
OFFICIAL TABLE SHUFFLEBOARD TOURNAMENT RULES

2025 EDITION

(February 1, 2025)

FOREWORD

This code of rules governs the playing of Table Shuffleboard, specifically the game of Knock-Off, in tournament play. We recognize that many shuffleboard leagues also play the game of Knock-Off within their organization and we are happy to make these rules as widely available as possible. It is well to remember that specifications for equipment, conduct, gameplay, etc., may be modified to meet the needs of each group.

Penalties imposed by this code are not always practicable for league groups, but directors and officials of such organizations should insist on strict observance of all rules governing the playing of the game. The popularity of Table Shuffleboard can grow only so long as its players, directors, officials, and spectators respect the discipline of its code of rules.

ANNOTATIONS

The following annotations are incorporated throughout this code of rules to enhance clarity and aid in the interpretation of a rule's intent and consequences of rule violations.

Comment – Comments serve to interpret or elaborate on the fundamental rules. In essence, comments possess the same impact as rules when applied to the specific sections they address. Comments are presented in **shaded boxes**.

EXAMPLE – Examples are provided to illustrate how a prescribed rule associated with the preceding paragraph(s) is intended to be applied. Examples are displayed in *italicized font*.

EXCEPTION – Exceptions denote exclusions to prescribed rules associated with the preceding paragraph(s). Exceptions are displayed in *italicized font*.

PENALTY – Penalties outline the consequences of violating a prescribed rule associated with the preceding paragraph(s). Penalties are displayed in **red font** and may encompass various penalty types tailored to the specific instance of an infraction.

SHUFFLEBOARD PLAYERS

CODE OF ETHICS

1. I will play the game with a spirit of good sportsmanship.
2. I will conduct myself in an honorable manner both during and after a game.
3. I will never knowingly violate a rule, but if I do, I will divulge the breach.
4. I will take no action which could be interpreted as an attempt to intimidate or demean my opponents, teammates, or the Tournament Director or Officials.
5. I will interpret the rules in an impartial manner, always keeping in mind that the purpose of these rules is to ensure the game is played in an orderly and fair manner.
6. If I am found in violation of the code of ethics or the rules of the game, I will humbly accept any penalty which the Tournament Director deems appropriate.

Section 1 - Tournament Directors, Officials, And Staff

1.1. **Tournament Director** – A person, or persons, responsible for the overall operation and management of a shuffleboard tournament. A Tournament Director must always be readily available while the tournament is in progress.

1.1.1. It may be necessary to have more than one Tournament Director assigned to a shuffleboard tournament, who may work in shifts and share duties at different times. However, only one person shall act as the “official” Tournament Director at any given time. A Tournament Director not acting as the “official” Tournament Director shall assume the duties of a Tournament Official and/or Tournament Staff.

Rule 1.1.1. Comment: The purpose of having only one “official” Tournament Director at a time is to help prevent confusion that could arise from two directors attempting to rule on the same situation at the same time. It is necessary to always have clear lines of responsibility and authority.

1.1.2. The Tournament Director shall have the authority to change, modify, suspend, or add any rule they deem necessary to the operation of their tournament. Should the Tournament Director exercise this authority, they should make the changes available, in writing, to all participants prior to the start of the tournament.

1.1.3. It is virtually impossible to develop a standard set of rules that would apply to every conceivable situation, therefore:

1.1.3.1. The Tournament Director must exercise their best judgment, based on the facts and circumstances known to them, when dealing with a scenario not specifically covered by these rules.

1.1.3.2. The Tournament Director is encouraged to seek counsel from other Tournament Directors, Tournament Officials, and/or highly experienced players, as they deem appropriate, to assist them when dealing with unique situations.

1.1.4. Decisions by the Tournament Director shall be final.

1.2. **Tournament Official** – A person, or persons, appointed by the Tournament Director to assist with the officiating and operation of a shuffleboard tournament. A tournament may have as many Tournament Officials as deemed necessary by the Tournament Director.

1.2.1. A Tournament Official must have thorough knowledge and understanding of these rules and be a person of good moral character and integrity.

1.2.2. A Tournament Officials’ specific duties and responsibilities shall be as assigned by the Tournament Director. At a minimum, Tournament Officials shall have the authority to enforce these rules and apply penalties as appropriate.

1.2.3. Tournament Officials shall apply these rules equally to all players in all divisions (i.e., if it’s an infraction in Div III, it’s an infraction in Div I).

1.2.4. Tournament Officials have the authority to address any rule infractions they personally witness, regardless of whether the involved players request a ruling.

- 1.2.5. Tournament Officials should consult with the Tournament Director when dealing with a scenario not specifically covered by these rules.
- 1.2.6. Decisions of a Tournament Official are binding and shall have the same effect as if made by the Tournament Director.
- 1.3. **Bracket Manager** – The Tournament Official responsible for management of the tournament’s brackets including board assignments, bracket updates and assignment of game times.
- 1.4. **Tournament Staff** – A person or persons appointed by the Tournament Director to assist with the administration and maintenance of a shuffleboard tournament. The Tournament Staff does not necessarily have officiating authority unless specifically granted to them by the Tournament Director.
- 1.5. **Judge** – An individual designated by a Tournament Official to render their opinion concerning the scoring value of a weight during an Official Call (see Rule 7.1.).
 - 1.5.1. A judge should possess extensive experience as a player and demonstrate the capability to make impartial decisions.
 - 1.5.2. Calls made by judges are binding and shall have the same effect as if made by the Tournament Director.
 - 1.5.3. A judge’s authority is confined to the specific scenario for which they were chosen to provide an opinion.

Section 1 - Comment: The Tournament Director also serves as a Tournament Official, Bracket Manager, and Tournament Staff. The roles and responsibilities of Tournament Officials, Bracket Manager, and Tournament Staff may overlap at any given time. For example, a person might be assigned the duties of Tournament Official and Tournament Staff simultaneously.

Section 2 - Players, Spectators, And Conduct

2.1. **Player** – A person actively engaged in a tournament game/match, or a member of a team actively engaged in a tournament game/match. It is the responsibility of a player to report any violation of these rules that pertain to their game/match to a Tournament Official.

Rule 2.1. Comment: A player or team is considered actively engaged in a tournament game/match from the moment their game is activated by the Bracket Manager until the results of the game/match have been reported to the Bracket Manager and they have removed themselves and their equipment from the vicinity of the board they were playing on.

2.2. **Team** – The players forming one side of a game/match. The term “team” also refers to an individual player in a “Singles” event.

2.3. **Spectator** – Any person in the vicinity of an active tournament game who is not a player in the game or a member of the team playing the game.

Rule 2.3. Comment: A person is only a “player” while they, or their team, are actively engaged in a tournament game/match; otherwise, the person shall be considered a “spectator”.

2.4. **Sportsmanship** – An understanding of, and commitment to, fair play, ethical behavior and integrity, respect towards an opponent, and graciousness in winning or losing. All participants and spectators are expected to always demonstrate good sportsmanship during the tournament. Examples of good sportsmanship include, but are not limited to:

- Acknowledging an opponent before and after a game/match (i.e., shaking hands, a fist bump, wishing them well, congratulatory remarks, etc.).
- Maintaining an awareness of, and respectfulness towards, other players and games around them.
- Adherence to the rules of the tournament.

2.5. **Unsportsmanlike Conduct** – Behavior that is not characteristic of or exhibiting good sportsmanship. Unsportsmanlike conduct is considered an offense and will not be tolerated by players or spectators.

PENALTY –

1st Offense – Verbal warning.

2nd Offense – 2-point penalty (players only).

3rd Offense – Forfeiture of game/match (players only).

Additional Offense – Disqualification and removal from the tournament.

Examples of unsportsmanlike conduct include, but are not limited to:

- Repeatedly arguing or disputing decisions of a Tournament Official.
- Openly showing disrespect or contempt for the authority and decisions of a Tournament Official.
- Taunting (i.e., mocking, insulting, or belittling) an opponent or spectator.
- Excessive celebration following a significant play.
- Applauding or cheering when a player makes a bad play.
- Making disrespectful or disparaging remarks about a player or their gameplay.
- A player who seeks or accepts coaching or advice from a spectator regarding a game they are actively engaged in.

- Standing in your opponent's line of sight while they are in the act of shooting.
- Talking across the table to a player at the opposite end of the board while your opponent is in the act of shooting.
- Deliberately removing wax from the playing surface during gameplay.
- Excessively applying wax to the playing surface or frivolously flinging wax on the playing surface without a valid reason.
- Intentionally adding a foreign substance to the playing surface.
- Intentionally hiding weights from a player while a frame is in progress.
- Intentionally or repeatedly shooting your opponent's weight.
- Intentionally or repeatedly shooting out-of-turn.
- Hitting or shaking the shuffleboard table.

2.6. **Harassment** – Behavior that demeans, humiliates, and intimidates a person and is characteristically identified by its unlikelihood in terms of social and moral reasonableness (i.e., bullying). Physical or verbal harassment is an offense and will not be tolerated by anyone.

PENALTY –

1st Offense – Verbal warning.

2nd Offense – Disqualification and removal from the specific tournament event.

Additional Offense – Disqualification and removal from the tournament.

2.7. **Assault** – The act of causing physical harm or unwanted physical contact to another person, or the threat to do so. Assault can be either physical violence or the threat of violence. Physical or verbal violence cannot and will not be tolerated by anyone.

PENALTY – Immediate disqualification and removal from the tournament.

Rule 2.7. Comment: An assault is both a criminal offense and a civil tort, potentially leading to criminal prosecution, civil liability, or both. Given the gravity of such an incident, it crucial for the Tournament Director to take proactive measures to include informing Tournament Directors from other tournaments about the details and circumstances surrounding the assault. Tournament Directors from other tournaments must give serious consideration to the nature and context of the assault, as well as the safety concerns for their own participants, when deciding whether to permit the individual responsible for the assault, be it a player or spectator, to participate in their future tournaments. This approach aims to uphold safety and sportsmanship standards across the broader shuffleboard community.

2.8. **Spectator Interference** – Spectator interference occurs when a spectator becomes involved in a game/match by providing coaching or advice to an active player during the ongoing game, harassing or taunting any player, or disrupting the natural flow of a tournament game. Spectator interference can take various forms, including verbal actions, physical gestures, electronic means (e.g., phone calls, text messages, etc.), or any other activities aimed at conveying advice or harassing a player. Spectator interference is considered a violation and is not permissible in the tournament environment.

PENALTY –

1st Offense – A mild verbal counseling on the offense.

2nd Offense – A stern verbal warning.

3rd Offense – Removal of the spectator from the vicinity of the game.

Additional Offense – Removal of the spectator from the specific event.

Rule 2.8. Comment: An offended player may tactfully issue the penalty for a 1st offense without consulting a Tournament Official. For any subsequent offenses, the player must report the offense to a Tournament Official for resolution.

2.9. Failure To Show – When a player(s) fails to report to their assigned board within the specified time frame (as described in Rule 5.1.), the missing player(s) shall be placed “on-the-clock”. Being placed on-the-clock consists of a 5-minute “grace period” followed by a “penalty phase”. Gameplay cannot begin until all players involved in the game are present and ready to play.

PENALTY – per game

Expiration of the grace period – 1-point penalty.

Each additional minute beyond the grace period – 1-point penalty.

Rule 2.9. Comment: In events where a team is playing on multiple boards simultaneously, only the board with a player(s) missing will be affected by this rule. The other board(s), if all participants are present, will commence with their game as normal.

2.9.1. Grace Period – As soon as a Tournament Official becomes aware of a player’s failure to appear, the countdown for the 5-minute grace period shall commence.

2.9.1.1. During the grace period, players who are present for the game shall continue with their game preparation as prescribed in Section 5 - Game Preliminaries, to include shooting their practice weights.

2.9.1.1.1. If all players of one team are absent, but at least one player from the opposing team is present, the team with the present player(s) shall be granted both the hammer and their choice of weight color and will proceed with the remaining game preparations.

2.9.1.1.2. If all players from both teams are absent, a Tournament Official will conduct a coin flip to determine which team will have the hammer. The Tournament Official will also designate a color for each team and have the board waxed.

2.9.1.2. If an absent player arrives before the grace period ends, they may be allowed to shoot their practice weights provided:

2.9.1.2.1. The other players have not yet completed shooting their practice weights and the grace period has not yet expired.

2.9.1.2.2. They can complete their practice weights prior to the end of the grace period.

2.9.1.3. Once the grace period ends, any practice weights that have not been shot by any players of the game shall be forfeited.

Rule 2.9.1. Examples –

1. *A late player arrives 3 minutes after being placed on-the-clock and is ready to play (see Rule 9.25.). The late player may be allowed to shoot their practice weights only if the other players (those that were not on-the-clock) have not finished shooting their practice weights and the late player can complete their practice weights before the grace period expires. If the other players have already finished shooting their practice weights, no more practice weights are allowed. The game will begin as normal without incurring any penalty points.*

2. A late player arrives 3 minutes after being placed on-the-clock but is not ready to play. The clock will continue to run until the late player is ready to play, at which time the clock will be stopped. If the other players (those that were not on-the-clock) have finished shooting their practice weights, or the grace period has expired, the player arriving late will not be allowed any practice weights. Any accrued penalty points will be awarded to their opponent and the game will continue from that point as normal.

2.9.2. Penalty Phase – If the absent player(s) are still missing, or are present but not yet ready to play (as described in Rule 9.25.), when the grace period expires, the penalty phase will immediately commence and continue until either the absent player(s) join the game, or the game is forfeited based on points. If both teams are missing players, then both teams will accrue penalty points simultaneously.

2.9.2.1.1. Once all players of a team are present and ready to play, the penalty phase for that team shall conclude but will continue for the team still missing a player(s).

2.9.2.1.2. If both teams are still missing a player(s) when either team's score reaches the requisite points for victory, the outcome will be a double forfeit, following the procedures outlined in Rule 9.8.

Rule 2.9.2. Examples –

1. A late player arrives and is ready to play 8 minutes after being placed on-the-clock and the opposing team was supposed to begin the game with a negative handicap score of “-3”. The late player will not be allowed to shoot practice weights and the game will begin immediately with a score of “1 to 0” in favor of the opposing team (the original handicap score plus the 4-point penalty).

2. A late player arrives and is ready to play 6 minutes after being placed on-the-clock and the late team was supposed to begin the game with a negative handicap score of “-3”. The late player will not be allowed to shoot practice weights and the game will begin immediately with a score of “2 to -3” in favor of the opposing team (the original handicap score remains in effect).

3. A late player arrives 19 minutes after being placed on-the-clock (24 minutes after the game was posted). The player will not be allowed to shoot practice weights and if the game is a 15-point game, the game will be forfeited on points (1 point at the 5-minute mark and 14 points for the remaining 14 minutes).

Section 3 - Equipment

- 3.1. **Shuffleboard Table** – Also referred to as a “Board,” consists of the plank, the cradle, and the legs.
 - 3.1.1. **The Plank** – shall measure 20 feet 8 inches in length, 20 inches in width, and approximately 3 inches in thickness.
 - 3.1.1.1. The bottom side of the plank shall have climatic adjusters installed for adjusting the concave or convex qualities of the plank.
 - 3.1.1.2. The top side of the plank is the playing surface. The playing surface shall have lines marked across the width of the surface to denote the 3-line, the 2-line, and the short foul-line. These lines shall be on both ends of the playing surface.
 - 3.1.1.2.1. The 3-line shall be 6 inches from each end of the playing surface.
 - 3.1.1.2.2. The 2-line shall be 12 inches from each end of the playing surface.
 - 3.1.1.2.3. The short foul-line shall be 6 feet from each end of the playing surface.
 - 3.1.2. **The Cradle** – should measure approximately 22 feet in length and 31 inches in width. The height of the cradle should ideally be between 34 inches and 38 inches. The plank should be centered as much as practical in the cradle, with the playing surface facing up.
 - 3.1.3. **The Legs** – shall have adjustable foot pads allowing the table’s level to be adjusted to the desired level. The legs should be sturdy enough to, as much as possible, mitigate lateral movement of the cradle during gameplay.
 - 3.1.4. Adjustments to a shuffleboard table during a tournament require the authorization of the Tournament Director and will only be performed by the person(s) so designated by the Tournament Director.
- 3.2. **Scoreboard** – The Tournament Director is responsible for ensuring a scoreboard is available to the players for each tournament game. The scoreboard can be mechanical or electronic, must be visible to all players of the game, must clearly denote the score of each team, and must be able to score the requisite number of points required to complete a game.
- 3.3. **Shuffleboard Weight** – The combination of a shuffleboard puck, weight cap, and ballast. The overall weight of an assembled shuffleboard weight shall be 310 to 355 grams. Shuffleboard weights must be in good condition with no rust, chipped finish, or unusual wear that could damage the playing surface or an opponent’s weights. All shuffleboard weights used in gameplay are subject to inspection by a Tournament Official. Players are responsible for providing their own shuffleboard weights.
 - 3.3.1. **Puck** – The bottom metallic disc of a shuffleboard weight exclusive of the weight cap or ballast. The height of the puck shall be 0.75 inches. The puck shall have a diameter of 2.3125 inches with the widest point centered 0.375 inches from the top and shall be slightly tapered inward towards the top and bottom of the puck. These measurements have a margin of error of 0.05 inches. The top of the puck shall either have the weight cap permanently attached or be threaded in a manner which will allow the weight cap to be securely attached.

- 3.3.2. **Weight Cap** – The upper portion of a shuffleboard weight exclusive of the puck or ballast. The weight cap may be plastic or metal in composition, must be either blue or red in color, and must have the ability to be securely attached to the puck during gameplay.
- 3.3.3. **Ballast** – A non-magnetized metal or polymer-based material added to the center of the interior of a weight cap designed to increase the overall mass of a shuffleboard weight. Any ballast must be securely affixed in a manner that prevents it from moving freely within the cap to ensure the weight distribution within the shuffleboard weight remains consistent and predictable. Ballast cannot be added to the puck.
- 3.4. **Shuffleboard Wax** – Sometimes referred to as “dust” or “powder.” The Tournament Director is responsible for ensuring shuffleboard wax is available in abundant quantities and in easily accessible locations for all tournament games. Players may not supply their own shuffleboard wax during a tournament.
- 3.5. **Silicone Spray** – The Tournament Director is responsible for ensuring silicone spray is available throughout the tournament. The application of silicone spray to the playing surface, either before or during an event, falls under the purview of the Tournament Officials. Players are strictly prohibited from applying silicone spray to a board without explicit approval from a Tournament Official.

Rule 3.5. Comment: It is generally recommended to apply silicone spray to a board every 10 to 12 games of use for optimal performance. However, variations in local conditions may warrant a more flexible schedule. Therefore, the frequency of adding silicone spray to the playing surface is at the discretion of each individual Tournament Director.

Section 4 - Tournament Administration

4.1. **Tournament Fees** – The following are fees normally associated with participation in a Shuffleboard Tournament:

4.1.1. **Registration Fee** – A charge imposed by the tournament organization to cover supply expenses associated with the tournament. These expenses typically include items like wax, silicone spray, office supplies, plaques or trophies, and other essential materials required for the smooth functioning of the tournament.

4.1.2. **Board Fee** – A charge imposed by the tournament organization to cover expenses associated with the supply and use of shuffleboard tables and scoreboards.

4.1.3. **Bowers Fee** – A charge collected by the tournament organization and donated to the Bowers Rating System (BRS) to help defray expenses associated with producing, publishing, and maintaining the rating system.

Rule 4.1. Comment: It is not mandatory for a tournament to charge a Registration Fee, Board Fee, or Bowers Fee. However, if the tournament does charge any of these fees, they are generally obligatory for all participants regardless of the number of events they may participate in during the tournament.

4.1.4. **Entry Fee** – A required payment that participants must make to enter a specific event or division of the tournament. The money collected from these Entry Fees serves as the primary source of prize money distributed among the top finishers of the event or division. Each event or division typically represents a distinct level of competition, format, or category.

4.1.5. **Event Fee** – Also known as a “rake,” is a small percentage of the total prize pool withheld by the tournament organization to cover major expenses associated with hosting the tournament including staff salaries, technical setup, production, venue rental, etc. The tournament organization sets the percentage amount of the Event Fee.

Rule 4.1.5. Comment: Event fees play a crucial role in ensuring the smooth operation of a tournament. They help organizers cover their expenses and provide participants with a well-organized and enjoyable experience. It’s important for organizers to be transparent about these fees and ensure that they are reasonable and proportionate to the value and quality of the event being offered.

4.2. **Registration** – The Tournament Director shall have an area designated for players to register for tournament events (commonly referred to as the “registration desk”). Each tournament event shall have a registration cutoff time that is made known to participants. When the registration cutoff has expired and conditions of the event have been met (i.e., the correct number of players for the type of event), registration will be closed. Anyone who has not registered for an event prior to registration cutoff should not expect to be allowed to enter the event.

4.3. **Roll Call** – Prior to drawing or drafting teams, or team assignments to bracket positions, the Tournament Director or designated representative should conduct a roll call to ensure all participants for the event are present and accounted for. It is the responsibility of the individual player to make their presence known during roll call. Any player not immediately available for roll call is subject to removal from the event.

Rule 4.3. Comment: Incorporating a thorough roll call process is an essential step in tournament management. It showcases attention to detail, fairness, and professionalism. Failure to confirm the physical presence of participants, particularly in draw and draft events, runs a risk of including participants who are not present, leading to confusion and delays in starting the event. To mitigate issues related to roll calls, Tournament Directors should establish clear procedures and allocate sufficient time for this process, thereby contributing to a successful and well-run event.

4.4. **Prize Money Payouts** – The Tournament Director determines how many places will receive a prize payout based on the number of participants in each event or division. A common guideline is that about 1 in every 3 to 4 participants will receive a payout. This ratio can vary based on the specific tournament, the total number of participants, and the desired structure of the payouts.

Once the number of payout places is determined, the available prize pool (total prize pool minus the Event Fee) is divided among the winners; either following the recommended percentages in the table below or using an alternative distribution method.

Places Paid	1st	2nd	3rd	4th	5/6th	7/8th	9/12th	13/16th
2	67.00%	33.00%						
3	57.63%	28.39%	13.98%					
4	53.92%	26.56%	13.08%	6.44%				
6	50.70%	24.97%	12.30%	6.06%	2.98%			
8	49.25%	24.26%	11.95%	5.89%	2.90%	1.43%		
12	47.45%	23.37%	11.51%	5.67%	2.79%	1.38%	0.92%	
16	46.01%	22.66%	11.16%	5.50%	2.71%	1.33%	0.89%	0.76%

4.5. **Practice Time** – Practice time is designed to enable players to familiarize themselves with the characteristics and speed of the tournament boards before the commencement of an event. The Tournament Director should make every effort to have the tournament boards available for practice before an event begins.

4.5.1. To maximize the number of players able to practice, players should not engage in side-games during the designated practice time.

4.5.2. Once an event has officially begun, players still actively involved in the event are prohibited from engaging in practice on any tournament boards without explicit authorization from the Tournament Director or Bracket Manager.

EXCEPTION: Practice weights before the start of a game/match (see Rule 5.5.) or within an authorized warm-up period (see Rule 4.7.) are permitted.

PENALTY –

1st Offense – Verbal warning.

Additional Offenses – Forfeiture of game/match.

Rule 4.5.2. Comment: Once a game has concluded, any player continuing to shoot weights on their assigned board is in violation of this rule. Specifically, players are not permitted to practice shots they may have missed during their game.

4.6. **Board Assignments** – Assignment of boards for games/matches is the responsibility of the Bracket Manager. To the extent possible, board assignments should conform to the criteria outlined below, arranged in order of precedence:

4.6.1. **Neutral Board** – A board that neither team has used during the event.

4.6.2. **Common Board** – A board that both teams have previously used in the event, except for the most recent board played by either team. When a common board is assigned, it should be the least recently used board feasible given the circumstances.

4.6.3. **Uncommon Board** – A board that one team has played on, while the other team has not. If it becomes necessary to assign an uncommon board, the assignment should be determined by a coin flip. Additionally, it should be the least recent uncommon board possible.

4.6.4. **Back-To-Back Common Board** – A board that both teams just played on.

4.6.5. **Back-To-Back Uncommon Board** – A board that only one of the teams just played on.

Rule 4.6. Comment: The order of precedence of board assignments is not intended to be so rigidly applied that inefficient bracket management will result. For example, if a game/match has a neutral board, but the neutral board is not immediately available, the Bracket Manager has the prerogative of assigning a common board if better overall bracket efficiency will result.

4.7. **Warm-Up Period** – A warm-up period is a brief period, typically 10 to 15 minutes, intended to allow players on a team to “loosen up” after an extended period of inactivity. Tournament Directors have the discretion to permit teams a warm-up period, particularly to those who have advanced significantly within the bracket and have experienced a prolonged wait for an opponent.

Rule 4.7. Comment: In cases where teams are merely waiting for an available board to start their game/match, granting a warm-up period would be impractical and counterproductive to the overall efficiency of the tournament.

4.7.1. Determination of what constitutes a prolonged period of inactivity lies with the Tournament Director.

4.7.2. The Bracket Manager is responsible for the application of any warm-up periods and the allocation of warm-up boards.

4.7.3. Players are prohibited from engaging in any warm-up period without explicit approval from the Bracket Manager.

PENALTY –

1st Offense – Verbal warning.

Additional Offenses – Forfeiture of game/match.

Section 5 - Game Preliminaries

- 5.1. **Reporting To Assigned Board** – Once a game has been officially posted (see Rule 9.24.), the players involved must promptly report to their assigned board to commence play. Each individual player is responsible for being available and ready to begin a game at any given moment. Failure to report to the assigned board within 5 minutes of posting will result in the absent player(s) being placed on-the-clock, as outlined in Rule 2.9.

Rule 5.1. Comment: The Bracket Manager is tasked with making reasonable efforts to inform players about their game postings, using methods such as electronic notifications or public address (PA) announcements. However, it is ultimately the responsibility of the players involved in the event to maintain situational awareness regarding the likelihood of their game being posted and to position themselves in a way that enables them to become aware of such postings.

- 5.2. **Multi-Game Matches** – Players are allowed a maximum of 5 minutes between games of a multi-game match to wax the board, make authorized changes to their weights, and attend to personal matters. If a player is not prepared to resume play within 5 minutes after the conclusion of the previous game, they will be placed on-the-clock, as outlined in Rule 2.9.
- 5.3. **Waxing The Board** – The teams playing the game/match shall determine amongst themselves who shall wax the board(s). If the teams cannot come to an agreement on who should wax the board(s), they may request a Tournament Official appoint someone to complete the task.
- 5.4. **Determination Of Hammer And Color** – Prior to the beginning of a game/match, the teams will utilize a coin flip (or alternative random selection method) to establish which team will possess hammer (see Rule 9.15.) in the first frame and which team will have the privilege of selecting weight color. The winner of the coin flip has the choice of opting for the hammer or selecting their preferred weight color, while the opposing team receives the remaining option.
- 5.4.1. In a multi-game match (such as best 2 out of 3), the team without choice in the first game will have choice in the second game. The winner of the initial coin flip has the option to defer their choice to the second game of the match; in which case the loser of the flip shall have their choice in the first game. If the match progresses to a rubber game, the teams must conduct another coin flip to determine the allocation of hammer or color for that game of the match.
- 5.4.2. 4-Person or 6-Person Team events generally have specific rules for determining hammer or color. The Tournament Director will communicate these rules to participants before the event's commencement. This information is typically disseminated through announcements over a PA system or by providing team captains with a sheet outlining the specific requirements.
- 5.5. **Practice Weights** – Each player on a team shall be entitled to shoot 4 practice weights prior to the start of a game/match.
- 5.5.1. An individual player is only allowed to shoot practice weights from one end of the board.

EXCEPTION: *In a Singles event, each player shall be allowed to shoot 4 practice weights from each end of the board, totaling 8 practice weights.*

5.5.2. The player with hammer in the first frame will shoot their 4 practice weights first, from the designated starting end of the board (see Rule 9.31.). Subsequently, the player without hammer in the first frame will shoot their 4 practice weights from the same end. Once all practice weights have been shot from the starting end, the players at the opposite end will shoot their practice weights in the same order.

5.5.3. Practice weights are only allowed before the first game of a multi-game match.

EXCEPTION: *In 4-Person or 6-Person Team events, practice weights are allowed before each individual game of the match.*

5.6. **Pre-Game Changing/Modification Of Weights** – Prior to the start of a game (including between games of a multi-game match), players may change or modify their weights so long as they conform to the requirements of Rule 3.3., and it does not cause any significant delay in starting the game.

Rule 5.6. Comment: Changing or modifying weights prior to the start of a game does not restrict a team from making further weight changes or modifications during the game in accordance with Rule 6.6. Teams are allowed to change or modify their weights both before and during the game, so long as the changes or modifications align with the rules stipulated herein.

Section 6 - Playing The Game

- 6.1. **Objective Of The Game** – Be the first team to achieve the specified number of points, as defined by the event’s criteria, to bring the game to its conclusion in accordance with these rules.
- 6.2. **Starting The Game** – A game officially starts when the first weight of the first frame is shot or when a penalty point is assessed by a Tournament Official, whichever occurs first.
 - 6.2.1. Any weight shot in the game is part of that team’s “game weights” (see Rule 9.13.) and cannot be changed or modified during the game, except as specified in Rule 6.6.
 - 6.2.2. Once a player on a team has shot a weight in the game, that player is restricted to playing the remainder of the game from that end of the board and the other team player is restricted to playing from the opposite end. Players are allowed to switch playing ends of the board between games in a multi-game match.

EXCEPTION: Rule 6.2.2. does not apply to a Singles event or a 3-Player (ABC) Team event, which require the players to play both ends of the board.

Rule 6.2.2. Comment: The team with hammer may switch ends of the board after their opponent has shot the first weight of the game, provided they do so before shooting their first weight of the game and they do not delay the game by switching ends.

- 6.3. **Frame In Progress** – During a frame, players take turns shooting their weights, one at a time, starting with the player who does not have the hammer. A frame begins when the first weight is shot from the shooting end of the board and is concluded after the hammer weight is shot and all weights in-play have come to a full stop (no longer in motion).
 - 6.3.1. No points can be scored until the frame has concluded.

EXCEPTION: Penalty points imposed by a Tournament Official shall be immediately applied to the score of the offended team (see Rule 8.2.4.).
 - 6.3.2. Tournament Officials shall not make a ruling on the scoring value of any weights on the playing surface until the frame has concluded.

EXCEPTION: A Tournament Official may make a ruling on whether a weight has completely passed the short foul line while the frame is in progress. Any weight that has not completely passed the short foul line must be removed from the playing surface.
 - 6.3.3. It is the responsibility of each player to maintain situational awareness during a frame in progress.
 - 6.3.3.1. Players are not permitted to shoot their weight out-of-turn.
 - 6.3.3.1.1. If an out-of-turn shot is discovered prior to the next player shooting their weight, the shot shall be deemed null and void. The out-of-turn weight will be returned to the shooting end of the board, any weights affected by the shot shall be spotted to their original positions, and the players will continue the frame as normal.

6.3.3.1.2. If an out-of-turn shot is not discovered until after the next player shoots their shot, the frame shall continue “as is,” potentially resulting in a hammer change.

Rule 6.3.3.1. Comment: A player shooting their shot out-of-turn is usually an inadvertent act. However, repeatedly shooting out-of-turn shall be ruled unsportsmanlike conduct by a Tournament Official (see Rule 2.5.).

6.3.3.2. No player shall move any of the weights on the playing surface until the frame has concluded and the score is determined.

EXCEPTION: *A weight on the playing surface that has wax on the side of the weight, which may result in a “mush shot” (see Rule 9.21.), may be removed, wiped down, and spotted back to its original position.*

PENALTY – per event

1st Offense – A verbal warning.

2nd Offense – 2-point penalty.

3rd Offense – Forfeiture of game/match.

6.3.3.2.1. If a player moves any of the weights on the playing surface prior to the frame reaching its conclusion, they will be spotted back to their original positions. If the players cannot agree on the position of the weights, they should request the assistance of a Tournament Official, who will oversee the repositioning of the weights.

Rule 6.3.3.2.1. Comment: The Tournament Official is obligated to exert a reasonable effort to restore the weights to their original positions, guided by the evidence presented. If conflicting evidence hinders the determination of the weights’ original positions, the Tournament Official will position the weights in a manner favoring the testimony of the offended team. The frame shall resume from that point.

6.3.3.2.2. If the weights are moved after the frame has concluded but before the score has been determined, and there is a question about the scoring value of any of the weights, the scoring value shall favor the offended team.

6.3.4. Once the frame is concluded and the score is determined, the scoring team is responsible to gather all game weights and relocate them to the gutter at the shooting end of the board in preparation for the next frame.

6.3.4.1. If a frame results in a “no-score”, the team that had hammer in that frame is responsible for relocating the weights for the next frame.

6.3.4.2. Should any weights from the previous frame be inadvertently left on the playing surface, and a player’s shot strikes one of these forgotten weights, the outcome of the weight shot will stand as it. Simultaneously, the overlooked weight must be promptly removed from the playing surface and relocated to the gutter at the shooting end of the board.

6.4. **Shooting The Weights** – All weights shot during a frame must meet the criteria of a “Legal Shot” as defined in Rule 9.19.

PENALTY – Loss of shot.

6.4.1. A player may not shoot their weight while the preceding player is still addressing the board (see Rule 9.1.).

PENALTY – Loss of shot.

6.4.2. A player shall have a maximum of 20 seconds to shoot their weight. The 20-second countdown initiates once the player is authorized to address the board and all weights on the playing surface have come to a complete stop, or when a timeout has concluded. Failure to execute a shot within the allotted time shall constitute a delay-of-game (see Rule 9.7.).

PENALTY – per event

1st Offense – Verbal warning.

Additional Offenses - Loss of shot.

Rule 6.4.2. Comment: Once a player has the chance to address the board, they may proceed with their next shot without waiting for all weights on the playing surface to come to a complete stop. However, the 20-second countdown will not begin until all weights on the playing surface have come to a complete stop.

6.4.3. A weight can only leave the playing surface under its own momentum or after being struck by another weight.

EXCEPTION 1: *A weight that has not completely passed the short foul-line, after coming to a complete stop, must be promptly removed from the playing surface.*

EXCEPTION 2: *A Tournament Official may remove a weight from the playing surface due to a penalty.*

6.4.3.1. If a weight in-motion (see Rule 9.33.) falls to the gutter after the next player has released their shot, without being struck by another weight, the opposing player shall have their choice of having the fallen weight spotted on the playing surface in the location where it fell, or leaving it in the gutter. Any other weights on the playing surface affected by the shot will remain where they ended.

6.4.3.2. A weight that has come to a full stop on the playing surface then subsequently falls to the gutter without being struck by another weight, will be returned to the playing surface, as close as possible to its original stopped position.

6.4.3.2.1. If the fallen weight is realized prior to a player releasing their shot, and the player does not actually shoot their weight, it will be returned to the playing surface, as close as possible to its original stopped position, and the player will be allowed to shoot their shot as usual.

Rule 6.4.3.2.1. Comment: If the weight falls prior to a player releasing their shot, but they shoot their shot anyway, the provisions of Rule 6.4.3.2.2. shall be applied.

6.4.3.2.2. If the weight falls after a player releases their shot, it will be returned to the playing surface, as close as possible to its original stopped position, and the player will not be allowed to shoot their shot over. Any other weights on the playing surface affected by the shot will remain where they ended.

6.4.3.2.3. If the fallen weight was a hanger weight (see Rule 9.17.), once it is returned to the playing surface it shall be considered a “protected” weight and cannot be out distanced. If a “protected” weight is touched by another weight during the remainder of the frame, and remains on the playing surface, it shall lose its protection and may be out distanced.

Rule 0. Comment 1: This rule effectively replaces the “Safe” rule in the TSA RULES AND GUIDELINES 2017.

Rule 0. Comment 2: Since a “protected” weight cannot be out distanced, it shall be considered the deepest weight on the playing surface at the end of the frame, regardless of the actual depth of any other weights. If there are two or more “protected” weights on the playing surface, they shall be considered the exact same depth on the board.

6.4.4. A player shall not be allowed to shoot any of their weights more than one time during a frame, except as outlined in Rule 6.3.3.1.1.

6.4.5. A player who inadvertently shoots one of their opponent’s weights will replace the weight, in the location where it comes to a full stop, with one of their own weights.

Rule 6.4.5. Comment: A player shooting one of their opponent’s weights is usually an inadvertent act. However, repeatedly shooting an opponent’s weights shall be ruled unsportsmanlike conduct by a Tournament Official (see Rule 2.5.).

6.4.6. A player shall not shoot a blast shot (see Rule 9.3.) on a clean board (see Rule 9.5.).

PENALTY – 1-point penalty.

6.4.7. A player shall not shoot their shot with excessive spin for the purpose of making the weight dance around the playing surface or to delay the natural progress of the game.

PENALTY – 1-point penalty and loss of shot.

6.4.8. The use of illegal weights (see Rule 9.18.) in a game is prohibited.

PENALTY – Forfeiture of game/match.

6.5. **Timeouts** – A timeout shall not exceed 60 seconds in duration. The team calling a timeout may opt for a shorter duration, but it cannot be extended unless another timeout is called, provided one is available. A timeout concludes when either 60 seconds have elapsed since calling the timeout or the team calling the timeout is ready to resume play, whichever occurs first.

Rule 6.5. Comment: Players are permitted to confer with each other at any time during their team’s turn to shoot, without the necessity of calling a timeout, provided that their shot is executed within the 20 seconds allotted for their shot.

6.5.1. The number of timeouts allocated to each team is contingent on the nature of the event.

6.5.1.1. **Single Board Games/Matches** – In games or matches employing a single board, each team is entitled to 3 timeouts per game. This applies predominantly to 1-, 2-, or 3-player events, as well as the rubber game of a 4- or 6-player event.

6.5.1.1.1. During a frame in progress, only the team ready to shoot may call a timeout. In-between frames, either team is authorized to call a timeout.

6.5.1.1.2. Players are responsible for monitoring their timeouts and those of their opponents. Players must notify their opponent when calling a timeout.

6.5.1.1.3. Unused timeouts cannot be carried over to subsequent games or matches.

6.5.1.2. **Multi-Board Games/Matches** – For matches utilizing multiple boards in a round of play, such as 4- or 6-player events, each team's timeout allotment is twice the number of boards in use by the teams. For instance, if 2 boards are in play, each team is entitled to 4 timeouts; if 3 boards are in use, each team is entitled to 6 timeouts.

6.5.1.2.1. Timeouts in multi-board games/matches are shared timeouts, applicable to the entire team simultaneously. During a timeout, play may be suspended on all boards.

Rule 6.5.1.2.1. Comment: It is not mandatory to suspend play on all boards during a timeout. The players of any individual game have the option to continue their play during the team's timeout.

6.5.1.2.2. A timeout may be called by either team at any point during the round of play, whether between frames or during a frame in progress. Caution should be exercised to avoid disrupting a shot in progress when calling a timeout.

6.5.1.2.3. Team Captains are responsible for monitoring their timeouts and those of their opponents. Captains must notify the opposing team's Captain when a timeout is called.

6.5.1.2.4. Unused timeouts cannot be carried forward to subsequent rounds.

6.5.2. Timeouts are available for immediate use once a game or round of play has started.

6.5.3. During a timeout, the opposing team is allowed to confer with each other.

6.5.4. Once a timeout has concluded, all players must return to their respective ends of the board. Shooting players must execute their shot within 20 seconds, as outlined in Rule 6.4.2.

6.5.5. If a team halts play to request a ruling from a Tournament Official, no timeout will be charged. After the ruling is made, the shooting player must execute their shot within 20 seconds, as outlined in Rule 6.4.2.

6.6. **Changing Or Modifying Game Weights** – Teams are allowed to change or modify their game weights one time during a specific game, subject to the following conditions:

6.6.1. A team will be charged 1 timeout for changing or modifying their game weights during any specific game.

Rule 6.6.1. Comment: It is never permissible to change or modify game weights during a game in progress without being charged a timeout.

6.6.1.1. If both teams change or modify their game weights simultaneously, each team will be charged 1 timeout.

6.6.1.2. In matches involving multiple boards (e.g., 4- or 6-player events), each individual game in which a team changes or modified their game weights will incur a separate timeout charge.

6.6.1.3. A team that has used all their timeouts is no longer permitted to change or modify their game weights.

Rule 6.6.1.3. Comment: A team attempting to change or modify their game weights after exhausting all of their timeouts will incur a delay-of-game (see Rule 9.7.) penalty as outlined in Rule 6.4.2.

6.6.2. Changes or modifications to the game weights during any specific game are only permitted to be made in-between frames (see Rule 9.10.) and must be completed within the 60 seconds allotted by the timeout.

Rule 6.6.2. Comment: Failure to complete a change or modification within 60 seconds will result in a delay-of-game (see Rule 9.7.) penalty as outlined in Rule 6.4.2.

6.6.3. Replacement of the weight's cap, alteration of the overall mass of the weight's cap, replacement of the weight's puck, or any combination of these actions is regarded as a change to the game weights. This classification applies whether the alteration is made to a single weight or all 4 weights; any such modification is considered a change or modification to the game weights.

Rule 6.6.3. Comment: Tightening a weight's cap or tightening the ballast inside a weight's cap does not constitute a change of game weights. Such adjustments can be made at any time, provided it does not cause a delay-of-game or violate any other rules outlined herein.

6.6.4. The fundamental color of the weight's caps cannot be changed; however slight variations in hue are acceptable.

6.7. Adding Wax To The Board – The entire playing surface should consistently have a sufficient amount of wax to facilitate smooth gameplay.

6.7.1. Players may, by mutual agreement, apply a light amount of wax to any specific areas of the board where dry spots may have developed. This action may be accomplished at any time during the game.

6.7.2. If the players cannot agree on the need to apply additional wax to a specific area, they should request a ruling from a Tournament Official.

6.8. Scoring A Frame – Only the team with a scoreable weight (see Rule 9.27.) at the conclusion of a frame can score the value of the weight. All scoreable weights are added together for the total score in that frame.

6.8.1. The value of a scoreable weight depends on how close it is to the scoring end of the board.

6.8.1.1. A weight that is beyond the short foul-line but not completely beyond the 2-line shall have a value of 1 point.

6.8.1.2. A weight that is beyond the 2-line but not completely beyond the 3-line shall have a value of 2 points.

6.8.1.3. A weight that is beyond the 3-line but not extending beyond the end of the playing surface shall have a value of 3 points.

6.8.1.4. A hanger weight (see Rule 9.17.) shall have a value of 4 points.

6.8.2. All points scored in a frame must be marked on the scoreboard before the scoring team shoots their 2nd weight of the following frame. It is the responsibility of the scoring team to mark the score.

PENALTY – per event

1st Offense – Verbal warning (the scoring team may still mark their points)

Additional Offenses – Loss of points

6.8.3. Each team is responsible for ensuring the game score is accurate during play.

6.8.3.1. If a dispute arises over the accuracy of the score, it must be resolved before the non-hammer team shoots their 2nd weight of the frame. If the players cannot resolve their dispute, they should request the assistance of a Tournament Official to determine the correct score.

6.8.3.2. Once the non-hammer team has shot their 2nd weight, the score displayed on the scoreboard will be considered the Official Score for the game, and play will continue based on that score.

Rule 6.8.3.2. Comment: It is understood that mistakes sometimes happen when marking the scoreboard. This rule is not intended to penalize teams for honest mistakes. If both teams can agree on the correct score, they may adjust the scoreboard at any time during the frame. However, if the teams cannot agree on the correct score a Tournament Official must enforce the Official Score as displayed.

6.9. **Substitutions** – During “Draw” or “Draft” events, if a player is not able to continue the event due to circumstances beyond their control, the Tournament Director has the authority to substitute a player of similar skill level, provided a suitable replacement is available.

6.9.1. The decision to permit a substitute player rests exclusively with the Tournament Director.

6.9.2. Substitutions are generally not permitted during “Bring Partner” or “Bring Team” events.

6.10. **Ending The Game/Match** – A game officially concludes when one of the teams has scored the necessary number of points as outlined in the event’s criteria. A match officially concludes when one of the teams has won the requisite number of games as outlined in the event’s criteria.

Rule 6.10. Comment: Players are not permitted to concede a game, even in situations where the outcome appears inevitable. The determination of a game being won or lost is contingent upon achieving the requisite number of points, duly marked on the scoreboard. It is crucial to note that if the current frame has not been concluded (i.e. all weights have not been shot) and no penalty points have been imposed in the frame, the game is considered to still be in progress and all applicable rules remain in effect.

6.10.1. **Reporting Results** – It is the responsibility of the winning team to promptly report the results of a game/match to the Bracket Manager.

- 6.10.2. **Wiping The Board** – The winning team is responsible for wiping the wax off their board when the game has concluded.
- 6.10.3. **Clearing The Area** – All participants of the game/match should ensure their weights, weight cases, and any other related equipment are removed from the vicinity of the board, allowing sufficient space for the next teams scheduled to use that board.

Section 7 - Requesting A Call Or Ruling

7.1. **Requesting A Call** – When the players of a game are unable to reach a consensus on the scoring value of a weight, they should request a call from a Tournament Official. The following are the typical calls related to the scoring value of a weight:

7.1.1. **Weight Call** – When players are unable to ascertain, among two or more weights, which weight is closest to the scoring end of the board, a “weight call” should be requested. A Tournament Official or judge will employ a T-square or other suitable device to determine which weight is further ahead.

7.1.1.1. If the Tournament Official or judge cannot conclusively determine which weight is further ahead, it shall be ruled a “dead heat” and neither weight shall score. Only weights ahead of the “dead heat” are eligible to score.

7.1.1.2. The decision on a weight call is usually made individually by a Tournament Official or judge. In cases of extreme closeness, the Tournament Official or judge has the discretion to assemble a panel of three judges to assist in making the call.

Rule 7.1.1.2. Comment: The choice to convene a panel lies exclusively with the Tournament Official or judge making the call. They are under no obligation to exercise this option.

7.1.2. **Line Call** – When players are uncertain if a weight has crossed the line to the next higher scoring zone, a “line call” should be requested. To establish if a weight is completely over the line, it should be viewed from above (looking down over the top of the weight), with the observer standing at the scoring end of the board. The entire weight must be past the line for it to count as the next higher point value.

7.1.2.1. A panel of three judges typically makes a line call. If the potential value of the weight could result in a team winning the game in that frame, a panel of five judges should be employed.

7.1.2.1.1. Each judge assesses the weight individually. To prevent influencing the opinions of the other judges, each judge shall keep their opinion confidential until evaluations are complete.

7.1.2.1.2. The judges reveal their opinions simultaneously, with the majority opinion determining the scoring value of the weight.

7.1.2.2. If insufficient personnel are available for a panel, a Tournament Official may make the ruling individually.

7.1.3. **Rub** – When players are uncertain if a weight qualifies as a hanger weight (see Rule 9.17.), a “rub” should be requested. To execute a rub, a Tournament Official or judge should use the flat edge of a puck (a weight with the cap removed), or other suitable flat-surfaced device, sliding it along the scoring edge of the board. If contact is made with the weight in question, it is deemed a hanger weight and awarded 4 points; otherwise, it is valued at 3 points.

Rule 7.1. Comment: Tournament Officials and judges must take precautions to prevent the inadvertent bumping of the board or the movement of a weight under question during a call. If a weight in question is accidentally moved, resulting in an inconclusive determination, the Tournament Official or judge should base the call on their judgement before the weight was displaced.

7.2. Requesting An Official Ruling – In cases where players dispute whether the rules have been followed, they should seek a ruling from a Tournament Official. The Tournament Official will carefully consider both arguments and make a final ruling. Decisions of the Tournament Official are final.

Section 8 - Penalties

- 8.1. **Purpose** – Penalties serve as punitive consequences to address rule violations or offenses. The primary goal is to enforce these rules and discourage unwanted behavior. Unless otherwise noted, penalties can only be enforced by a Tournament Official.
- 8.2. **Types Of Penalties** – These rules encompass various penalty types to match specific infractions. The following penalties are established within this code of rules:
 - 8.2.1. **Verbal Warning** – A verbal admonishment to alert an individual or individuals that a rule violation or offense has occurred. It serves as a caution, with the warning that further violations or offenses will lead to more substantial penalties.
 - 8.2.2. **Loss Of Shot** – The loss of an offending player’s opportunity to shoot their weight, or the nullification of a shot already taken. Any weights affected by the shot will be restored to their original positions, and the offending player’s weight will be removed from the playing surface. The penalty may be enforced either before or after the player shoots, depending on the circumstances.
 - 8.2.3. **Loss Of Points** – The nullification of points scored in the previous frame.
 - 8.2.4. **Penalty Point** – A positive point awarded to the opponent of the team committing an offense. Penalty points take immediate effect and can significantly impact the outcome of a game, potentially leading to its conclusion.

Rule 8.2.4. Comment: It is important to note that due to the immediate effect of penalty points, any penalty points incurred during a frame in progress are marked before any points from that frame are recorded.

- 8.2.5. **Forfeiture Of Game/Match** – The declaration of a game/match as a loss for the offending team.
- 8.2.6. **Disqualification And Removal** – The disqualification and removal of an individual or individuals from the current event or the entire tournament, based on the seriousness of the rule violation or offense.

Rule 8.2.6. Comment: An individual who commits an offense of sufficient severity to warrant removal from a tournament may face further consequences. A committee of Tournament Directors holds the authority to impose bans from other local, state, regional, and/or national tournaments.

- 8.3. **Scope Of Penalties** – Unless otherwise specified, violations of this code of rules accumulate throughout a tournament.
 - 8.3.1. Penalties denoted as “per game” are applicable only within the confines of a particular game. In subsequent games, penalties will be imposed as if no prior infractions had taken place.
 - 8.3.2. Penalties denoted as “per event” are enforced solely within the context of a specific event. In subsequent events, penalties will be imposed as if no prior infractions had taken place.
 - 8.3.3. It is possible for a player to commit an unsportsmanlike conduct offense (see Rule 2.5.) after the conclusion of their game, while they are still an active participant in the game/match (see Rule 2.1.). If such an infraction results in the assessment of penalty points, the points shall be applied in the following manner:

- 8.3.3.1. 1-, 2-, or 3-Player Events – The penalty points shall be applied to the beginning of the offending player’s next game within that specific event. This applies whether it is the next game of that match or the first game against their next opponent.
- 8.3.3.2. 4-Player Event – The penalty points shall be immediately applied to any game still in progress at the time of the offense.
 - 8.3.3.2.1. If there are no games in progress at the time of the offense, the penalty points shall be applied to the beginning of the offending team’s next game within that specific match.
 - 8.3.3.2.2. If the match has concluded, the penalty points shall be applied to the offending player’s first game in their next match.
- 8.3.3.3. 6-Player Event – The penalty points shall be divided equally and immediately applied evenly to any games still in progress at the time of the offense. For instance, if two games are in progress and a 2-point penalty is the result of the offense, each of the games in progress shall incur a 1-point penalty. If there is only one game in progress, that game shall incur a 2-point penalty.
 - 8.3.3.3.1. If there are no games in progress at the time of the offense, the penalty points shall be applied to the beginning of the offending player’s next game within that specific match.
 - 8.3.3.3.2. If the match has concluded, the penalty points shall be applied to the offending player’s first game in their next match.
- 8.3.3.4. If a team is eliminated from an event prior to enforcement of the penalty, no penalty points can be accessed for the infraction. Penalty points cannot be carried over from one event to another event.

8.4. **Application** – Where multiple penalties are specified within this code of rules, it is not necessary to issue each penalty phase in order. If an offense is particularly egregious, a Tournament Official has the discretion to skip one or more penalty phases and move directly to what they deem an appropriate penalty.

Section 9 - Definitions Of Terms

- 9.1. **Addressing The Board** – A player is deemed to be addressing the board once they have positioned themselves at the shooting end of the table, where they can retrieve a weight from the cradle and/or are prepared to execute a shot. A player may remain in the position of addressing the board after their shot until all weights on the playing surface have come to a complete stop, at which time they must promptly move away from the table. Once a player has vacated the immediate vicinity of their shooting position, the next player is allowed to address the board. It is crucial to note that only one player is permitted to address the board at any given time.
- 9.2. **Assigned Board** – The shuffleboard table(s) assigned to a game/match by the Bracket Manager.
- 9.3. **Blast Shot** – A shot executed with an extreme amount of force, strategically aimed at knocking another weight from the playing surface.
- 9.4. **Bye** – An automatic advancement to the next round of play without the need to compete in a game/match during a specific round.
- 9.5. **Clean Board** – A board with no weights on the playing surface.
- 9.6. **Dead Weight** – A weight that has left the playing surface under its own momentum, after being struck by another weight, or is in physical contact with another dead weight (such as a weight in the gutter). A dead weight may no longer have any effect on a weight in-play, must be removed from the playing surface, and cannot score any points during a frame.
- 9.7. **Delay-Of-Game** – A scenario in which a participant or team, intentionally or unintentionally, slows down or hinders the normal flow or progression of the game. Examples include taking too much time to execute a shot, deliberately stalling a game, or actions that disrupt the regular pace of play.
- 9.8. **Double Forfeit** – A scenario in which both teams are considered to have lost a game/match as determined by a Tournament Official. To maintain bracket integrity, the Tournament Official will conduct a coin flip, with the team that loses the flip being recognized as the 1st loser, and the team that wins the flip designated as the 2nd loser. The 1st loser incurs an immediate loss, while the 2nd loser advances one position in the bracket and then forfeits that position. Each team shall receive the result of their position in the bracket due to the double forfeit, including any prize money payouts.
- 9.9. **Forfeit** – Occurs when a team is deemed to have lost a game or match due to an inability to meet the requirements or continue playing. This may result from factors such as lack of players, rule violations, or other factors.
- 9.10. **Frame** – A sequence of turns that takes place at one end of a shuffleboard table, where opposing teams take turns shooting their weights individually. A frame commences when a player shoots the first weight from one end of the board and concludes when the last weight is shot from the same end, coming to a full stop, or leaving the playing surface.
- 9.11. **Game** – An individual game played on a single shuffleboard table.
- 9.12. **Game/Match** – The term “Game/Match” in this code of rules pertains to the mandatory number of games to be won or lost, as outlined in the event’s criteria, to determine a team’s advancement to the next round of play.
- 9.13. **Game Weights** – The 4 weights in use by a player or team during a game.

- 9.14. **Gutter** – The area on a shuffleboard table between the plank and the inside edges of the cradle. The gutter is normally around 5.5 inches in width.
- 9.15. **Hammer** – The final weight shot in a frame. In the game of Knock-Off, a “switch-hammer” format is used. The team that scores points in a frame must shoot first in the next frame, thus switching hammer to the non-scoring team. If no points are scored in a frame, the team that had hammer for the non-scoring frame must shoot first in the next frame, switching the hammer.
- 9.16. **Handicap Points** – A predetermined number of points, determined by the event’s criteria, that one team owes to the opposing team. Unless specified otherwise in the tournament’s criteria, all handicap points shall be assigned as negative points.
- 9.17. **Hanger Weight** – A weight in-play that extends beyond the scoring end of the board such that it hangs over the end of the board. A weight that is only hanging over the side of the board is not a hanger weight. A hanger weight has a potential scoring value of 4-points.
- 9.18. **Illegal Weight** – Any weight that fails to meet the criteria specified in Rule 3.3. is considered an illegal weight.
- 9.19. **Legal Shot** – A weight may be shot with either hand by sliding it across the playing surface toward the opposite end of the board. The weight must remain in contact with the playing surface during the delivery, must be released prior to reaching the short foul-line, and may not be touched again after it is released. The shooter must begin their delivery with both feet behind the 2-line and one foot must remain in contact with the floor behind the 2-line during the delivery.
- 9.20. **Match** – A series of games required to be won to advance to the next round of play.
- 9.21. **Mush Shot** – This term refers to the outcome when one weight collides with another, and at least one of the weights has a foreign substance, typically shuffleboard wax, on its side. The foreign substance hinders firm contact between the two weights, often resulting in a “soft” or “spongy” hit, which is generally considered undesirable.
- 9.22. **On-The-Clock** – See Rule 2.9. **Failure To Show.**
- 9.23. **Playing Surface** – See Rule 3.1.1.2.
- 9.24. **Posting A Game** – The posting of a game is deemed official when the Bracket Manager assigns a board to a game/match and that board is available for play. If a specific time has been allocated for a game/match, the assigned time must also have been reached for the game to be considered posted.
- 9.25. **Ready To Play** – A player who is present at their assigned board and in a position to shoot weights when it is their turn.
- 9.26. **Rubber Game** – The final and deciding game that determines the overall result of a match, occurring when each team has won an equal number of games in the match.
- 9.27. **Scoreable Weight** – A weight in-play that is closer to the scoring end of the board than any of the opponent’s weights.
- 9.28. **Scoring End** – The end of the board opposite from the shooting end.
- 9.29. **Shooting End** – The end of the board from which players shoot their weights during a frame.

- 9.30. **Spotting A Weight** – The act of replacing a weight on the playing surface, as close as possible, to its original position. Spotting a weight may be accomplished by the players of the game or by a Tournament Official.
- 9.31. **Starting End** – The shooting end of the board for the 1st frame of a game, as designated by the Tournament Director. If the Tournament Director has not designated a starting end, the players may choose which end of the board to start the game on.
- 9.32. **Timeout** – A temporary stoppage of play where the players have a brief period to pause, regroup, manage game situations, and/or make tactical adjustments. The duration of a timeout is outlined in Rule 6.5.
- 9.33. **Weight In-Motion** – Any weight on the playing surface that is in motion due to a player's action, such as shooting the weight, or having been struck by another weight. This includes cases where the weight is only spinning. Once a weight has come to a full stop on the playing surface, it is no longer considered a weight in-motion.
- 9.34. **Weight In-Play** – A legally delivered weight that has completely passed the short foul-line and comes to a full stop on the playing surface.