



Official Rule Book

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Rev. 1/1/23

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(Under Construction – Coming Soon!!)

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ASPA Mission Statement

“The primary mission of the American Shuffleboard Players Association is to grow the sport of Table Shuffleboard for our players, sponsors, venue owners, and product manufacturers.”

We will grow the sport for our players by:

- *Creating a membership organization for shuffleboard players*
- *Creating a standardized set of rules that will govern all ASPA competition*
- *Offering quality leagues and tournaments for our members to compete in*
- *Creating a National Championship Tournament for league champions*

We will grow the sport for our sponsors by:

- *Giving sponsors of all sizes the opportunity to grow with the ASPA*
- *Allowing sponsors to promote their products and services to our members*
- *Allowing sponsors to advertise at ASPA sanctioned events*
- *Creating cross promotions with players, sponsors, and venue owners that will increase exposure, value, and profitability for all*

We will grow the sport for our venue owners by:

- *Promoting leagues and tournaments that will keep customers coming back and attracting new customers to their venues*
- *Offering clinics for players to learn new skills and increase their knowledge of the game*
- *Offering education to venue owners on how to keep the playing conditions of the shuffleboard table at a high level*
- *Offering regular communication, through our website and e-newsletter, regarding upcoming events, results, and other news*

We will grow the sport for our manufacturers by:

- *Creating and developing new shuffleboard players, which will create a demand for more shuffleboard tables, wax, weights, weight cases, etc.*
- *Encouraging manufacturers to sponsor ASPA leagues and tournaments, which will increase sales to players and venue owners*

2023 Calendar of Events

January 2023

Our 2nd Annual ASPA Winter Nationals in Las Vegas! Teams from all over the USA will have qualified for this event by participating in ASPA leagues during the 2021 season. Some teams won their entry fees by finishing at the top of their APSA Regional Finals! For the ASPA players and teams that didn't win their spots, they can "buy-in" and participate!

Later in January 2023

The start of the season! All Winter Season ASPA leagues will start during the last 2 weeks of January. Leagues played during this season will try to win and advance to the 2023 ASPA Summer Regionals to win entry fee and travel expense money for the Winter Nationals in January 2024!

March 2023

ASPA Winter Regionals! The top team(s) from the 2022 Summer and Fall seasons advance to this Regional. Winners of the Winter Regionals will earn entry fees and travel expense money to the ASPA Summer Nationals in Las Vegas! ASPA Winter Regionals will be held in Venues across the United States and will feature local league winners competing for those paid trips to ASPA Nationals. The amount of money won in each Region is based on the number of leagues and ASPA players, so Regions with more players have more winners and bigger prizes. In addition to the qualifier only Regional Team event, additional singles and doubles events will be available to "buy in" to.

April 2023

All Spring Season ASPA leagues will start during the first 2 weeks of April. Leagues played during this season will try to win and advance to the 2023 ASPA Summer Regionals to win entry fee and travel expense money for the Winter Nationals in January 2024!

July 2023

Our 2nd Annual ASPA Summer Nationals in Las Vegas! Teams from all over the USA will have qualified for this event by participating in ASPA leagues during the 2021 season. Some teams won their entry fees by finishing at the top of their APSA Regional Finals! For the ASPA players and teams that didn't win their spots, they can "buy-in" and participate!

July 2023

All Summer Season ASPA leagues will start during the first 2 weeks of July. Leagues played during this season will try to win and advance to the 2024 ASPA Winter Regionals to win entry fee and travel expense money for the Summer Nationals in January 2024!

August 2023

ASPA Summer Regionals! The top team(s) from the 2023 Winter and Spring seasons advance to this Regional. Winners of the Summer Regionals will earn entry fees and travel expense money to the ASPA Winter Nationals in Las Vegas! ASPA Summer Regionals will be held in Venues across the United States and will feature local league winners competing for those paid trips to ASPA Nationals. The amount of money won in each Region is based on the number of leagues and ASPA players, so Regions with more players have more winners and bigger prizes. In addition to the qualifier only Regional Team event, additional singles and doubles events will be available to "buy in" to.

October 2022

All Fall Season ASPA leagues will start during the first 2 weeks of October. Leagues played during this season will try to win and advance to the 2024 ASPA Winter Regionals to win entry fee and travel expense money for the Summer Nationals in January 2024!

Introduction

Welcome to the American Shuffleboard Players Association! As a member of the ASPA, you will help usher in a new era for the Sport of Table Shuffleboard. We're very excited to have you on board with us and we look forward to a very bright future for the sport that we all love!

In this Rulebook, you'll find an enormous amount of helpful information to help you along the way. Playing in the ASPA means being a member of the largest Table Shuffleboard organization in the world and being part of a community. Part of that means playing by the rules and being a good sport.

Every ASPA match will be governed by these rules and every ASPA member agrees to abide by them. League play allows you to play Table Shuffleboard year round and enjoy the benefits of being an ASPA member. The entire ASPA organization is here for you...to operate your leagues at the highest level and to offer the most rewarding tournaments ever offered to Table Shuffleboard players.

So, keep this Rulebook handy, learn the rules inside and out, and get a lot of practice to increase your skills. Your road to being an Official Table Shuffleboard Player begins here. Good Luck and Good Shuffling to you and your teammates!

Organizational Structure

The success of the ASPA depends on the hard work of every person within the organization, no matter what level they are on. We've broken down the ASPA into individual regions for the purposes of qualifying for the ASPA National Championships. State directors will oversee and assist the Regional Directors and, in some cases, be the same person depending on the amount of teams playing in that particular State.

Within each Region will be many leagues playing in many different counties. Some leagues will be Travel leagues and some will be In-House leagues. Each area will have a designated Local League Ambassador...a liaison to help create a cohesive group of Teams, Players, and Venue Owners. The relationship between the ASPA and the Host Venues is critical, which is why it is one of the 4 Pillars of our Mission Statement. The ASPA does not exist without Venues that offer Table Shuffleboard, so having a good relationship with the owners and helping them to grow their businesses is very important to the ASPA. Local League Ambassadors, or LLA's will also be responsible for recruiting new players and teams, as well as looking for new Venues to host league teams. This will help us grow not only the ASPA, but the entire Sport of Table Shuffleboard, which is good for everyone!

Finally, we'd like to recognize all the Team Captains! Anyone can be a team captain, recruit players and form a team. You don't even have to be the best player on the team, but organizing and dealing with people should be a strong suit for a team captain. From time to time, the APSA will rely on the input of the team captains in dispute situations or when discussing rule changes. The team captain's role is an important one for the Local League Ambassador to have a "Go To" person on each team to help get information out to the players.

On the next page, we dive even deeper into these Organizational Roles and more of the responsibilities. Keep in mind, other than the Team Captains, each of these other Positions within the ASPA are appointed positions that come with responsibilities and corresponding compensation. When the ASPA grows and prospers, so does everyone within the organization!

Organizational Chain

Definitions and Explanations

ASPA Player

ASPA players are the reason why the ASPA was created. We built this organization so Table Shuffleboard players can compete in world class leagues and tournaments. The ASPA player's responsibility is to show up, follow the rules, and most of all, HAVE FUN!

Team Captain

The Team Captain is the decision maker of the team. A team is comprised of 4-9 players. The team captain has the final say in determining weekly lineups, is responsible for the weekly dues, and is the only player on the team who can add and drop players from the roster. It is the responsibility of the team captain to handle all team and match related disputes. Team captains may appeal any dispute to the Regional Director.

Local League Ambassador

The primary focus of the Local League Ambassador is to grow the ASPA in their assigned county or counties. LLA's should be spending time signing up venues to host ASPA teams, talking to local patrons about joining the ASPA, and registering teams. When a night of league play is established, the LLA should look to expand to other nights of the week and other venues to host teams. Certain areas could have multiple league divisions on each night and also have league play 4 or 5 nights a week! Even when leagues are going, the LLA's job is not done. During the 12 week season, LLA's should also be helping to recruit subs so each team has 7 players and has flexibility to play each week and not have to request match postponements. Players and venue rely on matches to be played consistently. Accomplishing that relies on each team having enough players on their roster to field a team each week.

Regional Director

The main function of the Regional Director is to act as a liaison between the League Players and the State Directors & National Office. Any disputes that cannot be resolved at the match level should be appealed to the Regional Director. Regional Directors will be directly responsible for scheduling and hosting the ASPA Regional Championships in their area. Depending on the number of teams in a region, the Regional Director and State Director may be the same person.

State Director

The State Director's main function is to support the Regional Directors and help bridge the gap between the Regional and National levels. State Directors will assist in operating the ASPA Regional Championships in their state. State Directors will be expected to assist in operating the ASPA National Championships as well as other National and State level events.

Code of Conduct

ASPA requires the highest standards of fair play and good sportsmanship to be eligible for participation in our organization. Good conduct must be maintained before, during, and after all matches. You represent, not only yourself, but also the venue you play for, your team, and the ASPA. Obnoxious behavior will not be tolerated. Instigating or participating in any manner of physical violence or verbal abuse will not be tolerated and could result in expulsion from the ASPA with the loss of all prize money and awards.

Breaking the Code of Conduct can result in arguments and hard feelings between players and teams. Please show good sportsmanship and common courtesy to both your opponents and the Host Venue by observing these basic etiquette guidelines:

- *Treat your opponent as you would like to be treated.*
- *Wish your opponent good luck before the match begins.*
- *Stay away from the table and out of your opponent's line of sight when they are shooting.*
- *Do not engage your opponent in conversation while they are shooting.*
- *Pay attention to your match.*
- *Be ready to shoot when it is your turn.*
- *Begin your game or match as soon as the previous game or match is over.*
- *Observe all time guidelines.*
- *Shake your opponent's hand after the game or match...win or lose.*
- *Cheering for your teammate is part of the fun, but don't root against your opponent. Observing these guidelines and displaying good sportsmanship helps ensure a fun and competitive evening of League or Tournament play.*
- *Without our Host Venues, there would be no ASPA Leagues. Host Venues have the right to refuse service to anyone, at any time. ASPA cannot require a Host Venue to host a team or to let specific individuals in the door. Remember you are the Host Venue's guest. Please follow these basic guidelines:*
 - *Be courteous and polite to the staff.*
 - *Always respect the equipment*
 - *Be knowledgeable of, and adhere to, House Rules.*
 - *Do not set drinks on the shuffleboard tables.*
 - *Never smoke at the table.*
 - *Be aware of your surroundings. If someone is in the way of a shot, wait for them to move or politely ask them to move.*
 - *Unless Host Venue policy allows it, never bring in outside food or beverages.*

Chapter 1: Membership

1.01 Application

Membership in the ASPA is contingent upon acceptance of a completed application. The ASPA reserves all rights to refuse membership to anyone for any reason it feels is necessary to protect the ASPA and its membership. A membership application is provided in your Welcome Packet or is available on our website. All information requested and provided will be used only for the purposes of the ASPA and its sponsors. Personal information will not be sold to anyone for any reason, however, by signing the application, you agree to all ASPA Rules and Regulations, and you understand that ASPA reserves all rights. Possession of a valid membership card entitles the player to participate in all ASPA sanctioned competition for which he/she is qualified.

1.02 Team Registration

All teams must register via the ASPA website. All team registrations will be time stamped for the purposes of admission to the league.

1.03 Annual Membership Dues

Each individual applying for ASPA membership shall pay annual dues of \$25. Dues must accompany the application to be considered eligible for any league or tournament match.

1.04 Effective Dates

*On receipt of a membership application and dues, a membership card will be valid for the current season starting January 1 through December 31. Applications received after **Week #4 of the Fall Season** will be considered paid for the remainder of the current season and the entire subsequent season.*

1.05 Membership Types

There are (2) types of memberships in the ASPA:

- a. Amateur – All players with a Skill Level of 2-7 shall be classified as an Amateur Player.*
- b. Masters – Any player with a Skill Level of 0-1 shall be classified as a Masters Player. Teams are limited to 2 Masters Players on their roster. Teams may not field more than 1 Masters player in any given Match.*

1.06 Meetings

An annual meeting will be held and is open to all members in good standing with the ASPA. League meetings will be held as needed and will be scheduled at least 1 week in advance and will be communicated via the ASPA website.

1.07 Entering Skill Levels

- a. *All new ASPA members will enter the ASPA with the most current Bowers Rating.*
- b. *Any new member without a Bowers Rating will enter at a Skill Level of “6” if he/she has previous league or tournament shuffleboard experience. Any new member without a Bowers Rating and no previous experience playing shuffleboard and no concept of the game will enter at a Skill Level of “7”*
- c. *If it is determined that a player without a Bowers Rating has a skill level better than his or her entering Skill Level, the player’s entering Skill Level and Handicap may be changed at the discretion of the ASPA.*
- d. ***Bowers Ratings to ASPA Skill Level Conversion:***
 - i. *-1.50 thru 0.00 will enter as a Skill Level “0”*
 - ii. *0.01 thru 0.60 will enter as a Skill Level “1”*
 - iii. *0.61 thru 1.20 will enter as a Skill Level “2”*
 - iv. *1.21 thru 1.70 will enter as a Skill Level “3”*
 - v. *1.71 thru 2.20 will enter as a Skill Level “4”*
 - vi. *2.21 thru 2.70 will enter as a Skill Level “5”*
 - vii. *2.71 thru 3.20 will enter as a Skill Level “6”*
 - viii. *3.21 thru 5.00 will enter as a Skill Level “7”*

1.08 Handicap

- a. *Handicap is different than Skill Level. In most cases, the two may be the same, but in cases where a player’s current level of play becomes drastically different than their assigned Skill Level number, then their handicap may change. Handicaps are updated weekly and posted on the team sheets or Individual League scoresheets.*
- b. *The maximum handicap differential in any game is 13. (Example: If the 2 players’ handicap on Team A add to 4 and the 2 players’ handicap on Team B add to 20, then the handicap used for Team A is 4 and the handicap used for Team B is 17, not 20.)*
- c. *When a new player joins, please use the following criteria when determining the player’s handicap*
 - i. *Any player with a Bower’s rating conversion shall use the Skill Level number as their handicap*
 - ii. *Any player coming in without a Bower’s rating and entering as a Skill Level “6” due to having some experience playing shuffleboard shall use a handicap of “7”*
 - iii. *Any player coming in with no previous competitive shuffleboard experience shall use a handicap of “8”*

Chapter 2: General Playing Rules (League)

2.01 ASPA Certification

Leagues and Tournaments must be organized and played in accordance with ASPA Bylaws, rules, and regulations. These events must be scheduled on shuffleboards that currently are ASPA certified and only ASPA approved equipment may be used. In addition, all players must be members of the ASPA and show their ASPA membership card to the opposing team captain and picture I.D. upon request. Any players who do not have a membership must fill out a membership application prior to competing in any ASPA league or tournament match. Payment for the membership must be made prior to playing any tournament match or before your second league match. Failure to comply with this rule will result in forfeiture of the match.

2.02 Definitions

League – A group of teams or individuals competing for a specified number of weeks

Team – A group of players competing in a league

Match – A competition between 2 teams or individuals consisting of a set number of games

Game – A competition between 2 or 4 players of opposing teams, usually played to 15 points

Weight – The object that is slid down the shuffleboard used to play the game

Frame – One round of play consisting of two players from opposing teams, alternating turns, each delivering 4 total weights

Hammer – Term used to define the last turn in a frame (If player A goes first, that means player B would “have the hammer”)

2.03 The Game

- a. All players must shake hands prior to the start of the game*
- b. Once the hammer is determined, players must retire to the end of the table that they will be playing*
- c. The team without the hammer shoots first and the weights always start from the left end **or designated starting end***
- d. Players will alternate turns sliding the weights down the shuffleboard. This is called playing a frame*
- e. After all 8 weights are shot, points are tallied and marked on the scoresheet*
- f. The team that scores the points then shoots first in the next frame. If there is no score in a frame, the hammer switches*
- g. Teammates take turns shooting frames and stay on the same end for the entire game*
- h. When a team reaches 15 points, then the game is over.*
- i. Teams may use their own weights. In the event that a team does not have their own weights, then the venue must supply weights for the team to use.*

2.04 Delivering the Weight

- a. The following criteria must be met for a shot to be a legal delivery: one foot must be on the ground and both feet must be behind the deuce line when the shot is delivered*
- b. No double release shots are allowed. Penalty for violation shall be the loss of that shot and any weights that have been knocked off or moved shall be replaced*
- c. A player may not hold a weight in his/her hand while their opponent is shooting. The player shooting may not hold another weight while shooting. A player may not hold drinks, cigarettes, cell phones, or any objects in his/her hands or mouth while playing a frame. Turn off cell phones while playing.*

2.05 Foul Line

- a. The foul line closest to the player will be the line used in all ASPA League competition*
- b. If a weight is delivered and does not pass the foul line completely, then it will be removed and that turn is forfeited*

2.06 Etiquette

- a. All generally accepted rules of good sportsmanship shall apply*
- b. No drinks or foreign objects in hands or mouth while shooting*
- c. Players shall stand behind their opponent while opponent is shooting*
- d. No verbal or physical harassment while a player is shooting*
- e. No Sharking*
- f. Players at the opposite end must stand at least 5 feet away from the board during a frame at the other end*
- g. Any infractions to these rules of etiquette will result in a warning, then any subsequent infraction will carry a two-point penalty*

2.07 Scoring

- a. After all weights in a frame have been shuffled, the player's whose leading weight is farthest away from the playing end is the winner of the frame. The winner's score is then determined by adding the values of all his leading weights which lie ahead of the loser's leading weight. Only the winner scores in each frame*
- b. In order for a weight to be counted as a deuce, the weight must be completely across the deuce line. The same goes for a three*
- c. In order for a weight to be counted as a four, the weight must be hanging across the far edge of the board. In the event that there is a question as to whether or not a weight is a "hanger", then the opposing captain will run a straight edge to determine if it is truly a "hanger"*
- d. In the event that a two or a three is too close to call and both players and both team captains cannot agree on the call, then the weight will be scored as the lower*
- e. Weights shall not be removed at the end of a frame until both parties have viewed, and agreed, upon the score to be marked. If a scoring weight is moved by a player before the score is agreed upon, the score will be marked in favor of the player who did not move the weight*
- f. In the event that a player moves or removes any weights prior to delivering his hammer, then the player shall forfeit his hammer turn and the frame is over*

2.08 Hammer

- a. *The first hammer in a match is determined by the away team. The hammer will alternate during the match, therefore, the away team will decide to have the first hammer in games 1, 3, & 5 or games 2, 4, & 6. The home team will have the first hammer in the games not chosen by the away team.*
- b. *The home team is given the choice of color to be used for the match. Once color is chosen, a change cannot be made*
- c. *After each frame, the hammer will go to the team who didn't score in the previous frame. **If there is no score, then the hammer changes***
- d. *If the leading weights in a frame are tied, regardless of whether there are any other weights on the board, there is no score and the hammer changes*
- e. *If the player who has the hammer shoots first, they lose that privilege and must complete the frame in the same rotation*

2.09 Coaching

- a. *Coaching during the end being played can only be done during a timeout. A timeout can only be requested by the players that are playing at the time or the team captain **or designated coach. The designated coach must be a member of the team.***
- b. *Each team is limited to 4 timeouts per game. Each timeout is limited to 1 minute. Each team may meet during a timeout. When a team reaches their limit of 4 timeouts, the opposing team must warn them. Any other coaching after the 4-timeout limit will result in forfeiture of that shot.*
- c. *No other discussion may be had while an end is in process, including yelling across the board at a teammate or meeting at either end or the middle of the board or hand gestures or signaling of any kind.*
- d. *The team captain or **designated coach** is permitted to discuss strategy to the player whose end is not currently being played. Once the hammer is delivered at the opposite end, the captain must retire from that strategy session and allow the game to proceed without interruption.*

2.10 Mush Hit or Soft Hit

- a. *In the case of a Mush Hit, the game will continue without penalty*
- b. *If the object weight has wax on the side which may result in a Mush Hit, you may request to have the opposing team captain wipe it off and re-spot it*

2.11 Making a Weight “Safe”

- a. Any weights in danger of falling off the end of the board may be made safe by either team captain at the request of either opposing player involved in the game*
- b. If a weight is made safe, it cannot be out-distanced by a weight of the other color*
- c. If a “4” or overhanging rail weight falls, while a player is shooting, the weight will be returned to its original position and the player will not shoot again. Any weights affected by the shot will remain where they ended.*
- d. If a weight that is made safe falls off after a weight is delivered by the opposing team, that player has the option of taking that turn over, after the weight is returned to its original position*
- e. A weight cannot be made or called safe without physically moving the weight. A player who deliberately moves a hanger so as to force a call will lose their, or their teams, next shot in that frame*
- f. If a safe weight is moved to a new position by another weight, the safety of the weight is removed. If it is still a “4” the procedure for safety must be reinstated.*

2.12 Moving and Spinning Weights

- a. A weight can only leave the playing surface under its own momentum, or by being struck by another weight after it has come to a complete stop.*
- b. A weight which leaves the playing surface after being struck by another weight, then returns to the playing surface, is considered out of play and must be removed. Any weights displaced by this weight will be returned to the position they had before the “out of play” weight returned to the playing surface*
- c. A weight which is flipped over after being struck will be turned right side up.*
- d. A player cannot shoot an opponent’s weight if it is still moving forward, however a player can shoot at a weight that is spinning but no longer has forward momentum. If a player shoots while an opponent’s weight is moving forward and the moving weight leaves the playing surface; it will be placed at the spot where it fell. The player who shot, will lose their shot and any weights moved will be returned to their original position*
- e. If a weight has come to a complete stop, then falls after a player or object, contacts the playing surface, cradle, or scoreboard, it will be replaced as close as possible to the weight’s original position.*

2.13 Waxing the Rails

- a. You may **lightly** wax dry spots on the left and right rails up to the foul line, out of the containers only, only on the end of the board you are shooting, only when it is your shot, and only prior to the end of the frame.
- b. Any other waxing during a game can only be requested by the players in that game, and shall be done by the team captain and only by mutual agreement of the captains

2.14 Infractions and Penalties

- a. No tampering with or altering weights, wax, or boards. Violations shall result in forfeit of the match and possible expulsion from the ASPA
- b. More than 30 seconds between shots shall constitute slow play and result in a warning. Any other subsequent infractions shall result in forfeiture of that shot

2.15 Disputes During a Game

- a. Any disputes during a game can be appealed to the team captains without using a timeout
- b. If the captains cannot resolve the dispute, then the game will continue with the benefit of the doubt being given to the home team
- c. If the dispute is not resolved, both captains must put the dispute in writing, stating the nature of the dispute and present all evidence to the APSA office within 24 hours of the dispute
- d. The ASPA will then make a ruling on the dispute and may award or disqualify points or games based on the ruling
- e. All decisions by the ASPA are final

2.16 Commonly Asked Questions

Chapter 3:

Classic Team League Rules

3.01 League

- a. A Team League will consist of a minimum of 4 teams, and must have an even number of teams.*
- b. Teams will be entered on a first come, first serve basis. All returning teams from the previous season will have first right of refusal.*

3.02 Schedule

- a. The season schedule will be provided for each league no later than 72 hours prior to the 2nd week of play. Schedules will be posted on the website.*
- b. Teams will be notified of their match Venue and opponent for the first week of play no later than 48 hours prior the scheduled match. In the event that there are an odd number of teams to start the season, the last team to register will postpone the first week's match until another team is registered. If there are an odd number of teams going into the second week, then the last team to register will be out for the current season.*

3.03 Team League Match

- a. A team league match consists of 2 teams, with 4 players each, playing a total of 6 games. Each player will play 3 of the 6 games, and will play with each of the other 3 players on his/her team.*
- b. Each game, there are 6 total match points available to win.*
- c. 1 match point will go to the team that reaches 15 actual points first.*
- d. 4 match points will go to the team with higher game score with handicap (In the event of a tie, each team will receive 2 match points).*
- e. 1 match point will go to each team that scores at least 10 actual points in the game.*
- f. 4 additional match points will go to the team with the higher total score with handicap for all 6 games combined (In the event of a tie, each team will receive 2 match points)*

3.04 Start Time

- a. Start time for league play will vary from league to league and will be posted on the website and listed on the scoresheet and standings.*
- b. Official practice will begin 30 minutes prior to the start of the scheduled match.*

3.05 Practice

- a. Practice begins 30 minutes prior to the start of the scheduled match
- b. The home team will be permitted to practice for the first 15 minutes of the scheduled match.
- c. The away team will be permitted to practice for the second 15 minutes of the practice session.
- d. Tardy players will not be permitted additional practice time

3.06 Rosters

- a. Rosters must have a minimum of 4 players
- b. Rosters may have no more than 9 players
- c. Additions to the roster may be made at any time. It is the responsibility of the team captain to verify the entering Skill Level **and handicap** of any player added to his/her roster.
- d. If a player is found to have played at a different skill level other than what is outlined in Rule 1.07, then the team would forfeit all games and points that were played by that player. Additionally, if the Skill Level correction causes the team to break the **"Add to 14"** rule, then the team would forfeit all games played that match.
- e. A player cannot be on more than 1 roster at one time in any given league. The exception to this rule would be the LLA or Regional Director. Players may, however, be on rosters in multiple leagues, and across multiple nights and regions.

3.07 Legal Lineup

- a. **"Add to 14" Rule-** The combined team Skill Level must add to **14** or higher. The Skill Level used will be the league starting Skill Level for each player.
- b. A minimum of 3 players constitutes a legal lineup.
- c. In the event of a 3 person lineup, **the match would still be played as normal. Any player not on site and ready to play will have their weights forfeited each frame until they arrive.** The 4th player must still be declared **for handicapping purposes and** to determine if the **"Add to 14"** rule is satisfied

3.08 Starting the Match and Completing the Scoresheet

a. Starting the Match

- i. Official practice begins 30 minutes prior to the official start time of the league. Home team practices for the first 15 minutes*
- ii. Once practice is over, the Away Captain must give their lineup and complete the lineup portion at the top of the scoresheet first. The lineup must be organized, in order, by lowest handicap number as the “A” player and the highest handicap number as the “D” player. If there is a tie for handicap number, then the tie is broken by the Skill Level number. If there is still a tie, then the Captain may place the tied players in order at his/her discretion*
- iii. The away team then chooses hammer in odd or even games and it is noted on the scoresheet*
- iv. The home team then chooses color. In leagues where 2 boards are used for a match, whichever color is used on one board, the opposite color is used on the other board. This is to allow a team to use the same set of weights for a match. (The only exception to this rule is in the case where both captains agree to use the same color on each board) In leagues where 2 boards are used, different sets of weights may be used on each board. Weights may be changed only between games but must be kept the same color.*
- v. In each game, the team without the hammer must decide which end each player is playing at first and inform the other captain. Each game in a match should be ready to play upon completion of the previous game. A maximum of 5 minutes shall be allowed in between games 2 & 3 and games 4 & 5, to allow the player that plays two straight games, a short break.*
- vi. The match must begin no later than 10 minutes after the official start time of the league. This gives each team captain time to set their roster and organize their team. Any players not present at this time will refer to Rule 3.07*

- b. Each team will fill out a scoresheet and compare the scoresheet, as often as necessary, and at the end of each game to check for any errors.*
- c. Both teams shall submit their scoresheets to the ASPA upon completion of the match. The preferred way to submit the scoresheet would be to take a clear picture of each page with a camera phone and text the picture of the pages to the ASPA hotline (661) 748-3353. You may also email the pictures as well*
- d. Both captains must sign each scoresheet.*
- e. A sample scoresheet is available in this rulebook in the Appendix section*

3.09 Paying League Fees

- a. Weekly league fees shall be \$44 per team, per week*
- b. Fees shall be paid via PayPal each week. Fees must be paid by the end of the match. The ASPA PayPal handle is @aspashuffleboard or you can use our email address aspashuffleboard@gmail.com*
- c. Any team that is more than \$44 in arrears may be subject to a forfeit of points.*

3.10 Postponing a Match

- a. Postponing a match should only be done in emergency situations or when a team cannot fill their 4 player roster. If a team has only 4 players, and a player quits the league, the team has a right to request a postponement at any time in order to fill their roster.*
- b. A match postponement should be scheduled and played within 2 weeks of the original match.*
- c. It must also be played within 48 hours of a "position week" as the scores of the postponed match could impact the position of teams.*
- d. When playing a postponed match, the Skill Level and Handicaps used for the match should be the most current available from the Team Sheets, not from the Team Sheets of the week of the postponement*

3.11 Forfeits

- a. In order to keep integrity of the league, every effort must be made to play each match.*
- b. In the event that a forfeit cannot be avoided, the forfeiting team will receive zero points and the opposing team shall receive 28 points.*
- c. In the event that the season is over and there are postponements pending, and both teams agree that the match cannot be played prior to the start of the next season, then both teams shall receive 18 match points as a split.*

3.12 Qualifying for Regionals

- a. *All ASPA Team Leagues shall advance at least one team to the ASPA Regional Tournament held twice a year, with the exception of ASPA Interim Leagues. Interim leagues are leagues that start more than 4 weeks after the Official Beginning of any given season. Interim league teams pay only \$28 per week and are not eligible to advance teams to the ASPA Regional Finals.*
- b. *All ASPA Individual Leagues shall advance at least 2 players per season until teams can be formed from Individual Leagues for the purpose of competing in the ASPA Regionals*
- c. *The size of the league will determine the number of teams that shall advance to the ASPA Regional Finals.*
 - 1. *4 Team Leagues shall advance the 1st Place Team*
 - 2. *6 Team Leagues shall advance the 1st and 2nd Place Teams*
 - 3. *8 Team Leagues shall advance the 1st and 2nd Place Teams with the 1st Place Team receiving a Bye to the Single Elimination Bracket at the ASPA Regionals*
 - 4. *10 Team Leagues shall advance the 1st, 2nd and 3rd Place Teams with the 1st Place Team receiving a Bye to the Single Elimination Bracket at the ASPA Regionals*
 - 5. *We recommend that leagues larger than 10 teams to break up into 2 smaller leagues. The LLA should consult with the ASPA National Office for ideas on how best to do this.*
- d. *Any team that qualifies 2 seasons in a row, from the same league, to the same ASPA Regional Tournament, shall receive a bye to the Single Elimination Bracket, and the next team in the standings shall advance to the ASPA Regional Tournament.*
- e. *Due to the format of the ASPA Regional Tournament, there may be a need to add 1-3 additional teams to the tournament. In this case, we would hold a Wild Card Drawing. Each team that did not qualify in either of the two seasons would receive an entry into the Wild Card Drawing and have a chance to win a spot in the ASPA Regional Tournament. The Wild Card Drawing will take place at least **two weeks** prior to the ASPA Regional Tournament.*

Chapter 4:

Individual League Rules

4.01 League

- a. *An Individual League will consist of exactly 5 or 10 players regular players.*
- b. *Players will be entered on a first come, first serve basis. All returning players from the previous season will have first right of refusal.*

4.02 Schedule

- a. *The season schedule will be provided for each league no later than 72 hours prior to the 2nd week of play. Schedules will be posted on the website.*
- b. *Players will be notified of their match Venue and matchups for the first week of play no later than 48 hours prior the scheduled match.*

4.03 Individual League Match

- a. *An Individual league match consists of 5 players each playing 4 games per night. Each player will play a partners game with each of the other players.*
- b. *The weights used for all 5 games of the match will be at the discretion of the "A" Player in an "A-E" match and the "F" player in the "F-J" match*
- c. *Each player will sit out one game and keep score for that game.*
- d. *Each game, there are 6 total match points available to win.*
- e. *1 match point will go to the team that reaches 15 points first.*
- f. *4 match points will go to the team with higher game score with handicap (In the event of a tie, each team will receive 2 match points).*
- g. *1 match point will go to each team that scores at least 10 actual points in the game.*
- h. *Each player shall receive Match points for each game they are involved in that results in Match points earned.*
- i. *Standings will be kept according to each individual player's Match Points earned*

4.04 Start Time

- a. *Start time for league play will vary from league to league and will be posted on the website and listed on the team sheet and standings.*
- b. *Official practice will begin 30 minutes prior to the start of the scheduled match.*

4.05 Substitutes and No-Shows

- a. Subs are allowed and encouraged. A substitute player must be a member of the ASPA and may join the first night of play*
- b. Subs contribute to the Regular Player's Match Point totals. When a sub plays a match, it is considered a "Match Played" towards ASPA Nationals*
- c. If a Regular Player does not show up, and does not have a sub to play, he or she earns no Match Points for that week. That player's partner each game will be allowed to "walk the board" to earn match points. When a player "walks", they will use double their own handicap since they're playing both ends*

4.06 Paying League Dues

- a. Individual Weekly league fees shall be \$13 per player, per week.*
- b. Fees shall be paid via PayPal each week by the end of the league match.*
- c. Any player more than \$13 in arrears may be subject to a forfeiture of points.*
- d. Subs should generally not pay and the liability of the weekly dues should go to the regular league member that the sub played for*

4.07 Qualifying for Regionals

- a. In a 5 player Individual League, the top 2 players in the standings advance to build a team with the previous or next league's 2 qualifiers to compete in the ASPA Regionals.*
- b. In a 10 player Individual League, the top 4 players in the standings advance to become a team to compete in the ASPA Regionals.*
- c. In the event that a player qualifies more than once, the qualifying spot will go to the next player in the current standings. As a bonus, the player that qualified more than once will receive \$100 in ASPA Credit to use towards ASPA Merchandise.*
- d. All teams that qualify to play in Regionals must still meet the **Add to 14** rule. The ASPA, in coordination with the league, may add players, **by order of the final standings**, to the qualified team, from the league, in order for the team to meet the **Add to 14** rule.*

Chapter 5:

Masters Team League Rules

5.01 League

- a. A Masters Team League will consist of a minimum of 4 teams, and must have an even number of teams.*
- b. Teams will be entered on a first come, first serve basis. All returning teams from the previous season will have first right of refusal.*

5.02 Schedule

- a. The season schedule will be provided for each league no later than 72 hours prior to the 2nd week of play. Schedules will be posted on the website.*
- b. Teams will be notified of their match Venue and opponent for the first week of play no later than 48 hours prior the scheduled match. In the event that there are an odd number of teams to start the season, the last team to register will postpone the first week's match until another team is registered. If there are an odd number of teams going into the second week, then the last team to register will be out for the current season.*

5.03 Masters Team League Match

- a. Handicaps will not be used in Masters Team Leagues*
- b. A team league match consists of 2 teams, with 3 players each, playing a total of 6 games. Each player will play 3 of the 6 games, and will play with each of the other 2 players on his/her team plus each player will play a Singles match*
- c. Each game, there are 5 total match points available to win.*
- d. 4 match points will go to the team that reaches 15 points first.*
- e. 1 match point will go to each team that scores at least 10 actual points in the game.*
- f. 4 additional match points will go to the team with the higher total score for all 6 games combined (In the event of a tie, each team will receive 2 match points)*

5.04 Start Time

- a. Start time for league play will vary from league to league and will be posted on the website and listed on the scoresheet and standings.*
- b. Official practice will begin 30 minutes prior to the start of the scheduled match.*

5.05 Practice

- a. Practice begins 30 minutes prior to the start of the scheduled match*
- b. The home team will be permitted to practice for the first 15 minutes of the scheduled match.*
- c. The away team will be permitted to practice for the second 15 minutes of the practice session.*
- d. Tardy players will not be permitted additional practice time*

5.06 Rosters

- a. Rosters must have a minimum of 3 players*
- b. Rosters may have no more than 6 players*
- c. Additions to the roster may be made at any time. It is the responsibility of the team captain to verify the entering Skill Level of any player added to his/her roster.*
- d. If a player is found to have played at a different skill level other than what is outlined in Rule 1.07, and a Skill Level correction causes the team to break the “Add to 2” rule, then the team would forfeit all games played that match.*
- e. A player cannot be on more than 1 roster at one time in any given league. The exception to this rule would be the LLA or Regional Director. Players may, however, be on rosters in multiple leagues, and across multiple nights and regions.*

5.07 Legal Lineup

- a. Masters “Add to 2” Rule- The combined Masters team Skill Level must add to 2 or higher. The Skill Level used will be the league starting Skill Level for each player.*
- b. A minimum of 2 players constitutes a legal lineup.*
- c. In the event of a 2 person lineup, the team would forfeit all games that the 3rd player would have played in. The 3rd player must still be declared to determine if the Masters “Add to 2” rule is satisfied*

5.08 Scoresheet

- a. Each team will fill out a scoresheet and compare the scoresheet at the end of each game to check for any errors.*
- b. The home team will complete the official scoresheet and submit it to the ASPA upon completion of the match.*
- c. Both captains must sign the official scoresheet.*
- d. A sample scoresheet is available in this rulebook in the Appendix section*

5.09 Paying League Fees

- a. Weekly league fees shall be \$60 per team, per week*
- b. Fees shall be paid via PayPal each week. Fees must be paid by the end of the match.*
- c. Any team that is more than \$60 in arrears may be subject to a forfeit of points.*

5.10 Postponing a Match

- a. Postponing a match should only be done in emergency situations or when a team cannot fill their 3-player roster. If a team has only 3 players, and a player quits the league, the team has a right to request a postponement at any time in order to fill their roster.*
- b. A match postponement must be scheduled and played within 2 weeks of the original match.*
- c. It must also be played within 48 hours of a "position week" as the scores of the postponed match could impact the position of teams.*

5.11 Forfeits

- a. In order to keep integrity of the league, every effort must be made to play each match*
- b. In the event that a forfeit cannot be avoided, the forfeiting team will receive zero points and the opposing team shall receive 20 points.*

5.12 Qualifying for Regionals

- a. All ASPA Masters Team Leagues shall advance at least one team to the ASPA Regional Tournament held twice a year.*
- b. The size of the league will determine the number of teams that shall advance to the ASPA Regional Finals.*
 - a. 4 Team Leagues shall advance the 1st Place Team*
 - b. 6 Team Leagues shall advance the 1st and 2nd Place Teams*
 - c. 8 Team Leagues shall advance the 1st and 2nd Place Teams with the 1st Place Team receiving a Bye to the Single Elimination Bracket at the ASPA Regionals*
 - d. 10 Team Leagues shall advance the 1st, 2nd and 3rd Place Teams with the 1st Place Team receiving a Bye to the Single Elimination Bracket at the ASPA Regionals*
 - e. We recommend that leagues larger than 10 teams to break up into 2 smaller leagues. The LLA should consult with the ASPA National Office for ideas on how best to do this.*
- c. Any team that qualifies 2 seasons in a row, from the same league, to the same ASPA Regional Tournament, shall receive a bye to the Single Elimination Bracket, and the next team in the standings shall advance to the ASPA Regional Tournament.*
- d. Due to the format of the ASPA Regional Tournament, there may be a need to add 1-3 additional teams to the tournament. In this case, we would hold a Wild Card Drawing. Each team that did not qualify in either of the two seasons would receive an entry into the Wild Card Drawing and have a chance to win a spot in the ASPA Regional Tournament. The Wild Card Drawing will take place at least one month prior to the ASPA Regional Tournament.*

Chapter 6:

Masters Individual League Rules

6.01 League

- a. A Masters Individual League will consist of exactly 5 or 10 players regular players.*
- b. Players will be entered on a first come, first serve basis. All returning players from the previous season will have first right of refusal.*

6.02 Schedule

- a. The season schedule will be provided for each league no later than 72 hours prior to the 2nd week of play. Schedules will be posted on the website.*
- b. Players will be notified of their match Venue and matchups for the first week of play no later than 48 hours prior the scheduled match.*

6.03 Masters Individual League Match

- a. Handicaps will not be used in Masters Individual Leagues*
- b. A Masters Individual league match consists of 5 players each playing 4 games per night. Each player will play a partners game with each of the other players.*
- c. Each player will sit out one game and keep score for that game.*
- d. Each game, there are 5 total match points available to win.*
- e. 4 match points will go to the team that reaches 15 points first.*
- f. 1 match point will go to each team that scores at least 10 points in the game.*
- g. Each player shall receive Match points for each game they are involved in that results in Match points earned.*
- h. Standings will be kept according to each individual player's Match Points earned*

6.04 Start Time

- a. Start time for league play will vary from league to league and will be posted on the website and listed on the team sheet and standings.*
- b. Official practice will begin 30 minutes prior to the start of the scheduled match.*

6.05 Substitutes and No-Shows

- a. Subs are allowed providing that the player subbing has a Skill Level equal to or lesser than the player that he or she is subbing for.*
- b. Subs contribute to the Regular Player's Match Point totals*
- c. If a Regular Player does not show up, and does not have a sub to play, he or she earns no Match Points for that week. That player's partner each game will be allowed to "walk the board" to earn match points.*

6.06 Paying League Dues

- a. Masters Individual Weekly league fees shall be \$20 per player, per week.*
- b. Fees shall be paid via PayPal each week by the end of the league match.*
- c. Any player more than \$20 in arrears may be subject to a forfeiture of points.*

6.07 Qualifying for Regionals

- a. In a 5 player Masters Individual League, the top 2 players in the standings advance to build a team with the previous or next league's 2 qualifiers to compete in the ASPA Regionals.*
- b. In a 10 Masters Individual League, the top 4 players in the standings advance to become a team to compete in the ASPA Regionals.*
- c. In the event that a player qualifies more than once, the qualifying spot will go to the next player in the current standings. As a bonus, the player that qualified more than once will receive \$100 in ASPA Credit to use towards ASPA Merchandise.*
- d. All Masters teams that qualify to play in Regionals must still meet the Masters Add to 2 rule. The ASPA, in coordination with the league, may add players to the qualified team, from the league, in order for the team to meet the Masters Add to 2 rule.*

Chapter 7:

ASPA Regionals

7.01 Overview

- a. *ASPA Regionals are held twice a year. Summer Regionals are held in August/September and Winter Regionals are held in February/March.*
- b. *Fall Regionals consist of teams that qualified in the January start and April start leagues. Spring Regionals consist of teams that qualified in the July start and October start leagues.*
- c. *The number of teams that compete in a given ASPA Regional will depend on the number of local area leagues and the number of teams in each league division.*
- d. *A local area league must have a minimum of 3 Regional Qualifying teams in order to host it's own Regional. In the event that there are less than 3 teams qualified, the 1 or 2 teams would roll into the following season's Regional.*
- e. *As local area leagues and Regions grow and change, some Regions may be split up into smaller Regions to make travel easier.*
- f. *As new local area leagues are formed, they may be added to other local area leagues to create new Regions, or they may be added to a Region depending on location, travel and other factors.*
- g. *The ASPA reserves all rights to change Regions at any time for the benefit of the ASPA and it's players*
- h. *The host venue for each Regional is awarded to the venue that contributes the largest share of Regional Prize Money based on the leagues and teams participating*

7.02 Team Event Format

- a. *Dates, days, and times will be at the discretion of the ASPA and Local League Ambassadors for each area and will be dependent on the venues in each region and their availability.*
- b. *Each Regional Team Event will consist of 1-2 rounds of Pool Play with teams advancing to the Final Round, a single-elimination, seeded bracket.*
- c. *Each pool will consist of 3, 4, 5 or 6 teams*
- d. *Each match in pool play will be a standard 6-game league match played on 1 or 2 shuffleboards depending on venue size and time available.*
- e. *Format, Schedules and Rosters will be posted by the ASPA no later than 1 week prior to the start of Regionals*
- f. *Game play and Match rules will be consistent with Chapters 2 & 3 of this Rulebook*
- g. *ASPA reserves the right to modify formats prior to the start of the Regional Event.*

7.03 Qualification Criteria

- a. Each player on a team must have a minimum of:
 - i. 2 matches played, on the qualified team, from an 8 week season that the team qualified in*
 - ii. OR 3 matches played, on the qualified team, from a 10 week season that the team qualified in*
 - iii. The LLA is exempt from these requirements and may play on a team as long as they've played one match during the season the team qualified in**
- b. Each player must be a current paid ASPA member. If membership dues are not current, dues must be paid before a player can compete*
- c. Each player must be on an active roster*
- d. Each team must be current on dues. If the team's league dues are not current, the balance must be paid before the team can compete*
- e. All teams must meet the "Add to 14" rule in every match played during Regionals. (Exception: Winter 2023 Regional is still previous "Add to 12")*

7.04 Skill Levels and Handicaps Used for Regionals

- a. Skill Levels and Handicaps will be provided by the ASPA prior to the Regional event*
- b. Each player's Skill Level used for Regionals will be the lowest number attained from the following situations:
 - i. First qualifying season – Final week Skill Level*
 - ii. Second qualifying season – Final week Skill Level**
- c. Each player's Handicap used for Regionals will be the lowest number attained from the following situations:
 - i. First qualifying season – Final week Handicap*
 - ii. Second qualifying season – Final week Handicap*
 - iii. Current Handicap as of league week prior to Regionals*
 - iv. Handicap, equal to the player's current Skill Level, in the event that the player's Skill Level changed**