



37th INTERNATIONAL SHUFFLEBOARD ASSOCIATION WORLD TOURNAMENT PLAYER AND TEAM CAPTAIN INFORMATION

TOURNAMENT FORMAT

There will be twelve teams in both the Men's and Women's Divisions. Each division will be subdivided in two six-team pools (Pool A and Pool B). Each team will play two round robins events against the other five members of their pool for a total of ten games. While each team will play the other teams in their pool twice, no player will compete against any other player more than once.

After Round 10, the teams in each pool will be ranked from 1 to 6 based on their pool play. All ties within each pool will then be broken first by a head-to-head comparison and, if still tied, then by a round of Speed Shuffleboard (Round 11).

For the finals, the #1 ranked teams from Pools A and B will play each other for the Championship. The #2 ranked teams will play for 3rd and 4th, #3 ranked will play for 5th and 6th, and so on until all 12 places have been determined. Ties at the end of the final round will be broken by the total team points earned in the final round.

POINTS

Individual players will earn points towards their team score. One point will be awarded for an individual win, a half point will be awarded for a tie and zero points awarded for a loss. Team points will be awarded on the same basis. A team's total individual points will be converted to team points on the following basis:

- 0 to 1.5 individual points = 0 team points
- 2 individual points = 0.5 team points
- 2.5 to 4 individual points = 1 team point

Both team and individual points will be posted concurrently.

ORDER OF PLAY

Each match will consist of one 16-frame game, non-walking singles, with eight frames played on each color. Color change is made after eight frames.

At the beginning of each match, two discs may be shot by each player to check speed. Four discs may then be shot for practice by each player. After the color change, another four practice discs may be shot by each player.

Court assignments and player pairings are made by the Tournament Director. Pairings for the finals will be based on player performance during the round robin phase with the #1 performing player on a given team playing the #1 player on the opposing team, etc.

SUBSTITUTIONS

Substitutions are to be allowed only for a player that is too ill or injured to play as scheduled and the following limitations shall apply:

1. The substitute player must be eligible to represent the nation for which he/she is to play.
2. The substitute must be named by the team captain or national president and the Tournament Director informed prior to the start of the tournament.
3. The Tournament Director and all team captains shall be immediately notified of any actual substitution.
4. There will be only one substitution per team for the duration of the tournament.
5. If the incapacitated player recovers he/she may return to play the remainder of the tournament and the designated substitute will be removed from play.
6. Should a second player from the same team become unable to play, that team will continue without a substitute and an individual loss will be recorded for each round the player is absent.

SPEED SHUFFLEBOARD

1. Each tied team will be assigned to a court (two tied = two courts, three tied = three courts, etc.)
2. Each of the four team members will be allowed one practice shot on their assigned court. The practice discs will then be returned to the head of the court.
3. Each team member in turn will then shoot two discs, each on the command of the TD or his representative.
4. Any disc not shot before an opponent's disc comes to a stop will be forfeit.
5. All shot discs will remain on the court until all eight discs have been played.
6. Discs will count their normal value, except 10-Offs will count which will count as plus 10.
7. Total scores will be tallied for all involved teams and the process repeated until each team has played on each of the assigned courts.
8. Total score will determine the final positions.

PLAYING RULES

1. No Charting is permitted.
2. The game shall be Non-Walking Singles.
3. The game shall consist of 16 frames, 8 on each color. Change color after 8 frames.
4. At the beginning of each game, 2 discs may be shot by each player to check for speed. Four setup discs are allowed for each player. Players may ask players at opposite end to place a cue or disc as a target.
5. After the color change, 4 additional setup discs may be shot by each player.
6. Doubt if discs is counting or not:
 - 1st call shall be made by the player playing black.
 - 2nd call shall be by the player on yellow.
 - 3rd call shall be made by the TD or the person named by the TD. Third call is final.
7. If a disc is moved by mistake during play, it will be placed back as close as possible to its former position. If multiple discs are moved and it is difficult to get them back to their former positions, the frame shall be replayed.
8. The TD shall bring any rule infraction to the attention of the Team Captain or their designee who will assist in counselling the player.
9. No scores shall be recorded and the round/game is not over until the 8th disc has been shot and comes to a complete stop.

DRESSING OF COURTS

Courts shall be dressed and beaded by the Host using their "Customary Method". Players should be advised of that method in advance.

SCHEDULES, RESULTS AND INSTRUCTIONS

All schedules, results and instructions are available online at fsa-shuffleboard.org/HighRiver.htm.