



Ontario Shuffleboard Association Inc.

Tournament

Format

(as of June 01, 2026)

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, FRAME is defined as:

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

Games are “Any Doubles” where a team consists of the same two players for the whole Tournament.

Games consist of either 24 frames or 16 frames with equal number of frames to be played on each colour.

When playing a 24 frame game there will be 5 rounds.

When playing a 16 frame game there will be 6 rounds.

There will be a common lunch break.

No-Touch Zone Rule will be used.

- a. The lag line and the area between the lag line and the scoring triangle is designated as the no-touch zone. The **first disc of a frame** that comes to rest in the no-touch zone must not be touched by the **opponent’s first disc**. Subsequent discs may clear the first disc as well as any other disc.
- b. Discs within the scoring triangle, or touching its outer edge, are allowed to be touched under this rule.
- c. When the first disc is intentionally or accidentally hit, the referees (players located at the opposite end of the shooters) remove the hitting disc and return the first disc to its original position based on their best judgement, Players have the right to question the referees’ decisions. If both players reach an agreement, the referees’ decision is overruled. However, if the players disagree, the referees’ ruling stands. If the referees themselves cannot agree on the initial position of the first disc, the frame must be replayed. To signal that the first disc is in the no-touch zone, it is recommended to use a “stop” motion to let the opposite side know that the disc must not be touched.
- d. Motion made with hand:



Before play begins, one person from each team will draw a number. Using a pre-made schedule based on the number of teams entered and the number of courts available, the team number will tell you the court and colour you will play on for each of the games in the tournament. (The pre-made schedule is so you play different teams and on different courts.)

In the event that a pre-made schedule is not available:

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

The game officially starts once the players take to the court.

After the game has started, no player may refer to drawings or any device designed to assist in executing a shot. Coaching in any form is prohibited.

At the beginning of each game, two discs may be shot by each player to check speed. Four set up discs are allowed for each player. When the opponent's discs are available, they may be used as a target. After changing colour, four setup discs may be shot by each player on their new colour

When there is uncertainty about whether a disc counts, the person playing black makes the initial call. If either the shooter or their opponent questions the call, the person shooting the yellow disc provides the second call. If disagreement persists, the person playing black on the court to the right will make the third (final) call. If it is an end court then the person playing black on the court to the left will make the third (final) call.

Courts that require beads shall be beaded before play begins for the day. Courts may be re-beaded during the day if the situation at the host club permits.

Re-beading on request of the players is allowed only IF ALL 4 PLAYERS AGREE. Beads may be added after all practice shots are done, but before the first game disc is shot, 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.

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 half a point and their score will be recorded.

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

For the AMATEUR tournament, 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.

There will be three rounds of play.

Each round will consist of one 24 frame game with the Highest placed team starting on Black. 12 Frames on each colour

Winner is needed for each game. If game is tied at end of 24 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).

Round One: a) 1 plays 8 b) 2 plays 7
 c) 3 plays 6 d) 4 plays 5

Winners from each of the games will go into MAIN, Others will go to CONSOLATION.

Round Two: Two games in Main and Two games in Consolation.
Within each stream the Highest ranked will play the lowest rank

Round Three: Two games in Main and Two games in Consolation
Winner v/s Winner and Other v/s Other. This round will determine final position

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.

Rules for Speed Shuffleboard:

- a. Each team will be assigned a court by the Tournament Director or their designate. Each team will be provided with 8 discs
- b. Upon command each player will shoot one disc for practice. Once both practice discs are shot, they will be returned to the starting end.
- c. Upon command each player will shoot 4 discs one at a time
- d. A kitchen will count as +10 points, all others will count as normal
- e. Discs may be played from anywhere in the shooting area.
- f. Each player must shoot their disc before their opponent's disc comes to a stop. Any disc not shot in the allotted time shall be forfeited and removed from the board.
- g. After all the discs are played the scorekeeper shall announce the value of all good discs and the total score on the scoreboard.
- h. The number of rounds will be equal to the number of teams tied for the position in question and all teams will play one round on each court.
- i. After all discs have been shot, the Tournament Director or their designate shall announce the total score for each team to determine the winner