

CENTRAL DISTRICT TOURNAMENT INFORMATION FOR NEW PLAYERS

So you have decided to play in your first shuffleboard tournament. Congratulations, it is a wonderful game. But, you probably have some questions about what will be happening once you arrive at the tournament location. Hopefully, this article will help you understand the process.

TOURNAMENT FORMATS

All tournaments fall into one of three general categories: singles, doubles or draw doubles. In singles you will be playing by yourself against the field of all other players. In doubles you will have a partner that you will have selected beforehand who will be your teammate throughout the tournament. In draw doubles, you will register by yourself and will draw a partner for the entire tournament.

REGISTRATION

The first thing you will do upon arrival at the tournament site is to register for the tournament. If you are playing singles or draw doubles, each individual will receive a registration form. If you are playing doubles, each 2-person team will receive one registration form (See Appendix 1). The information at the top of the form ("REG. #" and "LINE") is for the tournament director's use only. You should familiarize yourself with the printed information as this form also serves as a waiver for the host club, the District and Florida Shuffleboard Association (FSA). Clearly fill in the required information at the bottom of the form.

1. It is best to use the version of your name that you want to be used for all records.
2. If you are a new tournament player, you may not have an FSA Member Number. Don't worry, you do not have to have one to play. You will be assigned an FSA number after your first tournament.
3. "Dist" refers to the FSA district to which your home club has been assigned. In this case it will be "Central" or "CTL".
4. By rule, the home club that you designate must be an FSA member club. If you are not sure about your club's status, please see the tournament director for assistance.

You will hold onto the registration form until the draw, which will take place after the opening ceremonies.

OPENING CEREMONIES

This is an informal event where you can expect a welcome from the host club, an invocation, pledge to the flag, tournament instructions, results from previous tournaments, and words from the sponsor and/or a district or state representative.

THE DRAW

The draw is exactly that. Each player (or one member from each team if doubles) will draw a slip of paper at random on which are written two vital pieces of information: your line number and the court to which you have been assigned.

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The line number tells you on which line of the tournament chart you will be placed. It also designates which individual or team will start play on which color. The lower line number always starts on yellow. The higher line number starts on black.

The court number designates to which court you must report to begin play. Normally, there will be only a court number listed, e.g. "Court 1". However, if the tournament format is non-walking singles, the court number will also designate whether you are playing the "head" of the court or the "foot". In that case, you will see something like "1H" or "1F", which designates Court 1 at the head of the court or court 1 at the foot of the court, respectively. If the court designation is N/C (No Court), you have either drawn a "bye" for the first round or there are insufficient courts available for all players to be on the courts simultaneously. The tournament chart will tell you which circumstance applies to you. In either case, the tournament director will call you to a court as soon as a court is available and you have an opponent ready to play.

TAKING THE COURT

Once the draw has been completed, or you have been called to a court by the tournament director, you should report to the designated court as soon as possible. Upon arrival, you will meet your opponent (and partner if draw doubles). You will determine who has the lower line number and take control of the appropriate colored discs. If the game is doubles, yellow will decide which end of the court each team member will play and black will then select which end each team member will play.

PRACTICE

Before the first and second game of each match, each player is entitled to 2 shots to determine the speed of the court and 8 practice shots. No player is required to take any or all of his/her speed or practice shots, but no player can refuse another player the opportunity to take the allotted speed or practice shots.

Normal progression of this process is for yellow at the head to shoot two speed shots. (Note: there can be no setups allowed for these shots.) Those shots are removed from the court and black then takes his/her speed shots. That process is then repeated from the foot of the court. Yellow at the head of the court will then take 4 consecutive shots for practice. A player at the foot of the court may setup specific shots for the player at the head to execute (for example a Tampa, a St. Pete, a ten and a double) if the shooter so requests. Black from the head then takes his/her 4 practice shots. The previously shot yellow discs may be used as targets if desired. Play then goes to the foot of the court for similar practice. The third and fourth rounds of practice are similar to the first two, except that black begins these phases.

PLAY

The actual match begins immediately following practice. Unless otherwise stated, a match consists of the best 2 of 3 games. You will follow the course of play as outlined during the opening ceremonies. If

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there is a tie score at the end of the prescribed game, play will continue until each player has had a "hammer". Such extra frames will continue until the tie is broken.

After the first game is completed, players will change colors and practice as described above. The second game will then be played. If the match is tied at the end of the second game, players will lag for third game color choice

LAGGING

Lagging for color choice is done from the head of the court for doubles and walking singles. In non-walking singles the lag is conducted from the end of the where the tie occurs. The rules allow for 3 practice shots (lags) before the 4th disc is played for score (which counts). The player who places his last disc closest to the far lag line wins the lag and the right to choose the color he/she will play for the 3rd game. If the player shooting the last disc hits his opponent's disc, the shooter is deemed to have forfeited the color choice. Like practice, 4 discs are allowed for this process, but the number can be reduced if all players on the court agree.

END OF MATCH

Once the final game is over, all discs will be returned to the head of the court. If the discs are to be waxed before the next match (you will be told during the opening ceremonies), common practice is that the match looser shall gather the discs and return them to the area designated for waxing. The match winner must sign the provided scorecard and return it to the tournament director. Unless otherwise specified by the tournament director, it is not necessary to enter the actual score. A "W" for win and an "L" for lost is fine. If you lose the first match you are not out of the tournament so do not leave. If you lose a second time check with the tournament director before you leave to be sure you are out of the tournament. A chart will be posted which includes which includes all of the information about the tournament and, in time, you will learn to understand the chart.

If you have not been eliminated, you will wait for the tournament director to call you for the next round and the process will start over again.

Good luck and enjoy your match.

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APPENDIX

REG. # _____

LINE _____

**THE FLORIDA SHUFFLEBOARD
ASSOCIATION, INC.
ENTRY FORM AND RELEASE**

The undersigned, as Player, Official or Worker, hereby agrees to participate in a shuffleboard tournament sponsored by the Florida State Shuffleboard Association, Inc., (FSA), or an affiliated District Club ("District"). I represent that I am familiar with the Rules and Regulations of Shuffleboard and am aware that although this tournament is generally supervised and officiated there is a risk of accident or injury to players, officials, workers and spectators because of the proximity of courts and players and because of the nature of shuffleboard and the equipment used. (For example, flying discs.)

I have inspected (or will inspect) the shuffleboard facility. I recognize that it may be owned and maintained by a private or public owner. I accept any and all risks of sickness, injury or accident which I may suffer while on the premises where the tournament is held. In the event of sickness, injury or accident, I hereby authorize the representatives of the sponsoring Association or District, and the officials of the tournament, to call a doctor and/or provide other medical or emergency treatment at my expense including, without limitation, emergency first aid.

I hereby release and agree to indemnify and save harmless the shuffleboard facility, the FSA and District, their directors, officers, officials, workers, employees and agents from any and all claims or liability of any sort from or due to sickness or injury to me while present at the tournament facility or engaged in the customary activities of the tournament, recognizing that injury or accident may occur when shuffleboard is played. This indemnification extends to and includes all costs and attorney fees that might be incurred as a result of such claim.

I have read and clearly understand this Release and indemnification which is given as consideration for my participation in the tournament and for the specific purpose of protecting the facility owner, FSA and District, and their individual representatives named above, from liability.

_____	_____	_____	_____	_____	_____
Print Name of Player 1	FSA Mbr Num.	Dist	Home Club	Signature Player 1	Date

_____	_____	_____	_____	_____	_____
Print Name of Player 2	FSA Mbr Num.	Dist	Home Club	Signature Player 2	Date