

## TABLE SHUFFLEBOARD LEAGUE RULES

1. Sportsmanlike CONDUCT is mandatory at every game. Wish your team and the opposing team luck and have fun.
2. There are no FORFEITS. Games will be made up on any day that is convenient.
3. SUBSTITUTES during the last 2 weeks of a season must get the okay from the league director. No “ringers” will be allowed to play during the last two weeks.
4. Boards shall be cleaned and WAXED on game night before practice.
5. Team captains will make DECISIONS and a t-square will be used for close calls.
6. All weights must clear the FOUL LINE closest the shooter to be legal. If a weight does not cross the foul line, remove to opposite end gutter.
7. A 4-point hanger may be called “SAFE” by shooter’s partner. Shooter’s partner may back up the weight just enough so it would not fall off if the board were bumped. Because, a teetering hanger is DEAD if it falls from the board before the opponent’s next weight has stopped, unless the board is bumped in which case the weight must be replaced to its original position.
8. Close calls on a 4-POINT hanger should be brought to your captain’s attention and another weight can be used to SWIPE the edge to see if the weight moves. The swipe should be done in a fair manner with both team captains present.
9. Shooting a weight upside down or a weight bouncing back onto the board and hitting another weight off the board is ILLEGAL. Replace the weight that was hit off to its original position.
10. If the shooter’s weight should SLIP out of his hand and go into the gutter without a forward motion of the arm, the shooter can replay that weight.
11. The shooter may be ADVISED which color is ahead.
12. AFTER SHOOTING and your weight has stopped, step to the side and back. Do not touch the board or stand in front of the next shooter.
13. Do NOT TALK to the shooter while lining up a weight to shoot.
14. Foul language and argumentative BEHAVIOR will not be tolerated.
15. Shooters may not HOLD any weights except the one being lined up to shoot.
16. Do not drag your hand, fingers or clothing on the board while shooting. Shooters may apply wax from the shaker to DRY SPOTS.
17. Should a player ACCIDENTALLY shoot an opponent’s weight, let it stop and then replace it with the proper color. Do not stop the weight in motion.
18. A player shooting OUT OF TURN or shooting first when he has the hammer loses the hammer and the game is completed as played.
19. Players not having the hammer must stay at the end of the board until their opponent’s last weight has left his hand. Do not WALK in front of the shooter.
20. The hammer switches if NO POINTS are scored in a round or if the scoring points are a DEAD-HEAT tie.
21. Captains will determine if a weight is ON THE LINE or not. Look directly over the weight and the entire line must be visible to advance the score.
22. Players may bring their OWN weights. Opponents have the option of using them.
23. Watch everybody play. There is a lot of TALENT to watch. Give them your support and respect and they will do the same for you.