# ARIZONA SHUFFLEBOARD ASSOCIATION, INC
# STATE LEAGUE TEAM CHAMPIONSHIP
# SPECIAL PROCEDURES

Revised March 2023
Revised December 2025
Revised March 2026

A. Each District shall send a championship league team each year to the State League Team Championship finals which shall be hosted by the districts on a rotating basis on the second Monday and Tuesday of March commencing in 2027.

B. Team Member Eligibility
   1. All participants must be ASA members.
   2. All participants must be residents of the districts they are representing. A resident is defined as one who lives in that district at least 8 weeks a year or can demonstrate the intent to do so.
   3. All participants must have played at least 3 regular season games for the teams in which they are identified as members.

C. Each district will be responsible for all expenses of the qualifying events used to establish a district championship team for the finals.

D. The District will be responsible for all expenses except for trophy and wax expenses as limited in paragraph D. The District will purchase these items and the ASA will reimburse the costs as specified below.

E. ASA will reimburse Districts for the below expenses.
   1. Trophies and /or awards for the (1st) thru (5th) places for the tournament in an amount not to exceed $1500 for fifty (50) awards.
   2. Tournament wax in the amount of forty (40) lbs.

F. Order of play shall be on a set specified repetitive pattern as follows:

**Year 2027 (rotate down)**
District V – A; District I – B; District II – C; District III – D; District IV– E
(See order of play below)

**Year 2028 (rotate down)**
District IV – A; District V – B; District I– C; District II – D; District III – E
(See order of play below)

**Year 2029 (rotate down)**
District III – A; District IV – B; District V – C; District I – D; District II – E
(See order of play below)

**Year 2030 (rotate down)**
District II – A; District III – B; District IV – C; District V – D; District I – E
(See order of play below)

**Year 2031 (rotate down)**
District I – A; District II – B; District III – C; District IV – D; District V – E
(See order of play below)

**Year 2032 (rotate down)**
District V – A; District I – B; District II – C; District III – D; District IV– E
(See order of play below)

**Year 2033 (rotate down)**
District IV – A; District V – B; District I– C; District II – D; District III – E
(See order of play below)

**Year 2034 (rotate down)**
District III – A; District IV – B; District V – C; District I – D; District II – E
(See order of play below)

**Year 2035 (rotate down)**
District II – A; District III – B; District IV – C; District V – D; District I – E
(See order of play below)

**Year 2036 (rotate down)**
District I – A; District II – B; District III – C; District IV – D; District V – E
(See order of play below)

G. Team members must be listed in advance of play. A three (3)-board procedure will be used. Trophies/ Awards shall be awarded at the discretion of the Tournament Director for places one (1) through five (5) and are limited to ten (10) per team. If a team desires additional trophies, it will be the team's responsibility to purchase them. All captains must play all players on a rotating basis (see Attachment A). Pairings within the rotation schedule will be at the discretion of the team captains. No substitutions to the submitted list are allowed once the tournament begins.

H. Play will be ROUND ROBIN, doubles format, and 16 frames. Should conditions occur that would hinder the timely completion of the tournament, the number of frames per game may be reduced from 16 to 12 frames. The Tournament Director will make the decision and final call.

1. If referees are not assigned, no penalties shall be assessed unless the Head Referee observes the rule infraction. Except for the calling of penalties, the term "Referee and Player/Referee" may be interchangeable.

   Penalties for any non-cooperation is to be assessed only by the Head Referee or Tournament Director.

The first violation of any rule in any category will result in a warning. second violation in the same category by the same player in the same game will result in a second warning.

Any subsequent violation will be disqualification. (See J-1 – J-11, Index of Violations and Non-Cooperation, ASA Official Rules).

I. The schedule showing which teams will be playing and which team has the "bye" for each round shall be posted in advance.

J. Team captains together with the Tournament Director shall be responsible to see that players do not repeat positions on any court. Penalty is loss of the game.

K. Fifteen (15) minutes before each round, team captains **MUST** present to the Tournament Director team rosters and positions (head or foot) to be played in accordance with the rotation schedule. This must be strictly enforced (no switching or matching).

L. Rotation in Case of Unavailability: The next player in the established rotation for the team may replace a player no longer able to continue at any point prior to or during a match. The unavailable player may return for a later match but the team must follow at that point the pre-tournament established rotation as if the player had been available throughout. If the team has only the minimum number of 6 players, the game the incapacitated player is playing or scheduled for and all following games for which he/she is scheduled to play are forfeited. Furthermore, any prior games he/she won will be recorded as losses. Exception: If his/her team wins in games played would result in a first-place finish for that team, only the games not played will be considered forfeit losses and the team will be awarded first place.

M. The captain of each team (or a designated player) will lag for color on a neutral court. A coin toss will determine who lags on yellow.

N. The Tournament Director will post wins and losses for each team after each round.

O. In case a tie occurs during the playoffs on one board, Provisions of Rule E – 4, ASA Official Rules, are followed, until the tie is broken.

P. Head-to-head results are used to resolve two-way placement ties between teams. In case of a three-way tie that cannot be resolved by head-to-head comparison, the following procedures will be utilized: A three-way lag on a neutral board will determine the position of the teams in the play-off. Each captain will select a team member to lag for team position. The three team captains will draw to determine the order of the placement lag. Each selected team member will lag separately and will have a practice lag and a counting lag. Distance from the center of the lag line to the center of the disc will be measured for each participant. Closest to the center of the lag line will be team #1, next closest team #2, and furthest, team #3. Team #1 will receive a bye in play-off game set 1. Team #2 will have lag color choice and will play team #3 in game set 1. Teams will play each other in a regular

three-board competition using any six players in any order. Every effort should be made to prevent any player from playing a spot previously played in the tournament. Each of the three games will go four frames at a time and will continue until a winner is determined. The players will change sides after even numbered frames, taking their colors with them. Each player will take four (4) practice shots before frames 1 and 3. Once either team has won two games, play will cease and the winner will play team #1 in game set 2 with team #1 having choice of lag color. Play will continue as in game set #1 until a winner has been decided. The winner of game set 2 places 1st, the loser of game set 2 places 2nd, and the loser of game set #1 places 3rd.

Q. A complete report of actual expenses for the finals, a list of participating teams and order of finish, and any other pertinent information shall be submitted to the ASA President soon after completion of the Tournament

R. Any changes to these procedures must be submitted in detail in writing and mailed with the notice of an ASA meeting. A two thirds (2/3) vote of those ASA Boards Members present and voting, a quorum being present, is required to approve any changes.

# ATTACHMENT A

| | | | |
|---|---|---|---|
| ROUND 1 | A vs B | C vs D | E – Bye |
| ROUND 2 | B vs E | A vs C | D – Bye |
| ROUND 3 | D vs B | E vs A | C – Bye |
| ROUND 4 | C vs E | D vs A | B – Bye |
| ROUND 5 | E vs D | B vs C | A – Bye |

PLAYER ROTATION SCHEDULE WITH PLAYER NUMBERS

| | | |
|---|---|---|
| 6 PLAYERS | 1ST MATCH | 1 - 6 |
| | 2ND MATCH | 1 - 6 |
| | 3RD MATCH | 1 - 6 |
| | 4TH MATCH | 1 - 6 |
| 7 PLAYERS | 1ST MATCH | 1 - 6 |
| | 2ND MATCH | 7, 1 - 5 |
| | 3RD MATCH | 6 - 7, 1 - 4 |
| | 4TH MATCH | 5 - 7, 1 - 3 |
| 8 PLAYERS | 1ST MATCH | 1 - 6 |
| | 2ND MATCH | 7 - 8, 1 - 4 |
| | 3RD MATCH | 5 - 8, 1 - 2 |
| | 4TH MATCH | 3 - 8 |
| 9 PLAYERS | 1ST MATCH | 1 - 6 |
| | 2ND MATCH | 7 - 9, 1 - 3 |
| | 3RD MATCH | 4 - 9 |
| | 4TH MATCH | 1 - 6 |
| 10 PLAYERS | 1ST MATCH | 1 - 6 |
| | 2ND MATCH | 7 - 10, 1 - 2 |
| | 3RD MATCH | 3 - 8 |
| | 4TH MATCH | 9 - 10, 1 - 4 |
| 11 PLAYERS | Etc. | |