

DISTRICT IV MIXED GENDER LEAGUE RULES

Effective November 6, 1999

Revised November 5, 2011

Revised November 18, 2017

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DEFINITION:

- 1) The words "Mixed Gender" indicate that both ladies and men participate indiscriminately with no regard to sex. District IV League Play will be Mixed Gender starting with the 1999-2000 season.

GENERAL INFORMATION:

- 2) Games shall be governed by Arizona Shuffleboard Association (ASA) official playing rules and all applicable District and League Rules. League play in District IV shall be scored as singles – two points per win; 1 point per tie at each end of each of three (3) boards.
- 3) Players playing in the Mixed Gender leagues must play on only one team. Any team playing a player who is currently playing on another league team, regardless of format or day of play will be deducted six wins from their season total before calculating final standings for the league. Formats include three (3) board leagues, long season, short season and two (2) board league.
- 4) Starting time of a league may be determined by a majority vote of the team captains of that League. Fifty per cent of a team's league games must be played on their home courts unless an exception is granted by the District President.
- 5) All players must have paid their yearly ASA membership dues to be eligible to participate in a league game.

TEAM DESCRIPTION:

- 6) A team in a Mixed Gender League shall consist of a minimum of six (6) players and a maximum of ten (10) players. A team shall make every effort to have a minimum of two (2) ladies and it is strongly recommended that a split of 40% ladies and 60% men, or vice-versa, be attained.
- 7) It is intended that league teams will create a competitive atmosphere that will introduce players to out-of-park situations. Captains may not refuse players from their park due to lack of playing ability.
- 8) A Placement Committee shall be formed under Article IX by the District IV by-laws whose duties are (but not limited to):
 - a) monitor league team player lists to assure as much as possible, compliance with these rules;

- b) maximize players options by making recommendations where needed that will result in growth and betterment of the league;
 - c) assist league players find open positions if they are having difficulty finding one on their own and/or assistance if a player feels that he/she is being discriminated against;
 - d) review and make recommendations in areas such as the number and allocation of teams in the district, number of players on teams etc.
- 9) Non – park residents may apply to the District IV President to form a league team. After approval, the applicant will submit a list of names to the Placement Committee for review and approval by the District President each year. Any district resident may apply to the Placement Committee to be placed on a team, as long as no league team position is available to them within the park where they reside.
- 10) Any team that cannot get enough players from within their park to fill their roster will apply to the chairperson of the Placement Committee for out-of-park players to fill their team. Placement of any out-of-park players and the number of placement players must be reviewed by the Placement Committee and approved by the District President each year before those players play in any league games.
- 11) Any team which cannot field a complete team before scheduled day of play, of six (6) players due to illness, trips, etc. has the option to postpone, rather than forfeit, the game. Make up games may be played before or after the scheduled date. The game should be played as close to the scheduled date as possible, with weekends and evening also considered as options.
- 12) If a person is visually handicapped they may furnish and use the visual aid of their choice.
- 13) If there is a medical reason that a person cannot face the sun during league play, they may play at the opposite end of their board.
- 14) Each Team Captain, prior to the start of the League Playing Season, and again at midseason, shall prepare and distribute to his players, a player rotation schedule for each week of league play. Player rotation may be changed due to illness, trips, etc.
- 15) For long season leagues, at the beginning of each season, before January 1st, all league teams will be able to use up to two (2) spare players for the first two (2) games. These spares must be from your park and not be playing on any other league team. They must have a District IV ASA membership.

SANCTIONED TOURNAMENTS:

- 16) Scheduled games conflicting with a sanctioned tournament in District I and/or IV must be rescheduled if either team cannot field a complete team.

STARTING PLAY:

- 17) Captain of the home team shall provide chips for players to draw for boards of play. Visiting team shall draw yellow chips. Home team shall draw back chips.
- 18) A game shall consist of 16 frames, the visiting team starting on Yellow. At the end of eight (8) frames the players shall change sides and take their colored discs with them.
- 19) One round of practice on the starting color is permitted before starting play. One round of practice is allowed at the beginning of the second eight (8) frames.
- 20) The Head Referee for each game has the final say to resolve disagreements on all boards. The Head Referee is usually appointed by the home team Captain, and should have a valid referee card.
- 21) The players on black at the head and foot of the board serves as referees for the first eight (8) frames and the players on the yellow at the head and foot of the board shall serve as referees for the last eight (8) frames of the game. Team Captains shall make every effort to ascertain that the rules are followed.
- 22) If scorekeepers are not provided, the player on yellow at the head of the board will serve as scorekeeper for the first eight (8) frames and the player on black at the head of the board will serve as scorekeeper for the last eight (8) frames.

SCORE VERIFICATION:

- 23) Both Home and Visiting Captains shall sign the card showing the results of the scoring and the Home Team Captain shall report the information to the League Contact as soon as possible after the games are played.

EMERGENCY:

- 24) On the day of play, in the event of an emergency which arises and results in one of the teams having only five (5) players available to play, the team having only five (5) players shall forfeit one game. The team having a full slate of players may recruit a pusher to allow their player to play the game.
- 25) During a league game, in case of emergency or physical disability of a player, a substitute player may take up play at any time during the playing of the league game, providing the replacement player is a registered player of that team and is not already playing. The disabled player cannot return during the playing of the game. Use of an illegal substitute will result in a forfeiture of the game in which the illegal substitute player played.

DISTRICT IV CHAMPIONSHIP PLAYOFF REPRESENTATIVE:

- 26) Each league shall furnish a champion to compete in the District IV team championship playoffs. Such team shall be the team which has the most wins in league play. If two (2) league teams have the same number of wins, the team to be sent to the District Playoffs shall be determined by the results of the head-to-head competition between the two teams during the season. If those teams are tied in head-to-head comparison during league play, then the District IV league playoff team representative may be determined by a coin toss, if both captains agree. If there is no agreement of team captains the following procedures are to apply:
- a) Play-off for deciding the league representative must be referred to the League Coordinator. The League Coordinator will act as Director and arrange for neutral courts (a park where neither team plays), date and time of play and for neutral officials. Each Team Captain will furnish the League Coordinator with a roster of three (3) sets of doubles players designating their position whether head or foot. Board assignment to be determined by drawing a board number. The League Representative Team will be decided by playing sixteen (16) frame games, playing Doubles on three (3) boards. The home team will be decided by lagging, flip coin for choice of lag color, winner having choice of playing color. In case a tie occurs during play-off on any board, the tie is broken by playing two (2) additional frames as per ASA rules. Players keep the same color discs. If still tied after playing two additional frames, two (2) additional frames shall be played until the tie is broken.
- 27) Each league team must play all players on their roster at the District IV Playoffs. All players must have played at least three (3) league games during the regular season.

VOTING:

- 28) At league meetings, all card holding members present are entitled to a vote on each issue.

LEAGUE DUES:

- 29) Amount of league dues is to be determined yearly by each league.

TROPHIES:

- 30) Any league by majority vote may choose to provide Individual trophies/awards the winning teams. Cost of all trophies/awards is the sole responsibility of each respective league.
- 31) District IV provides a traveling trophy for the first place team of each league.

End of District IV Mixed Gender League Rules.