

DISTRRICT IV MIXED GENDER LEAGUE RULES

Revised November 18, 2017

DEFINITION:

1. The words "Mixed-Gender" indicate that both ladies and men participate indiscriminately with no regard to sex. District IV League Play will be Mixed - Gender starting with the 1999-2000 season.

GENERAL INFORMATION:

2. Games shall be governed by Arizona Shuffleboard Association official playing rules and all applicable District and League Rules. League play in District IV shall be scored as singles – one point per win at each end of each of four (4) boards.

3) League games shall start at 1:00 PM on the scheduled dates. Starting time of a League may be changed by a majority vote of the team captains of that League. Fifty per cent of a team's league games must be played on their home courts unless an exception is granted by the District President.

4) All players must have paid their yearly League Membership dues to be eligible to participate in a League game.

Team Description

5) A team in a Mixed-Gender League shall consist of a minimum of 8 players and a maximum of 14 players. A team shall make every effort to have a minimum of two (2) ladies and it is strongly recommended that a split of 40% ladies and 60% men be attained.

5 a) it is intended that league teams will create a competitive atmosphere that will introduce players to out-of-park situations. Captains may not refuse players from their park due to lack of playing ability.

5 b) A Placement Committee shall be formed under Article IX by the District IV by-laws whose duties are (but not limited to):

- 1) Monitor League Team Player lists to assure as much as possible, compliance with these rules
- 2) Maximize players options by making recommendations where needed that will result in growth and betterment of the league
- 3) Assist league players find open positions if they are having difficulty finding one on their own and /or assistance if a player feels that he/she is being discriminated against
- 4) Review and make recommendations in areas such as the number and allocation of teams in the district, number of players on teams etc.

5 c) Non – Park residents may apply to the District IV president to form a league team. After approval, the applicant will submit a list of names to the Placement Committee for review and approval by the

District President each year. Any district resident may apply to the Placement Committee to be placed on a team, as long as no league team position is available to them within the park where they reside.

5 d) any team that cannot get enough players from within their park to fill their roster will apply to the chairperson of the Placement Committee for out-of park players to fill their team. Placement of any out-of-park players and the number of placement players must be reviewed by the Placement Committee and approved by the District President each year before those players play in any league games.

6. Any team which cannot field a complete team of eight players due to illness, trips, etc. has the option to postpone, rather than forfeit, the game. Make up games may be played before or after the scheduled date. The game should be played as close to the scheduled date as possible, with weekends and evening also considered as options.

6 (a) If a person is visually handicapped they may furnish and use the visual aid of their choice.

6 (b) If there is a medical reason that a person cannot face the sun during league play, they may play at the opposite end of their board.

6 (c) Each Team Captain, prior to the start of the League Playing Season, and again at mid-seasons, shall prepare and distribute to his players, a player rotation schedule for each week of League play. Player rotation may be changed due to illness, trips, etc.

6 (d) At the beginning of each season, before January 1st, all league teams will be able to use up to three spare players for the first two games. These spares must be from your park and not be playing on any other league team. They must have a District IV ASA membership but will not be required to pay league fees unless they play their third game.

SANCTIONED TOURNAMENTS:

7. Scheduled games conflicting with Sanctioned tournament in District I and IV must be rescheduled if either team cannot field a complete team.

STARTING PLAY:

8. Captain of the home teams must post names of his players at least 15 minutes before game time. Visiting Captains may place his players as he chooses. Once posted no changes are allowed unless both captains agree. Leagues are allowed to make other arrangements, such as drawing names and boards from a hat. Such changes must be agreed to by a majority of players in the league.

9. A game shall consist of 16 frames, the visiting team starting on Yellow. At the end of eight (8) frames the players shall change sides and take their colored discs with them.

10. One round of practice on the starting color is permitted before starting play. One round of practice is allowed at the beginning of the second eight (8) frames.

11. The Head Referee for each game has the final say to resolve disagreements on all boards. The Head Referee is usually appointed by the home team Captain, and should have a valid referee card.

12 a) If referees are used on each board, penalties WILL be assessed. No referees may referee two boards. IF referees are used, they must be used on ALL boards.

b) If there are not enough board referees, use Arizona Rules (the players on black at the head and foot of the board serves as referees for the first eight (8) frames and the players on the yellow at the head and foot of the board shall serve as referees for the last eight (8) frames of the game. Penalties are NOT called, but players are urged to follow the rules as if an official referee was present and team Captains shall make every effort to ascertain that the rules are followed.

c) If scorekeepers are not provided, the player on yellow at the head of the board will serve as scorekeeper for the first eight (8) frames and the player on black at the head of the board will serve as scorekeeper for the last eight (8) frames.

SCORE VERIFICATION:

13) Both Home and Visiting Captains shall sign the card showing the results of the scoring and the HOME TEAM CAPTAIN shall report the information to the League Secretary/Treasurer as soon as possible after the games are played.

EMERGENCY:

14. a) In the event of an extreme emergency which arises on the day of play and results in one of the teams having only seven (7) players available to play, the following procedure may be used if both Captains are in agreement. Six games are played. Then the names of the six (6) persons who have played are placed in a container and one name is drawn. This individual will then compete, at one end of the fourth board, with player number 8 of the fully-staffed team. Player number seven from each team will also complete at this time, playing at the opposite end of the board.

b) In case of emergency or physical disability of a player in league play, a substitute player may take up play at any time during the playing of the league game, providing the replacement player is a registered player for that league and is not already playing. Disabled player cannot return during the playing of the game. Use of an illegal substitute will result in a forfeiture of the game in which the illegal substitute player played.

HANDICAP:

15) Handicaps shall be computed by the Placement Committee each year for each team competing in District IV League play.

TIES WITHIN LEAGUE (WINS PLUS HANDICAP):

16) If two (2) League teams have the same number of wins, including handicap, the tie shall be broken by head to head comparison of the two (2) teams during League play. If those teams are tied in head to head comparison, the tie may be broken by a coin toss if both captains agree.

If there is not agreement of team captains the following procedure will apply:

Play-off for trophy positions at the end of the regular season must be referred to the League President. The League President will act as Director and arrange for neutral courts (a court where neither team plays), date and time of play, and for neutral officials. Each team captain will furnish the League President with a roster of 3 sets of double players designating their position either heat or foot. Board assignment to be determined by drawing a board number.

Two-way ties between teams at the end of the season will be decided by playing 16 frame games. (Playing Doubles on three (3) boards). The "Home Team" will be decided by lagging, (Winner having choice of color).(Flip coin for lag color choices.) In case a tie occurs during Playoff on one board, the tie is broken by playing two (2) additional frames as per A.S.A. rules. Players keep the same color discs. If still tied after playing, two (2) frames, two (2) additional frames shall be played until the tie is broken.

DISTRICT IV, FOUR (4) BOARD CHAMPIONSHIP PLAYOFF REPRESENTATIVE:

17) Each League shall furnish a champion to compete in District IV team championship playoffs. Such team shall be the team which has the most new wins in League Play. Handicaps are not to be a factor in this determination.

If two (2) League Teams have the same number of net wins, the team to be sent to the District Playoffs shall be determined by the results of the Head to Head competition between the two teams during the season.

IF those teams are tied in Head to Head comparison during League Play, then the District IV League Playoff team representative may be determined by a coin toss, IF BOTH CAPTAINS AGREE.

IF THERE IS NO AGREEMENT OF TEAM CAPTAINS THE FOLLOWING PROCEDURES ARE TO APPLY: Play-off for deciding the League Representative must be referred to the League President. The League President will act as Director and arrange for neutral courts (a park where neither team plays) date and time of play and for neutral officials. Each Team Captain will furnish the League

President with a roster of 3 sets of doubles players designating their position whether head or foot. Board assignment to be determined by drawing a board number.

The League Representative Team will be decided by playing sixteen (16) frame games, (Playing Doubles on three (3) boards). The Home Team will be decided by lagging (the winner having choice of color). (Flip coin for lag color choice). IN case a tie occurs during play-off on one board, the tie is broken by playing two (2) additional frames as per A.S.A. rules. Players keep the same color discs. If still tied after playing two additional frames, two (2) additional frames shall be played until the tie is broken.

VOTING:

18) At League meetings, all card holding members present are entitled to a vote on each issue.

DUES:

19) Amount of dues is to be determined yearly by each League.

TROPHIES:

20) Trophies/awards shall be given to the Team winning 1st place. (Determined by total wins plus handicap). Any League by majority vote may choose to also award trophies/awards to the 2nd and 3rd place teams

End of District IV Mixed-Gender League Rules.