

Pinellas Big Ten Shuffleboard League

Constitution

By-Laws

Rules of Play

Originally Revised and Restated January, 2014
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Pinellas Big 10 Shuffleboard League

**Constitution, By-Laws, and Playing Rules
[Revised January, 2014]**

Constitution

Article I - Name

The name of the league shall be “Pinellas Big 10 Shuffleboard League,” hereinafter referred to as the league.

Article II — Purpose

The league shall be a non-profit organization with the purposes being to create interest in shuffleboarding, spread knowledge of the game, and foster good fellowship among its members. All activity and business of the league shall be in accordance with the rules of the Florida Shuffleboard Association.

Article III - Organization

Section 1: Membership.

Every bona-fide resident of a park in the league shall be eligible to play in games of the league, a bona-fide resident being a person who lives in the park and is a member of that park’s shuffleboard club.

Section 2: Clubs.

Each club in the league shall be represented by two teams—an “A” Division team and a “B” Division team. Match pairings and results and team records shall be separate within their respective divisions.

Section 3: League Officers.

The officers of league shall consist of a President, a Vice-President, Secretary, Treasurer, and a Recorder/Publicist.

Section 4: Executive Board.

The Executive Board of the league shall consist of the President, Vice President, Secretary, Treasurer, and the President of each club in league.

Section 5: Club Officers.

Each club shall be represented by a President. Each team for each club shall be represented by a captain and an assistant captain (heretofore by the league and hereinafter referred to as “co-captain”).

Article IV - Amendments

This constitution may be amended. Any amendment shall require at least a two-thirds (2/3) majority vote of the Executive Board.

By-Laws

Article I-Dues

There shall be an annual dues fee of eighty dollars (\$80.00) for each club in the league, payable at the annual fall meeting of the league. If necessary and at the discretion of the Executive Board, each club may be asked to pay additional funds.

Article II — Meetings

Section 1: Schedule.

There shall be annual league meetings in the fall and spring. The President of the league shall decide the date and time of league meetings. The place of the meetings shall rotate according to the alphabetical position of the clubs. All meetings shall be conducted under "Robert's Rules of Order."

Section 2: Motions from the floor.

In order to encourage the current and future participation of all present at a meeting, motions from the floor not immediately acted upon, shall be followed up by the Executive Board for resolution.

Section 3: Voting.

Each member of the Executive Board except the elected officers shall have one vote at any election and on any question. The President, or the Vice President acting as President, shall vote only in the case of a tie.

Section 4: Quorum.

A quorum shall consist of fifty percent (50%) plus one (1) of the voting members of the Executive Board. No league business shall be conducted without a quorum present.

Article III — Election of Officers

Section 1: Nominating Committee.

The President shall appoint a nominating committee comprised of at least two (2) members of the league for the selection of candidates for office at the annual fall meeting of the league.

Section 2: Date.

The election of officers shall occur at the annual spring meeting of the league. Nominations further than those of the Nominating Committee may be made from the floor. If more than one candidate is nominated for any office, the candidate receiving a majority of the vote shall take office. Any candidate or officer shall be a member of the league.

Section 3: Term of Office.

The term of office shall be for one (1) year. The Executive Board may call for a special election for a replacement to complete any unexpired term.

Section 4: Installation.

Elected officers shall assume office at the annual fall meeting of the league.

Article IV - Duties of League Officers

Section 1: President.

The President shall schedule and preside at all meetings of the league; call and preside at all meetings of the Executive Board; annually appoint a nominating committee for officers of the league; resolve schedule and playing rules conflicts between clubs; oversee the end-of-season tournament of the league and the presentation of season and end-of season awards; and sign league bank checks in the Treasurer's absence.

Section 2: Vice-President.

The Vice-President shall perform all duties assigned to this office by the President, as well as all duties of the President in the President's absence.

Section 3: Secretary.

The Secretary shall maintain an accurate record of the minutes of each league meeting; read said record at each subsequent league meeting; oversee the playing schedule assignments for each upcoming season; and produce and distribute to each club (1) a printout of said schedule, (2) an updated league/club officers list, and (3) future tournament advisories.

Section 4: Treasurer.

The Treasurer shall maintain an accurate record of all league financial transactions and bank balances; present said record at league meetings; and sign and distribute league bank checks for approved and receipted league expenses.

Section 5: Recorder/Publicist.

The Recorder/Publicist shall maintain a permanent record of the scores of all league matches from scores submitted by telephone from both of the captains of every match; phone any club captain who has not submitted a score by the next day; ensure that each pair of opposing captains agrees on their score ensure that the score of each match for a day adds to 32 points; compile and distribute to each club weekly or every two weeks a report, dated, listing (1) all clubs in both divisions, (2) the season-to-date games played, games won, and winning average of each club, and (3) the scores of the matches played since the previous report; ensure for said report's accuracy that the sum of each division's season-to-date games won equals exactly one-half (1/2) the sum of each division's season-to date games played; compile and distribute at season's end, and optionally during the season, The President's Trophy standings; and each spring submit to The Preview magazine a list of the league's officers, final team standings, a picture of both the winning "A" and "B" teams, and Big 10 Tournament award winners.

Article V - Duties of Club Officers

Section 1: President

The President shall be responsible that the club conforms to the rules and standards of operation and conduct as required by the league; schedule and preside at all meetings of the club; attend all meetings of the league and of the Executive Board; annually appoint a nominating committee club

officers; seek out, or arrange to have sought out, new club members; arrange for fund raising activities for the club; assign courts maintenance crews for home matches; post, or have posted; in a conspicuous place, a list of said assignments; establish in-club tournaments; and oversee the presentation of season and end-of-season awards.

Section 2: Captain

The captain shall be responsible that enough players are available for matches; ensure that all players are made aware weekly of the schedule of matches and of the players' anticipated participation by the timely posting of schedule and participants information on a bulletin board prior to each match; oversee the accurate weekly maintenance and posting of player records; telephone the opposing captain by *10:00 a.m. on the day of a match in the likelihood that inclement weather, including the temperature of 55 degrees and below*, or other circumstance might necessitate a postponement. On the morning of a match and accompanied by a co-representative, meet with the opposing team's representatives to set the day's matchups, to be accomplished prior to the time for visitor practice. The home team captain, provide a "Head Referee", provide court referees, unless mutually agreed that referees shall not be used; provide two scorekeepers for each half oversee the accurate logging of match results; ensure that both captains agree with the results for each 8-game quarter of play and for the match; and notify the league Recorder/Publicist of the final score for the match as soon as is practicable.

Section 3: Co-Captain.

The co-captain shall perform all duties assigned to this office by the captain, as well as all duties of the captain, in the captain's absence.

Article VI— Scheduling

Section 1: League games

Each team in a season shall play two matches with each other team in its division, with one of the matches playing on a home court and the other on an away court. Each upcoming season's team matchups and home/away assignments shall be determined by a blind draw at the previous league spring meeting and then applied for an alphabetized formula. The seasons beginning and ending dates and play weeks shall also be decided by agreement by the majority at said meeting. Whenever a club cannot field an "A" Team and/or a "B" Team for the full season, each would-be opposing team shall have an open date, called a "bye," and shall receive no credit for games neither played nor won for that date.

Section 2: Big 10 Tournament.

Each spring there shall be the Big 10 Tournament, which shall be open to all qualified members of the league. Averages must be submitted to the league Secretary at least one week prior to qualify.

Article VII- Amendments

These By-laws may be amended. Any amendment shall require at least a two- thirds (2/3) majority vote of the Executive Board.

Rules of Play

Rule 1: General.

League play shall follow the official rules of the National Shuffleboard Association (hereinafter referred to as the N.S.A.), including interpretation, except that no penalties shall be imposed.

Rule 2: Schedule; reschedule.

(A) As specified in article VI, Section 1, each team in a season shall play two matches with each other team in its division, with one of the matches being played on a home court and the other on an away court.

(B) The schedule of matches shall be on Mondays for the "B" Division teams and on Wednesdays for the "A" Division teams, subject to change for any given match upon the mutual agreement of the captains of both teams.

(C) Should inclement weather, including the temperature of 55 and below, threaten the playing of a match, the home team captain shall call the visiting team captain by 10:00 a.m. that day to suggest and/or finalize a postponement. Following a postponement, the two captains shall arrange for a mutually agreeable make-up date, with the make-up date being as close to the postponement date as practicable.

(D) Should a team suffer a calamitous event requiring a postponement, the captain of the team involved shall call the captain of the other team at the latest by 11:00 a.m. of the day of the match, and both captains shall follow the procedure as specified in rule 2 (C).

Rule 3: Player averages.

(A) For a player's first four (4) games of the current season, hereinafter referred to as the season, a player's average from the previous season, shall be used.

(B) A new, or current, average shall be established once a player has played at least four (4) games in the season.

(C) A player with neither a current average nor a previous season's average shall be considered to have no average ("NA"), and shall be listed at the bottom of the team's posted roster.

(D) An "A" Team player, hereinafter referred to as an "A" player, shall be permitted to play for that "B" team, provided that player's average is .500 or less.

(E) A "B" Team player, hereinafter referred as a "B" player, shall be permitted to play for **the** "A" Team for the entire season.

(F) When playing for the "A" Team, a "B" player shall play with a no- average, unless that player

had established an average for the "A" Team the previous season, which then shall be used. Once the player has played four (4) games for the "A" Team in the season, a current "A" Team average is established and that new average shall be used when playing for the "A" Team.

(G) When playing for the "B" Team, an "A" player shall play with that player's "A" Team average.

(H) A player rejoining a team after having not played for one (1) season or more shall be reinstated with a .500 average.

(I) An "A" player joining or rejoining a "B" Team shall start with a .500 average, unless that player's current "A" Team average is higher than .500, in which case the higher average shall be used.

(J) Players moving from club to club within the league shall carry their averages with them.

(K) A "Pro" player who has not established a current average and has not played for one (1) season shall use a .750 average. No "Pro" player shall play for the "B" Team.

Rule 4: The day of a match; home club/team responsibilities.

(A) By the day of a match, the home club shall provide courts that are clean *and* well-maintained and discs that are waxed and in good condition. Beading and re-beading of the courts shall be decided by mutual agreement of the captains.

(B) The home club shall provide benches for players at both ends of the courts in use. No scorekeeper, spectator, or other person shall be permitted on said benches during play.

(C) The home club shall provide a scoreboard at one and the same end of each court, said scoreboard having reversible headers—"H" (for home) and "V" (for visitor). The home club shall also provide a scoreboard for listing the games won for both clubs in each 8-game quarter of play.

(D) Should a team suffer a calamitous event requiring a postponement, the captain of the team involved shall call the captain of the other team at the latest by 11:00a.m. of the day of the match, and both captains shall follow the procedure as specified in Rule 2 (C).

Rule 5: Match assignments.

(A) In the morning of a match, captains from both teams shall meet to arrange for the player match-ups for the entire match, said match-ups to be completed prior to the time scheduled for the visiting team's practice.

(B) For the match-ups meeting, both teams shall have two updated lists—one to be presented to the other team—of the players scheduled to play. Said lists shall be arranged by each player's current or (if applicable) last season's average, except that "A" players playing for the "B" Team shall be listed first, including any and all "A" players with no averages; no-average "B" players shall be listed last. All lists shall also show each *player's* name, "A" or "B" status, and year-to-date games played and won, as well as any players who may have special requirements, such as which half or court end they may require to be able to play, with the provision that said requirements shall be held to a minimum so as to not provide the home team especially with an unfair advantage.

(C) "A" Teams shall be permitted to use "B" players, in accordance with Rule 3 (E).

(D) "B" Teams shall be permitted to use up to as many as six (6) "A" players whose averages are .500 or less, except that no "A" player shall be permitted to double up in a "B" Team match.

(E) No more than four (4) "A" players shall double up in an "A" Team match, starting from the lowest average.

(F) The home team shall decide which courts *shall* be used.

(G) The home club shall provide a container of sixteen (16) tags, four (4) tags for each court, with each tag showing a court number, an "H" or "F" (for head or foot), and a "1" or "2" (for first half or second half).

(H) A visiting team representative shall randomly and blindly draw all of said tags, one draw at a time for each blindly draw all of said tags, one draw at a time for each match-up, starting with players with special requirements and then to players according to their averages in descending rank, to determine the where and when of said match-ups. The averages for each pair of opponents shall be the closest to each other as is agreeably deemed practicable by both captains.

(I) Each team then shall assign an equal number of referees, with the teams alternating even-numbered and odd-numbered court assignments for each half. A referee and a scorekeeper from the same team shall not work the same court simultaneously.

(J) If no referees are to be used, the players at each end of the court shall act as referees for players at the other end, and shall inform them orally and/or by hand gesture as to the number and color of their score-worthy ("good") discs.

(K) Each team shall assign an equal number of scorekeepers, with the teams alternating even-numbered and odd-numbered court assignment for each half. A scorekeeper and a referee from the same team shall not work the same court simultaneously.

(L) Whether or not referees are to be used, the home team shall provide a "Head Referee," who should be experienced, and who shall carry a magnifying glass and be the final authority on all disputed calls.

(M) If, following the completion of the match-ups and court assignments, games need to be rescheduled and there are originally scheduled players who are unable to play, a new set of match-ups shall take place, using the same procedure as specified in Rule 4 (L).

(N) The home team shall provide a loudspeaker system with which to announce the match-ups, referees (if to be used), and scorekeepers prior to the start of each half of play.

Rule 6: Match Play.

(A) A match shall consist of 16 players for each team, for a total of 32 games, played simultaneously on each court at both ends.

(B) The match shall be divided into a first half and a second half, with an approximate one-half (1/2) hour break for refreshment between halves, with said break being shorter if considered *necessary* and agreed upon *by* both teams.

(C) All league matches shall start at 12:30 p.m.

(D) Prior to the start of a match, the home team shall vacate the courts by 12:00 noon to allow the visiting team one-half (1/2) hour of practice.

(E) The visitors shall play the yellow discs in the first game, and the black or white discs in the second game.

(F) The home team shall play the black or white discs in the first game, and the yellow discs in the second game.

(O) For any game or games that sixteen (16) players are not available, said game or games shall be forfeited.

(H) For any game or games that a scheduled player fails to appear or is unable to play and an

agreed-upon substitute cannot be found, said game or games shall be forfeited.

(I) Pertinent to Rule 5 (G) and (H), no league player shall receive any wins for un-played games.

(J) Prior to the start of each half of play and once the players are positioned at their assigned courts, a court-side bell shall be rung and the announcement made for the players to "Practice your colors," at which point the players playing yellow shall take four practice shots, followed by the players playing black or white taking four practice shots. Any player shall be entitled to enlist a teammate to aid in said practice, such as being provided a set-up or a so-called "four across."

(K) After all players have practiced their colors and all of the discs have been returned to the head end of all of the courts, the bell shall be rung again and the announcement made, "Yellow out," (or, optionally, "Yellow out, referees take over") at which point play for a half shall begin. Play, refereeing, scoring, and deportment (including but not restricted to the "hard" shooting of discs) shall then follow the official rules of the N.S.A., with certain specifications as follow.

(L) A scheduled player shall be required to play two (2) consecutive games in a half. Should a player become physically unable to continue play, only a substitute with an equal or lower average than the player being replaced shall be used.

(M) If referees are being used, they shall take their position at the dead line at the end opposite to the players who are shooting, and work back and forth from that position, taking care to not cast shadows on the target scoring area.

(N) Following each completed frame, court referees or opposite-end players acting as referees shall make an audible call to the scorekeeper and then to the players who have just played, while ensuring that no *discs* are disturbed until said score has been announced. A court referee, if used, then shall announce to the end due to play as to which color is "out."

(O) Any player at the end where a disc has stopped shall be entitled to examine and then either agree with or dispute a call of the referee or acting referees.

(P) If a call is disputed, the Head Referee shall be summoned before another disc may be played. The playing of a disc after the dispute and before the summoning of the Head Referee shall nullify the dispute. The Head Referee must use a magnifying glass, taking care to view the disputed disc from directly above. The decision of the Head Referee shall be final, in accordance with Rule 5 (M).

(Q) If a mist or rain is falling prior to or starts to fall during the playing period, both captains shall meet and decide to play or postpone the match. Players refusing to abide by the decision shall forfeit their game(s).

(R) If less than six (6) frames have been completed in an unfinished game, said game shall be played over. If six (6) or more frames have been completed in an unfinished game, then the score at the end of the last completed even-numbered frame shall be the final score.

(S) If the score of a game is tied after the completion of ten (10) frames, the opposing players shall play a series of two (2) frames until a winner is determined.

(T) If a captain feels a violation of rules has occurred during a game, and the other captain is not in agreement, the protesting captain shall notify the other captain that said game is being played under protest. Said protest shall then be made in writing by the protesting captain within a week of the protest and sent to the league President for a decision. If a team is knowingly in violation of a rule from which a win or wins result, said game or games played in violation shall be forfeited.

(U) All players not engaged in playing discs shall remain seated, and no discs shall be inserted

into their holders, until all frames on all courts have been completed for each half.

Rule 7: Completion of the match.

(A) At the completion of a match, both captains shall agree on its final result, with neither captain leaving the courts until they are in agreement.

(B) Both captains shall telephone their agreed-upon match results to the league Recorder/Publicist as soon after the match as is practicable.

(C) Each captain shall update and post, or arrange to have updated and posted, match results and player statistics (games played and won and average) in time for each upcoming match.

Rule 8: Deportment.

During match play, the captains shall see to it that their players and side-lines guests conform to the rules and standards of the N.S.A., including, but not restricted to, that there shall be no *signaling* (except from players acting as opposite-end referees), coaching, player harassment, or loud talking or other noise. Also, each player, upon completion of a shot, shall step back with cue upraised, and not rearrange discs while that player's opponent is preparing to shoot.

Rule 9: Shoes.

All players and referees shall wear soft-soled and closed-toe shoes while on the courts, with exceptions allowed for the physically handicapped.

Rule 10: Big 10 Tournament.

(A) Each spring, there shall be the Big 10 Tournament (hereinafter referred to as the tournament), which shall be open to all qualified members of the league, in accordance with Article VI, Section 2, of the league By-laws.

(B) The exact dates of the tournament shall be set by the Executive Board at the previous spring league meeting

(C) The tournament shall be conducted at the Clearwater Shuffleboard Club, which shall be responsible for the assignment of the Tournament Director(s).

(D) The Executive Board shall authorize league payment to the Tournament Director(s), approve the rules of play, and approve and provide for awards.

(E) A qualified player (hereinafter referred to as player) shall have played at least twelve (12) games in the season.

(F) The tournament shall be comprised of four (4) divisions: "A" Doubles, "B" Doubles, "A" Consolation, and "B" Consolation

(G) The "A" Doubles shall be open to all "A" players except for the following pairings: Two (2) Masters, two (2) "Pros," and a Master with a "Pro." Pairings of a Master with an "A" player (not a Master), a "Pro" with an "A" player (not a Master), and an "A" player with a "B" player, shall be permitted.

(H) The "B" Doubles shall be open to all "B" players.

(I) The format for each match will be one 12 frame game. Players will switch colors after 6 frames (scores to follow players). High score at the end of 12 frames wins.

(1) In the event of a tie - teams will play 4 additional frames. To start a playoff teams will switch colors and play 2 frames then switch colors to finish the final 2 frames. The playoff format will continue until one team wins.

(2) Each player will be allowed to shoot 4 practice disks at the beginning of the match and after the 6th frame to determine speed and drift. The practice disks will be cleared from the court after the first player shoots allowing a clean court for the second player.

Rule 11: Awards.

(A) For each season, pictures in the yearly *Preview* will be submitted for printing of the following: The "A" Team winners and the "B" Team winners. Plaques will then be awarded during the fall meeting to the first, second, and third place doubles team and first, second, and third place doubles consolation teams of each "A" and "B" divisions in the Big 10 Tournament.

(B) The President's Trophy shall be awarded to, and held onto for one season by, the season's most-improved club overall (i.e., the "A" and "B" Teams combined).



Bill Osborne, Big 10 League President

History:

Rule 10 (F) November, 2007 four (4) divisions: "A" Doubles, "B" Doubles, "A" Consolation, and "B" Consolation

Article I October, 2009 "Eighty Dollars"

Section 2 January 29, 2010 "10:00 a.m. on the day of a match in the likelihood that inclement "weather, including the temperature of 55 degrees

Rule 3 (K) December 3, 2013 "Nor shall a Pro player double on an "A" Team"

Rule 3 (K) December 4, 2015 "Nor shall a Pro player double on an "A" Team" Rescinded

Rule 5 (F) December 3, 2013 No Pro may double in an "A" Team match"

Rule 5 (F) December 4, 2015 No Pro may double in an "A" Team match" Rescinded

Rule 10 (I) November 18, 2017 The format for each match will be one 12 frame game. Players will switch colors after 6 frames (scores to follow players). High score at the end of 12 frames wins.

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