



Texas Open

E-Mail: lynda@tableshuffleboard.org Phone: 512-250-0327 Cell: 512-619-6030

"Official" Tournament Rules/Guidelines

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1.0 SPORTSMANSHIP

- 1.1 All players should shake hands before each game and must exercise good sportsmanship. Good Sportsmanship is expected and required by all players and spectators alike.
- 1.2 A player shall not exhibit physical or verbal harassment; **Penalty:** No warning, two-point penalty infraction may be given.
- 1.3 All contestants will show respect for the players on the board next to them.
- 1.4 Spectators shall not harass or interfere with those players that are playing an event. If any event participant is unable to resolve spectator interference concerns, he/she should request a tournament official or Tournament Director for resolution assistance.
- 1.5 All decisions by the Officials shall be final. Any player who makes a scene concerning any Tournament Official's decision(s) or verbally abuses the Tournament Officials and/or Tournament Director shall be subject to disqualification.
- 1.6 Every player should consider it his/her responsibility to report any violation of these rules to a Tournament Official.
- 1.7 The Tournament Directors shall have sole discretion to make any necessary changes or decisions to the tournament event criteria (Refer: Section 15.0) or event format change (e.g., mark points due to time constraints of the tournament or play to be extended to the next day, etc.). These tournament rules may not cover every situation that may occur during tournament play. Any special rulings or exceptions to these rules or changes in format or event point marks shall be made at the sole discretion of the Tournament Directors and/or Tournament Officials.

Page 2.0 BOARD ADJUSTMENTS & MAINTENANCE

- 2.1 The Tournament Officials will silicone spray the boards before the start of each scheduled event. Silicone spraying of the boards during an event shall be at the discretion of the Tournament Director.
- 2.2 Tampering with or altering of weights, wax, or boards, shall result in automatic disqualification. (Note: Board altering or adjustments shall be performed **only** by or at the request of the designated Tournament Board Adjuster or the Tournament Directors. Failure to comply with this rule shall be considered 'tampering' with the boards.)
- 2.3 A player may lightly wax dry spots up to the near foul line (using the tournament supplied containers) only on the end of the board the player is shooting, only when it is the player's shot, and only before the end of that frame. All other re-waxing during a game match shall be done by and at the discretion of the Tournament Directors or their designated Tournament Officials.
- 2.4 Winners shall make the board after the game is over. However, if the next team using that board wishes to remake the board, they may do so if all team members mutually agree upon which team player will remake the board. Otherwise, they may request a tournament official or mutually agreed upon outside player to remake it for them.
- 2.5 If the object weight has wax on the side that may result in a "soft" or "mush" hit, a player may request an Official to wipe off and re-spot the weight before shooting at it.

3.0 ROLL CALL & SPONSORSHIPS

- 3.1 Roll Call will be taken during the Sponsor Sale start time as posted in the tournament flyer and/or tournament schedule (whether it be on the same day of the event with play immediately following or held on a specified time on the day before the event actually starts, etc.). In order to expedite the tournament, all players shall be in the building for sponsor sales. Players not present at sponsor sale start time shall not have sponsors and shall not be part of the sponsor sale unless otherwise noted in the tournament flyer and/or tournament event schedule.
- 3.2 A player or team who is not present when they are scheduled to play in each event will be given ***five minute grace period*** and then be assessed a ***one point per minute penalty***. If one or more players from a team are present, he/she/they shall be allowed their due practice weights. The 'clock' shall start on the tardy player(s) or team(s) after all players present for the game have completed their practice weights. One of the opposing team members must ask a Tournament Official or Tournament Director to place a tardy player/team on the 'clock' at which time (after all present have completed their practice weights) the 5 minute grace period and per minute penalty thereafter will be officially clocked by a designated Tournament Official or Tournament Director. Any player(s) who have accumulated late arrival penalty points will also forfeit their practice weight time even if they show up in time to prevent total forfeit for that game.

4.0 NO-SHOW SUBSTITUTIONS

4.1 In “Draw” or “Draft” type events, if any player is determined a “no-show” (e.g., expired the 5 minute grace period described in Rule 3.2 above) then the tournament director (at team player’s request and at the tournament directors’ discretion) may substitute an available player of the closest rating assignment possible to the “no show” player(s) [if there are any available players to consider as an equitable substitute, it is the sole responsibility of the Tournament Director or designated Tournament Officials to determine what “equitable” substitutions will be considered or determined – equitable “skill level rating” and/or equitable “draft sequence” are considered when selecting “equitable” substitution(s)]. In “Draft” events it is the responsibility of the “Team Captain” to gather and share contact information on all team members in case of a “no show” so that an attempt may be made by any team member to contact any “no show” team member(s). In “Draw” events, the team members should exchange contact information. In “Bring” type events, it is the sole responsibility of each team member to ensure that the rest of their team is present and no substitutes shall be allowed. In a dire emergency (severe illness, accident, death, etc.), in any type of event, exceptions to the “no-show” substitution rules shall be considered and/or made at the sole discretion of the Tournament Director.

5.0 SCORING

- 5.1** All games shall be played to 15 points unless otherwise specified by the Tournament Flyer or published format and/or specified by Tournament Directors before or during the tournament.
- 5.2** The *short foul line* rule shall be in effect. A weight released that does not cross the short foul line shall be removed from the board and no score is counted for that weight.
- 5.3** A player or team shall be responsible to mark and track their due points at the end of each frame. Points shall be marked before the last weight of the next frame is played. **Penalty:** Earned points that were not marked may be forfeited. (NOTE: If that The Texas Open should ever sponsor any “handicapped” events, the player or team receiving points must mark their points by the second frame or be subject to losing them.)
- 5.4** A player or team unable to mark their due points within the above guidelines (e.g., mechanical failure of an electronic score unit), should notify an official or tournament director before the end of the next frame that the points were earned (but not marked) or else they may forfeit any earned points.
- 5.5** Weights shall not be removed at the end of a frame until the both parties have viewed and agreed upon the score to be marked.

6.0 HAMMER

- 6.1** All games shall be switch-hammer. If there is no score in a frame (regardless of whether there are other weights on the board), the hammer shall switch.
- 6.2** Players shall flip a coin (or otherwise agree) for choice of hammer or color before the beginning of the game. In competitions, with a two-out-of-three format, the person who loses the flip shall have a choice of hammer or color in the second game. If a third game is necessary, the players shall flip again. Weight caps shall not be switched or replaced on weights after the flip (unless replacing a broken cap during the match with same color cap).
- 6.3** It shall be each player(s)/team(s) responsibility to ensure all four of their weights are placed in a visible position in the trough on the end of the board where he/she will be playing before the first weight of any frame is thrown. If any problems (e.g., out of sequence play) should arise because a player(s) did not comply with this rule, the player or team who owns the missing weight shall be considered at fault and the Tournament Director or Tournament Official(s) may require the frame to be restarted in correct play order or require any other applicable resolution. Notify a Tournament Director or Tournament Official for resolution.
- 6.4** A frame shall continue after the third weight in the frame has been released and comes to a complete stop. If a player who has the hammer shoots first (out of turn) and the error is caught before the third weight (his/her second weight) of that frame comes to a complete stop, the frame is stopped, the weights are cleared, and the frame is restarted with the correct hammer owner reinstated.

7.0 EVENT AND BOARD PRACTICE, BOARD ASSIGNMENTS

- 7.1 Each player in singles events shall have four (4) practice weights from each end; each player in doubles events shall have four (4) practice weights from their respective end.
- 7.2 Board availability for practicing shall be cleared with the Bracket Official. A player may practice on any available board before his/her event starts if his/her board assignments have not yet been posted.
- 7.3 If a player's event board assignments have been posted, he/she shall not practice on the board he/she is scheduled to play. Once an event starts a player playing in an event shall not participate in any outside challenge matches or robins until the Bracket Official has informed the player that his/her official tournament event play is absolutely done for that day. Penalty: Forfeit of the first game of your next match.
- 7.4 No player or team shall play consecutive games or matches on the same board in the winner's bracket and, if possible, in the loser bracket. The first available board or any idle board **may** be assigned by the Bracket Official in the loser's bracket in order to meet the tournament schedule of events.
- 7.5 A player shall be allowed to use his/her own weights, which shall have red and blue (or red and green) caps. A player may allow an opponent the use of his/her weights, but are not required to do so. A Player shall be allowed to switch his/her weights (not color) during practice weights and before the official frame has started.
- 7.6 Tournament weights are subject to inspection and may be disqualified if any weight(s) do not meet tournament specifications. A player may check out loaner weights available at the tournament registration desk. A picture id (e.g., driver's license) may be required when a player checks out the loaner weights and shall be returned to the borrower upon return of the loaner weights.
- 7.7 Changing weights after a game starts shall result in automatic disqualification.

8.0 OFFICIAL CALL OF WEIGHT(s)

- 8.1 A leading-weight official call shall not be allowed until the final weight (hammer) of a frame has been released and the weight has ceased motion. Players may have an Official's call of weights at the end of any frame after the last weight released in that frame has ceased motion.
- 8.2 Any weight(s) in question will be called by a group of three people or a minimum of five people in a game determining situation. Contact one of the designated Tournament Officials or Tournament Directors when a weight call is needed.
- 8.3 If an Official should bump weight(s) while calling a weight that would cause a determination not being possible, the tournament director may require weights to be replaced back to original position and ask that the last weight shot be re-executed and/or may require the entire frame be played over (depending upon circumstance).

9.0 SLOW PLAY and TIME-OUT

- 9.1 More than 30 seconds between shots, or more than five minutes between games once the match has started shall constitute *slow play*. **Penalty:** One warning, one-point penalty per infraction thereafter.
- 9.2 Either team shall be allowed a time-out discussion *only* after one of the teams in a game has reached 10 points. This discussion shall be held at the middle of the board so as not to interfere with the opponents on the board ends. A maximum of three time-outs of one minute each (per team) shall be the maximum allowed per game (after the 10 point score criteria has been met), but no more than one time-out per frame.
- 9.3 A player may walk to the opposite end of the board to examine the position of the weights, or, alternatively, ask their partner's opinion on the value or position of the a weight without walking to the opposite end of the board, but they shall not take a "time-out" break for partner discussion on the opposite end of the board (Reference: Section 9.2). Viewing position of a weight at the opposite end of a board does not constitute a "time-out" and shall be exercised within 30 seconds (Reference: Section 9.1).

10.0 PLAY “IN-PROGRESS” RULES/GUIDELINES

- 10.1** If a player shoots at a weight and the opponents weight falls off the end or side of the board before his/her shot contacts the weight or comes to a complete stop, regardless of whether or not the opponents weight was moving/spinning, the fallen weight shall be placed back in the original position and the shooting player loses his/her shot.
- 10.2** A player shall not shoot at a weight that is in forward motion (not just spinning). **Penalty:** One warning, one point penalty thereafter.
- 10.3** A player shall not bump or impact the cradle while in the act of shooting or otherwise to purposely move his/her opponent’s weight or to cause his/her opponent’s weight to fall off the board. **Penalty:** The fallen/moved weight shall be replaced and the offending player loses his/her points.
- 10.4** A player shall not bump or impact the cradle at any time during the frame. **Penalty:** One warning, one point penalty thereafter.
- 10.5** The following criteria shall be met for a shot to be a legal delivery: Both feet shall be behind the deuce line and at least one foot shall be on the floor when the shot is delivered. The weight shall be released before the near foul line. **Penalty:** Loss of that shot and the weights that have been contacted/moved shall be replaced.
- 10.6** Blasting on a clear board shall not be allowed. **Penalty:** One warning, one-point penalty infraction thereafter.
- 10.7** A player shall stand behind their opponent while opponent is shooting. **Penalty:** One warning, one-point penalty infraction thereafter.
- 10.8** In singles, a player will stay on his/her end of the board-until the last weight (hammer) of that frame has been released. Both may then proceed to go to the other end of board.
- 10.9** Coaching or advising a player in a singles event by anyone shall not be allowed. Only a player’s partner may provide coaching or advising in a doubles event. Only a player’s partner or the team’s captain may provide coaching or advising in a team event. **Penalty:** One warning, one point penalty per infraction thereafter.
- 10.10** A player shall not hold a weight(s) in his/her hand while his/her opponent is the act of shooting.
- 10.11** Double release shots shall not be permitted.
- 10.12** A Player shall not hold drinks, cigarettes, cell phones or any foreign objects in his/her hands or mouth while in the act of shooting. Turn off cell phones and pagers during play.

11.0 HANGER WEIGHTS

Any weight **overhanging the end of the board and in** danger of falling off the board (“**4-Hanger**”) may be made safe (meaning to move the hanger back more into the 3 area with less overhang, i.e., to have the ‘4-Hanger’ stabilized) by anyone mutually agreed upon by both parties. If not mutually agreed upon, then a tournament official may be called upon to make a weight safe. It is the option of the opposing player/team to have the weight made safe. A weight made safe cannot be out-lagged; consequently, a ‘4’ is made safe with the intent of the opponent hitting the weight.

The responsibility and decision to have the ‘4 weight’ made safe (stabilized) lies with the opponent who has to shoot at it. The opponent/player may make/call a weight safe by whatever means *agreeable to both parties* [e.g., (a) may call it safe without moving it back at all or (b) may have the weight made safe by any mutually agreeable party or (c) may request the Tournament Director or Tournament Official to make the weight safe]. When the opponent starts delivery of the next weight, and any subsequent weight in the frame, if the ‘4’ falls off for any reason other than being struck by a weight, the ‘4’ shall be returned to the playing surface as close as possible to its original position and made safe and the opponent shall not get to shoot his/her weight over again.

If a weight has been made safe, any weight of the opposite color which subsequently out distances it will not count. *If a weight has not been made safe*, it can be out-lagged. If a ‘4-Hanger’ weight that *has not been made safe* should fall off the end of the board during or after the opposing player’s release without being contacted by a weight, it shall be put back as close to its original spot as possible and opposing player shall not get to shoot his/her weight/shot over.

Any weight **overhanging the “rail” edge** of the board (versus “4-Hanger” at the end of the board) cannot be made safe and at any point is “dead” if it falls off before the opponent’s next weight ceases motion. After the opponent’s weight ceases motion a scoring “rail” hanger is legal, and shall be replaced if it falls from the board without being hit by another weight. Should a rail-hanger weight fall from the board for any reason other than being legally hit and knocked off by another weight, such as vibrations caused by slapping the table, stomping the floor, etc., it shall be replaced back as close as possible to its original position and shall be considered a legal weight.

12.0 TEAM EVENTS – CAPTAIN’S RESPONSIBILITIES

12.1 After the boards have been assigned for each session of a team event (4-Person or 6-Person) and before the first weight is thrown, it shall be the responsibility of the Team Captains to ensure the team sheets are completed correctly and each captain must review/approve their opponents team sheet at the beginning of each session and validate that the correct teams are playing on the correct boards. Penalty: Any games or sessions played out of sequence or with incorrect player lineup on any session after the Captains have jointly agreed to both parties session sheet may constitute forfeiture of any games played in other than the agreed to sequence, session, and player lineup. ***BOTH TEAM CAPTAINS MUST VERIFY THE CORRECT SESSION PLAY WITH THE “BRACKET OFFICIAL” BEFORE STARTING EACH SESSION.***

13.0 PRIZE MONEY DISTRIBUTION CHART

Prize monies shall be distributed on the following basis based upon the number of players/teams:

# Teams	# Places Paid	1 st Place	2 nd Place	3 rd Place	4 th Place	5 th Place	6 th Place	7 th Place	8 th Place
1 to 6 teams	1 place	1 st place 100%							
7 to 11 teams	2 places	70%	30%						
12 to 15 teams	3 places	58%	28%	14%					
16 to 23 teams	4 places	55%	26%	13%	6%				
24 to 31 teams	6 places	52%	24%	12%	6%	3%	3%		
32 teams or more	8 places	50%	24%	12%	6%	3%	3%	1%	1%

14.0 BONUS \$\$ QUALIFICATIONS - BONUS POINT ACCUMULATION

14.1 HOW TO QUALIFY FOR MVP BONUS POINTS/BONUS \$\$

To qualify for BONUS \$\$ competition consideration, a player must have played in the 6-Person Team Event. To those that qualify for BONUS POINTS/BONUS \$\$ competition (those having played in the 6-Person team event), points will be allocated and paid based upon the player with the highest total point accumulation in each of Five Categories: (1) -1's Total Points, (2) 0's Total Points; (3) 1's Total Points; (4) 2's Total Points; (5) 3-5's Total Points and an additional designated amount to the "Overall Total Points" (all rated players qualify to compete for this 'Overall' total point bonus). The number of places considered for bonus point accumulation will be based upon: 1) Player must have played in the 6-Person Team event; and 2) Highest points accumulated after all the events are completed in each of the 5 Categories (number of places paid) and 3) Bonus Point \$\$ places allocated will depend upon how many places/winners are designated as shown in the **PRIZE MONEY DISTRIBUTION CHART** in section 13.0). Six Bonus \$\$ awards will be presented as follows:

- Overall Highest Points (From all 5 rated categories): \$500
- Category 1: "-1" Rated Player Highest Points: \$300
- Category 2: "0" Rated Player Highest Points: \$300
- Category 3: "1" Rated Player Highest Points: \$300
- Category 4: "2" Rated Player Highest Points: \$300
- Category 5: "3-5" Rated Player Highest Points: \$300

Total: \$1500 Bonus \$\$ for Categories 1-5 (\$300 per category) and \$500 for the Overall Point Champion, for a grand total of a minimum of \$2,000 BONUS \$\$.

(Reference: BONUS POINT ACCUMULATION CHART (Reference: Section 14.2)

14.2 BONUS POINT ACCUMULATION CHART

NOTE: Points are only allocated/received in the same number of places as the prize money (Reference Section 13.0 "Prize Money Distribution" chart) is paid. For example, if the event only pays 4 places, then the Bonus Points will only be allocated for 4 places (not 8 places).

Event Number	Event Points Given For Participating in Events (win or lose)	1 st Place Points	2 nd Place Points	3 rd Place Points	4 th Place Points	5 th -6 th Place Points	7 th -8 th Place Points
Event 1	3 pts.	9 pts	8 pts	7 pts.	6 pts.	5 pts.	4 pts.
Event 2	3 pts.	9 pts	8 pts	7 pts.	6 pts.	5 pts.	4 pts.
Event 3	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 4	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 5	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 6	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 7	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 8	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 9	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 10	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.
Event 11	3 pts.	9 pts.	8 pts.	7 pts.	6 pts.	5 pts.	4 pts.

15.0 EVENT FORMAT & ENTRY CRITERIA (Ref: Texas Open Flyer)

The Texas Open will use the Bowers Rating System whole number rating (no decimals) for the rating year posted on the flyer. Any unrated player must contact the Tournament Director(s) if they are not rated on the stated year's ratings to acquire a temporary rating to establish entry criteria for the purpose of registering for the Texas Open tournament. The Tournament Directors will consult raters in the players' area to establish the temporary rating. The Tournament Directors shall have sole discretion to make any necessary changes or decisions to the tournament for any entry criteria or event format changes (e.g., mark points due to time constraints of the tournament or play to be extended to the next day, etc.). If a rating exception is requested (such as a dire medical condition that has occurred after being rated that a player feels has significantly lowered their skill level temporarily or permanently), a request for a "rating" exception consideration must be made to the Tournament Directors before any pre-registration deadline posted on tournament flyer (if applicable)-- at which time the Tournament Directors will form a committee composed of selected raters and the Tournament Directors to evaluate and make a ruling on any "rating" exception requests before a player registers.

These tournament rules may not cover every situation that may occur during tournament play.

Any special rulings or exceptions to these rules or changes in format or event point marks shall be made at the sole discretion of the Tournament Directors and/or Tournament Officials.

Any questions or comments regarding Texas Open Tournament Rules/Guidelines Booklet should be sent to:

T&L French, email: lynda@tableshuffleboard.org call 512-250-0327 or cell: 512-619-6030 Page 8