

	assigning other officials, and make decisions on all other matters which may impact Tournament play.
H-3	Assistants to the Tournament Director including Head Referees may be appointed as desired by the Tournament Director. They may be empowered to render final decisions on any question of fact with no appeal.
H-4	The Head Scorekeeper assigns Scorekeepers (if utilized) to courts, collects scorecards, and checks their accuracy. If scorekeepers are not appointed, Yellow will keep score the first half of the game and Black will keep score the second half.
H-5	Referees are assigned to courts by the Head Referee. They have complete charge of play on their court and are responsible for accurate Scorekeeping. Using a wand, they will indicate discs which are scoring, remove dead discs stop play, and indicate which color is out by carrying the proper wand color down. He/she shall watch to see players play according to the rules and shall assess penalties for infractions. If no referees are assigned, players will referee their own games. Black will referee the first half of the game and Yellow will referee the second half.
SANCTIONED TOURNAMENTS	
All District, Regional, and State sanctioned tournaments must be approved and conducted in accordance with the information outlined in these “Official Rules”.	
WET COURTS	
If weather or any other occurrence forces play to stop, it is not necessary that the half frame be completed. Scorekeepers will record scores and color lead of last completed frame. The Tournament Director has sole jurisdiction regarding resuming play and will keep players informed. On resuming play each player is allowed four practice shots. Play resumes at score and color lead at beginning of half frame when play stopped.	
WAXING RULES	
I-1	No waxing allowed during initial practice shots. After practice shots but before play begins, any one player may request additional wax be applied with the shaker to all or part of the court. Afterwards, each player is allowed an additional practice shot.
I-2	After completion of ½ of the game frames, a full or partial re-wax with the shaker may be applied at the request of any one player. If 3 or more players request a full clean and re-wax, it shall be done, providing wind wax is not being used. If wind wax,

	either commercial or any other mixture, is used, it will not be removed unless all 4 players on the court agree that the court iis not playable and an appeal is made to the Tournament Director who makes the final decision.
I-3	During play, additional shaker wax to all or part of the court for the purpose of increasing disc speed will be done only if requested by 3 or more players. It will be applied before the beginning of the next half frame. Each player is allowed one practice shot.
I-4	Wind gusts, cue tracks, or discs being moved about may cause small areas to become bare. Any player may request spot waxing of these bare spots. This spot waxing will be applied just before the requesting player shooting turn. Only the bare areas should receive wax. The Referee will be the sole judge as to the extent of the area that should receive wax and the amount of wax to replace the displaced wax.
VIOLATIONS AND PENALTIES	
J-1	A penalty of 10 points is assessed if the originating position of a shot disc is not in the defined starting area or the disc is not delivered by the cue in a straight line and in a continuous forward motion (see D-6). The offender’s disc and all displaced discs are removed. Opponent is credited with any of his counting discs removed and the offender is debited if his disc is displaced from the “Kitchen”. Play continues.
J-2	If a player shoots before the Referee has called the previous disc – penalty is 10 points and the offender's disc and all displaced discs are removed. Opponent I s credited with any of his counting discs removed and offender is debited if his disc is displaced from the “Kitchen”. Play continues.
J-3	Players must not by words or actions disconcert or interfere with their opponents when they are shooting discs. If the interference continues following the opponent’s protest and a warning from the Referee – Penalty is 10 points.
J-4	Remarks or motions by a player at one end of the court to a player shooting a disc at the other end which in the opinion of the Referee constitutes Coaching shall result In the Referee penalizing the person doing the coaching 10 points. In doubles, players may converse with one another between the first and `second halves of the game. This does not constitute coaching.

J-5	For intentional delay or stalling, or any improper words or actions designated to harass, irritate, insult or belittle an Official, Penalty is 10 points.
J-6	If a player makes an appeal to the Tournament Director which is considered frivolous, argumentative, and without merit, or for any other improper actions by a player not otherwise listed herein, the Tournament Director has the authority to penalize the offender 10 points.
J-7	During a game the Referee may see that a player has left the playing area, is standing when he/she should be sitting, is stepping over the base line, is doing other things judged to be improper, or is lacking in good manners or sportsmanship. While these actions do not warrant penalties, it is quite proper for the Referee to caution the offender.
J-8	All players when not shooting should carry their cues upright and stand well clear of their opponent and players shooting on adjoining courts. If a player while shooting is interfered with in any way and his/her disc does not reach the far lag line, it will be replayed.
J-9	ASSESSING PENALTIES. Upon observing a violation of the rules, the Referee should immediately lay his wand on the court near the lag line to stop play. He should then inform the offender about the violation and then, without argument or discussion, instruct the Scorekeeper to record 10 points off the offender's score, and if applicable, the number of points to be added to the score of the offender's opponent.
J-10	If court 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.
INDEX OF VIOLATIONS All Penalties are 10 points.	
J-1 Played disc’s originating position out of starting area or delivered improperly.	
J-2 Shooting too soon.	
J-3 Disconcerting or interfering with opponent.	
J-4 Coaching.	
J-5 Stalling, harassing an official.	

OFFICIAL RULES <i>(Arizona Shuffleboard Association, Inc.)</i> Organized August 10, 1963 (Revised December, 2019)	
GAME	
A-1	The game of shuffleboard is played by either two (2) persons, called SINGLES, or by four (4) persons, called DOUBLES.
A-2	The object of the game to propel discs by means of a cue onto or near the scoring diagram at the opposite end of the court to score, prevent opponent from scoring, or both.
COURT	
B-1	One end of the court shall be designated the head; the opposite end the foot. All games shall start at the head where the scoreboard is located.
EQUIPMENT	
C-1	Eight six-inch diameter discs are used for each court. Four are yellow, four are black.
C-2	The cue shall not exceed six feet and three inches (6’3”) overall length.
C-3	An approved scoreboard shall be located at the head of the court.
PLAYING RULES	
D-1	Players are assigned their respective courts as posted on tournament charts or as assigned by league team captains. Players may not repeat play positions during same sanctioned tournament, unless there is no alternative. Color of discs played will be in accordance with league rules or determined by lagging.
D-1a	LAGGING. To determine color choices, team captains will select a player to lag from the head of a neutral court. Toss of coin by the Referee will determine color choice to start lagging. In tournaments, player listed first on the scoreboard will lag the yellow discs. In DOUBLES a player from the head or foot may lag but must lag at the head. In SINGLES, all players lag. Players shoot alternately--first yellow, then black. The first disc of each player is for practice and may be removed. The second disc of each player is left on the court. The disc whose center is closest to the center of the far lag line wins, and its shooter has color choice. If the second black disc hits the yellow disc, yellow wins’ color choice. Players have the right to examine and/or appeal any close decision on

