



Ontario Shuffleboard Association Inc.

Tournament Format

(as of July 1, 2024)

An individual who has reached enough points to become an Expert, State Amateur, State Pro, or equivalent to any of these, at any point in their shuffleboard experience, regardless of where this status was obtained and when it takes effect, cannot play as an amateur in OSA sanctioned tournaments.

For this document, a FRAME is defined as:

The play of all 8 discs from one end resulting in a scoreboard line entry

A team will consist of the same two players for the whole tournament.

There will be five rounds: 2 before lunch and 3 after lunch.

Each game will be 24 frames with 12 frames to be played on each colour.

A board and a half, switch colours and a board and a half.

Before each round, one person from each team will draw a chip. It will tell you the court and colour you will play on.

Before each game, you are allowed 4 practice shots. You can only use your own discs for practice shots. Your partner can use their cue to start off the practice shots and then you can use your own discs.

The game officially starts when the first practice disc is shot.

Beads may be added after all practice shots are done, but before the first game disc is shot, IF ALL 4 PLAYERS AGREE. Two speed shots will be allowed after a fresh beading.

When changing colour during a game please leave the scores from the last four frames before the turn for a few more plays just in case there is a question.

Two practice shots after colour switch, no set up.

During a game, beads may be moved around with a disc, IF ALL 4 PLAYERS AGREE.

There will be score cards at each court. After the game, mark your court #, your team #, and each of your scores. One person can sign the card and bring it to the table. Drop it in the basket on the table.

Do NOT break a tie.

Winners will get a point for the win and their score will be recorded.

Regardless of your score, the maximum score being recorded is 125. It is important to win your game but there is no benefit in running your score past 125.

Teams that tie will get a half a point and their score will be recorded.

Byes will get a point and a score of 75 points.

After a very short break, you'll draw another chip and play again.

It is possible you could draw the same court, colour, and opponent five times today. It's not likely but don't panic if you play the same court or opponent.

For amateurs, at the end of the day, the teams will be ranked for points and record keeping purposes.

To determine positions:

- 1: Number of wins, if tied,
- 2: Score for all wins, if still tied,
- 3: Speed Shuffle between the tied teams

The top eight teams will place:

- 1st thru 4th in Main, and
- 1st thru 4th in Consolation

For the OPEN tournament, the ranking will be the same except that the top eight teams will come back the next day.

The top four will go to MAIN while the next four will go to CONSOLATION.

There will then be two rounds to determine the placement in the respective category. These will be in the traditional best of three format – 16 Frame Games (down the board twice).

Winner is needed for each game. If game is tied at end of 16 frames, game is extended so that each team has the hammer. (Down and back twice so that each player gets a hammer, this continues until there is a winner).

Highest placed team starts on Yellow for first game then plays Black for game 2.

If a third game is required, highest placed team starts on Yellow and halfway through switches to Black.

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| Main: 1 st Round: | a) | 1 plays 4 |
| | b) | 2 plays 3 |
| Main: 2 nd Round | i) | winner of a) vs winner of b) playing for 1 st Place |
| | ii) | loser of a) vs loser of b) playing for 3 rd Place |
| Consolation: 1 st Round: | a) | 5 plays 8 |
| | b) | 6 plays 7 |
| Consolation: 2 nd Round | i) | winner of a) vs winner of b) playing for 5 th Place |
| | ii) | loser of a) vs loser of b) playing for 7 th Place |

If a player forfeits a game the team will not receive any points, placing and payout for their play in the tournament.

For breaches of the playing rules:

1st offence - player will receive a warning from the Tournament Director

2nd offence - for same rule in the same tournament will result in a 10-point penalty.

3rd offence – for same rule in the same tournament will result in an expulsion from the tournament.

Prior to expulsion, a general forum consisting of the Tournament Director and the voting members of the Board of Directors present at the tournament, will expeditiously deal with the alleged violation.

All decisions required that are not covered in the OSA Official Playing Rules will be made at the discretion of the Tournament Director. Their decision is Final.