of the last half frame. (Example: If the players at the foot are shooting in the bottom of the 8th frame and the last disk is not shot prior to the suspension**,** the scores from the head of frame 8 and prior will be recorded.) Games will be continued from the point of suspension at the

earliest time possible (following suspended play). Captains will determine when the continuation of the game will be scheduled. If emergency conditions exist that one player who was playing in a suspended game cannot play on the rescheduled date of play, another team member, who was on the team at the time of suspension, may substitute for said player to complete the game.

C. Any team that postpones a scheduled league match and does not make it up by the end of the season will forfeit all games.

D. League games will be played in doubles format with each team receiving one (1) point for a win and one-half (1/2) point for a tie. At conclusion of each game (sixteen (16) frames for Early Start Leagues and eight (8) frames for Late Start Leagues) if a game is tied each team will receive one-half (1/2) point. This applies to league games only. In District playoff games ties will be decided in accordance with ASA Special Procedures. (See #16)

E. Arizona Shuffleboard Association (ASA) shuffleboard rules will apply for all leagues games except as noted in this document for Early or Late Start league procedures.

11. At scheduled league game time, the captain of either team may substitute another eligible player for one of the players whose name has been posted and does not report to play. If during play a playing member cannot finish the game because of illness or injury, another team member may take their place. The person playing the most number of frames will get credited for the game played. If each player played the same number of frames, the player that started the game will get credit for the game played. If a frame has started, the replacement may start the frame over with four practice shots, if all agree, or will finish the frame and at the start of the next frame the replacement will get four practice shots.

12. Disagreements and priority play
    A. Claims of forfeits or other disagreements shall be referred to the President of the league who will call a meeting of the captains to settle the dispute. Either party may appeal the decision to the Executive of District 1 for review. The District 1 Executive decision will be final and binding on all parties.
    B. League play will take priority over tournament play**,** however play can be delayed when a team needs to delay play to allow players to finish tournament play. The captains need to communicate with the other captain for such a delay**.** Tournament play will be Monday and Tuesday (all day), and Wednesday and Thursday mornings. League play will occur on any other days and times. This ruling will not apply to sanctioned five-day tournaments.

13. Playoff ties
    A. Playoffs ties for trophy positions at the end of the regular season must be referred to the league president. He/She will act as director and arrange for neutral courts (in a park where neither team plays), the date and time of play, and neutral officials.

B. For a two (2) way tie: First look at head-to-head play (win/loss record against the two tied teams); secondly, arrange a three-game playoff. These will be 16 frame games, unless both captains agree on fewer frames.
C. For a three (3) way tie: Head-to-head play will be considered first. (If one team has a better win/loss record against both of the other teams, that team shall be awarded 1st place.) If no team has a better record against the other two teams, the league president will schedule a round robin playoff on a neutral court. The teams will draw to see who will play the first match and who will get the first bye. The same number of courts will be used as in league play; however, prior to the match, team captains must advise the league president of the names of the six players that will compete (teams that cannot provide six qualified players will forfeit all three games). The games will be 8 frames switching sides after 4 frames and taking colors to opposite side during the switch. The team with the most wins will be awarded 1st place. In the event of **another three way** tie, team captains will select two players to play for the team. The players will play two frames on a court not previously played (if possible). They will be allowed two practice shots from each side of the board. Each player will get a hammer as specified in the ASA rules. Play will continue in two frame increments until the winner is determined. The winner of the first game will play the team with the bye and the loser of the first game will be awarded third place. The winner of the 2nd game will be awarded 1st place and the loser of the 2nd game will be awarded 2nd place.

14. All players must have played a minimum of three (3) games with their league team to be eligible for play in the District 1 League Playoffs Tournament at the end of the season.

15. Participants in District 1 League Playoffs
    A. First place teams of each league automatically qualify for play in the District 1 League playoffs tournament at the end of the regular season.
    B. If the first place team is unable to field a team for any reason, the next available team in the league end of season standings will represent the league in the District League Playoff Tournament.
    C. Teams that start in league playoffs and elect not to finish the playoffs due to other than medical issues will not be able to participate in league playoffs the following year.

16. Format for District 1 League Team Playoffs:
    A. Three board play with any mix of men and/or women.
    B. When there are 8 or more leagues involved, teams will use a blind draw to divide teams equally into two divisions (Division A and Division B). If an uneven number of teams exist, the additional team will be drawn in Division A. Teams will play a round robin tournament in each division and the top two teams from each division will play to represent District 1 in the ASA State finals. In the event there are less than 8 leagues in the playoff, teams may play a round robin tournament to determine who will play to represent District 1 in the ASA State finals**.**

        In the event of a tie at the end of the division or final rounds of the tournament, head-to-head comparisons will be used to determine the winner. In the case of a three-way tie

that cannot be resolved by head-to-head comparisons, the following procedure will be utilized:

A three-way lag on a neutral board will determine the position of the teams in the playoff. The captain of each team will select a team member to lag for the team position. The three team captains will draw to determine the order of the placement lag. Each selected team member will lag separately and will have a practice lag and a counting lag. The distance from the center of the lag line to the center of the disc will be measured for each lagger. Closest to the center of the lag line will be team #1, next closest will be team #2 and the furthest will be team #3. Team #1 will receive a bye in the first playoff game (set 1). Team #2 will have color choice and will pay team #3 in game set 1. Teams will play each other in a regular three-board competition scenario using any six players in any order. Every effort should be made to prevent any player from playing a spot previously played in the tournament.

Each of the three games will be played four frames at a time and will continue until a winner is determined. The players will change sides after even numbered frames taking their colors with them. Each player will take four practice shots before frames 1 and 3. Once either team has won two games, play will cease and the winner will play team #1 in game set 2 with team #1 having choice of color. Play will continue as in game set 1 until a winner has been decided. The winner of game set 2 places 1st; the loser of game set 2 places 2nd and the loser of game set 1 places 3rd.

C. All captains must play all players on a pure rotation basis. Example for 9 player teams:

   I. Roster players 1, 2, 3, 4, 5 and 6 will play the first round.

   II. Roster players 7, 8, 9, 1, 2, and 3 will play the second round.

   III. Roster players 4, 5, 6, 7, 8, and 9 will play the third round. Etc.

   This rotation may, however, start anywhere on the roster but must continue in a pure rotation as demonstrated above. In case of sickness or emergency, the next player in rotation may be substituted. The player who is sick may return to play that day but the team must follow at the point the pre-tournament established rotation as if the player had been available throughout.

   The director for the District 1 Playoffs will call a meeting of all captains of the league winners before the scheduled day of play. The captains of the 3-board teams will submit a roster containing a minimum of six (6) players. All matters concerning the playoffs will be discussed.

17. Players on the league roster who decide not to play in the District 1 Playoffs shall sign a District 1 form that signifies their intention not to participate.

18. All team captains will be provided a copy of the current District 1 Standing Rules.

19. All directors of sanctioned tournaments are required to send $1.00 per player to the District 1 Treasurer following completion of the tournament.

20. The District 1 Executive Board may, when the need arises, temporarily revise the District 1 Standing Rules until the next regularly scheduled district meeting.

District 1 League Team Playoffs **(Player non-participation form)**

I, the undersigned, elect not to play in the District 1 Team Playoffs this year.

PLAYER NAME (print)	PLAYER SIGNATURE	DATE
_____	_____	_____
WITNESS (print)	WITNESS SIGNATURE	DATE
_____	_____	_____