

Arizona Shuffleboard Association, Inc.
District 1 League Rules
Effective 2/8/2025
Revision 10/12/2026

The purpose of the Arizona Shuffleboard Association (ASA) shall be to promote interest and play in the game of shuffleboard for the greatest enjoyment of all players.

It is intended that league teams will create a competitive atmosphere that will introduce players to out-of-park competition.

The ASA rules and dues shall apply to all members and leagues. The District 1 Executive Board may, when the need arises, temporarily revise the District 1 League Rules until the next regularly scheduled district meeting.

ASA establishes the minimum assessment for ASA dues.

1. District 1 League Playing Format:

- Early Start Leagues will play over ten weeks starting in November
- Late Start Leagues will play over eight weeks starting in January
- All teams may be a mix of men and women and may be played in any combination on the courts being played.
- League matches will be played in doubles format with each team receiving one (1) point for a win and one-half (1/2) point for a tie.
- Three board league – Each team should have a minimum of six (6) player
- Each league will determine their own play format, i.e. 8, 12 or 16 frames. Also, which team begins play with the yellow disk.
- Each league will determine playing day and starting time.
- The home team is responsible for the preparation of the courts prior to each game.
- NOTE: All referenced forms are available on the District 1 website

2. Eligibility:

- A player must reside in District 1 and hold a current ASA membership card on the day of league play.
- A player may only hold a membership in one league and only play on one team during a season. Violators will be subject to an automatic game forfeit.
- A member may serve as a captain of more than one team but may only play on one team. Multi-captaincy must be in different leagues.

- In parks with more than one (1) team, a player may transfer from one team roster to another provided they have not played in a league game.
- Any member who moves during the season may continue to shuffle with the team they started the season with, provided they have played at least one game for that team or may join a team at their new residence, as long as both teams maintain the minimum required number of players.
- The team member must notify the League Coordinator of their decision prior to the next scheduled league game. The League Coordinator shall notify the captains of the teams in the league. This decision is not reversible.

3. League Captains, Secretary and Treasurer:

- Each team will be headed by a captain and, if desired, a co-captain. A captain does not have to be a player.
- Within ten (10) days after the league begins, the team Captain shall complete the Team Roster Form and submit with the proper ASA and League dues to the League Secretary/Treasurer.
- The League Secretary/Treasurer will submit complete rosters of each team member paying in his/her league to the District 1 Secretary.
- The League Secretary/Treasurer will collect and retain the league dues.
- The ASA District 1 League Officers-Dues Payment Summary form shall be completed by the League Secretary/Treasurer and submitted to the District 1 Treasurer with the ASA dues for each team member listed on the roster form.
- The League Secretary/Treasurer shall request an ASA card from the District 1 Secretary for the new player, collect the ASA dues and submit to the District 1 Treasurer.
- The District 1 Secretary will be responsible to issue the numbered ASA cards when players join at a later date,
- At scheduled league game time, the captain of either team may substitute another eligible player for one of the players whose name has been posted and does not report to play.
- If during play a playing member cannot finish the game because of illness or injury, another team member may take their place. The person playing the greatest number of frames will get credited for the game played. If each player played the same number of frames, the player that started the game will get credit for the game played. If a frame has started, the replacement may start the frame over with four practice shots, if all agree, or will finish the frame and at the start of the next frame the replacement will get four practice shots.
- The team captains will postpone rather than forfeit games if any team in a league cannot field a complete team. All league matches scheduled by each league will be played to ensure qualification for District 1 Playoffs.

- Any team that postpones a scheduled league match and does not make it up by the end of the season will forfeit all matches.
- If for any unforeseen circumstance a team simply cannot field enough players to play a complete match (6 players for 3 boards), the team will forfeit each game for which they do not have to enough players. This applies to each specific match.
- League matches that are postponed due to weather conditions will be rescheduled as soon as possible after the scheduled playing day. The two captains will decide the date and time of the rescheduled play. The League Coordinator must be notified.
- If weather conditions suspend games in progress, the captains will record the score on the scoreboard at the completion of the last half frame. (Example: If the players at the foot are shooting in the bottom of the 8th frame and the last disk is not shot prior to the suspension, the scores from the head of frame 8 and prior will be recorded.) Games will be continued from the point of suspension at the earliest time possible (following suspended play). Captains will determine when the continuation of the game will be scheduled. If emergency conditions exist that one player who was playing in a suspended game cannot play on the rescheduled date of play, another team member, who was on the team at the time of suspension, may substitute for said player to complete the game.
- Team captains shall report games won and lost on the same day as soon as the games are completed to their respective League Statistician.

4. Disagreements and Priority Play:

- Claims of forfeits or other disagreements shall be referred to the League Coordinator who will call a meeting of the captains to settle the dispute. Either party may appeal the decision to the Executive of District 1 for review. The District 1 Executive decision will be final and binding on all parties.
- League play will take priority over tournament play; however, play can be delayed when a team needs to delay play the day of the scheduled match to allow players to finish tournament play.
- The captains must communicate with the other captain and League Coordinator for such a delay.

5. District Players Placement Committee:

- Any team seeking approval from the District Players Placement Committee must complete the Players Placement Committee Guidelines Form and return it to a Placement Committee Member along with a copy of your current team roster and the posted request for team players.
- Any team not being able to field enough players to fill their roster from within their park will apply to the District Placement Committee for non-resident players to fill their team.

- When requesting out-of-park players for a team, the captain may not refuse players from their own park for any reason.
- With approval of the Placement Committee, two or more parks may combine to form a team. Teams formed by two or more parks must designate a “home park” and all home games will be played in that park.
- The number of out-of-park players on a team may not exceed two unless the Placement Committee grants special permission for a one-year period. An exception will be made for those teams that were originally formed by two or more parks.
- Each year, the Placement Committee must approve the placement of any out-of-park players on a team before those players may play in any league games.
- Any player from out of park who had been on a “host team” for two or more years may play on that team for the ensuing year, with only a phone call from the captain of the team to a member of the Placement Committee. This does not preclude the posting of “Players Sign-up Sheet” posted on the shuffleboard bulletin board in the park, which takes precedence from requests for out-of-park players. All phone requests will be logged on the application of the preceding years and signed by the Placement Committee.
- When a team drops out of a league, the Placement Committee may replace that team with another available team. All new teams must apply to the Placement Committee as early as possible and prior to league play start dates.
- Each league may establish a substitution pool consisting of potential players that do not have to pay league dues unless they play 3 games for a specific team. The substitution player may only play for one team. Players in the substitution pool will have to pay the ASA dues.

6. Playoff Ties

- Playoffs ties for trophy positions at the end of the regular season must be referred to the League Coordinator. They will arrange for neutral courts (in a park where neither team plays), the date and time of play, and neutral officials.
- For a two (2) way tie: Head-to-Head play (win/loss record against the two tied teams) will be considered first; secondly, arrange a three-game playoff. These will be 16 frame games, unless both captains agree on fewer frames.
- For a three (3) way tie: Head-to-head play will be considered first. (If one team has a better win/loss record against both of the other teams, that team shall be awarded 1st place.
- If no team has a better record against the other two teams, the League Coordinator will schedule a round robin playoff on a neutral court. The teams will draw to see who will play the first match and who will get the first bye.

- The same number of courts will be used as in league play; however, prior to the match, team captains must advise the League Coordinator of the names of the six players that will compete (teams that cannot provide six qualified players will forfeit all three games).
- The games will be 8 frames switching sides after 4 frames and taking colors to opposite side during the switch. The team with the most wins will be awarded 1st place.
- In the event of another three-way tie, team captains will select two players to play for the team. The players will play two frames on a court not previously played. They will be allowed two practice shots from each side of the board. Each player will get a hammer as specified in the ASA rules.
- Play will continue in two frame increments until the winner is determined. The winner of the first game will play the team with the bye and the loser of the first game will be awarded third place.
- The winner of the 2nd game will be awarded 1st place and the loser of the 2nd game will be awarded 2nd place.
- All players must have played a minimum of three (3) games with their league team to be eligible for play in the District 1 League Playoffs Tournament at the end of the season.

District 1 League Playoffs

Refer to the District 1 League Playoffs Guidelines posted on the District website.