



National Veterans Golden Age Games

Shuffleboard

INSTRUCTIONS TO ATHLETES & RULES

1. Competition numbers must be worn.
2. You may not be assisted or coached in the competition area. The competition area is defined by the Games Committee. This area is restricted to competing athletes only.
3. Standard and adaptive shuffleboard discs and cues will be provided.
4. Athletes may use their own cue if determined to meet the regulations by the event official.
5. The cue stick shall not have an overall length of more than 6 feet 3 inches. No metal part of the cue shall touch the playing surface.
6. Shuffleboard categories are ambulatory, visually impaired and wheelchair.
7. Competition will be a double elimination tournament.
8. Whenever possible, athletes from the same medical center will not be matched against each other in first round matches.
9. All matches will be played in six frames.
10. Highest point score will determine the winner.
11. The game will be played using the singles format. Two athletes will compete against each other in a match.
12. Athletes can practice on courts not in use and only on ones they will not play on during competition.
13. Bright colored discs will be used for the visually impaired.
14. Choice of color is determined by flip of a coin. Athletes will be allowed four practice shots.
15. Yellow shall always be played from the right side of the head of court and left side of foot of court.
16. Yellow begins the first round, black begins the second round. Play continues with the lead person changing every round.
17. All discs must be in -10 to start.
18. Discs should be indicated good or bad after each shot. After the score is called and the shooter disagrees with the call, he/she may go and look. If they disagree with the call, they may call Official, who will make the final call.
19. Winner of each game will be the person scoring the highest points at the end of six frames.
20. The winner will advance to the next round.

21. If a tie score results at game point or over, a complete 2 frames will be played, and score totaled. If score is still tied, play continues in complete frames until a winner is declared. Maximum of three repeat frames to break the tie, if still tied, then each player will push one disc for lag to determine the winner.
22. Fouls and Penalties
- a) No hesitation or hook shots allowed. **Penalty:** Offender's disc removed, and opponent credited with score of any discs replaced.
 - b) Athletes shall not stand in the way of, or have a cue in the way of, or interfere with the opponent while he/she is executing a play. **Penalty:** 5 Points Off
 - c) Athletes shall not touch live discs at any time. **Penalty: 5 Points Off**
 - d) Athletes must not talk or make remarks to disconcert opponents play. **Penalty: 10 Points Off**
 - e) A disc or discs returning or remaining on the court after having struck any object other than a live disc shall be removed before further play. It is called a dead disc. If a dead disc moves or displaces a live disc, that half round will be played over.
 - f) A disc which stops in the area between the starting area and the farthest dead line is DEAD and shall be removed before any further play. If a disc touches the far dead line on either side, it is a LIVE disc and remains in play.
 - g) Athletes shooting before opponent's disc comes to rest will result in a 10 point penalty and the offender's disc removed and opponent credited with any discs displaced.
 - h) In the act of shooting, it is permissible for the player to cross the center line. Players may not however, begin their shot from their opponent's side of the court. **Penalty: 5 Points Off**
23. Medals will be awarded based on age division, gender, and category.
24. Medals will be awarded to the first, second, and third place finishers, a ribbon will be awarded to the 4th place finisher.