

2018 Austin Senior Games Events



RULES & GUIDELINES

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All individual sports are offered separately for men and women in five-year age divisions beginning with 50 and ending with 100+. All team sports are offered separately for men and women in the following age divisions: 50+, 55+, 60+, 65+, 70+, and 75+

I. AGE FOR COMPETITION AT THE 2018 AUSTIN SENIOR GAMES

Age division for all singles competition at the 2018 Austin Senior Games will be determined by the athlete's age as of December 31, 2018. Age division for all doubles and mixed doubles competition will be determined by the younger age of the two players as of December 31, 2018.

Age division for all team competition will be determined by the age of the youngest team player as of December 31, 2018. For example, a team consisting of eight players ages 65 or older and one player age 63 will compete in the 60+ age division.

The following age divisions will apply to both men and women for all individual, doubles and relay competitions: 50-54; 55-59; 60-64; 65-69; 70-74; 75-79; 80-84; 85-89; 90-94; 95-99; and 100+.

All team sports are divided into the following divisions for both men and women: 50+; 55+; 60+; 65+, 70+, and 75+. In addition, 3-on-3 basketball shall have an 80+ and 85+ age division.

II. DOUBLES PARTNERS

Austin Senior Games WILL NOT assign partners at the Games. Badminton, pickleball, racquetball, table tennis and tennis doubles partners must be of the same gender. Note: Badminton, pickleball, table tennis and tennis also have a separate mixed doubles event. Bowling, dominoes, washers, and cornhole open doubles may be of the same gender or mixed gender. All doubles and mixed doubles pairs will compete in the age division of the younger partner as of December 31, 2018. You cannot compete in an age division younger than the youngest partner.

Athletes may compete with only one partner per event.

Athletes whose doubles partners are unable to compete may be replaced after the official registration deadline for valid medical reasons only. Determining valid change requests are at the discretion of the ASG and may be made after the advertised registration deadline.

III. TEAMS

A maximum number of 4 players may be added to volleyball team rosters following registration but the total number of team members may not exceed the roster limit for the sport.

Team roster participants who are unable to compete may be replaced after the official registration deadline for valid medical reasons only. Determining valid change requests are at the discretion of the ASG and may be made after the advertised registration deadline.

All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel with the following exceptions:

1. Non-playing coaches, non-playing captains or non-playing bench personnel may represent more than one team in the same sport, each of which must be in different age divisions.
2. Non-playing coaches, non-playing captains or non-playing bench personnel are not subject to age and gender requirements.
3. At the Austin Senior Games athletes may compete on up to two teams per sport providing that the teams are in different age divisions that are scheduled to play in completely separate sessions. This rule applies only for basketball, softball and volleyball. Athletes who compete in a team sport may serve as a non-playing coach, non-playing captain or non-playing bench representative for additional teams in the same sport, provided the teams are in different age divisions. The athlete may not serve as a non-playing coach, non-playing captain or non-playing bench representative for a team in the same age division.

Age divisions for all team competition will be determined by the age of the youngest team player as of December 31, 2018.

IV. PROFESSIONAL ATHLETES

Professional athletes shall not be eligible to compete in the Austin Senior Games in the sport in which they are a professional until 20 years after the date they last competed as a professional. They may compete in other sports in which they have not competed professionally.

A professional is someone who competes in a sport for money as a primary source of personal revenue. People who compete in a sport in which minor amounts of money are given as prizes are not deemed professionals. An Individual whose primary activity is teaching a sport but occasionally play for a minor amount of money is also not deemed professional.

The ASG shall have the final authority to determine who is deemed a professional for the purpose of competing in ASG events. The ASG reserves the right to determine professional status based on established Austin Governing Body (NGB) standards and professional competition history.

V. UNIFORMS AT THE AUSTIN SENIOR GAMES

PARTICIPANTS: All athletes must wear athletic-type clothing and shoes that are usual and customary for the sport in which they are competing. Street-type clothing and shoes that are inappropriate may cause disqualification. Competition Managers have been given authorization by the ASG to make this determination.

TEAM UNIFORMS: Team clothing (shirts, pants, and shorts) must be of like design and color. Teams must have both “home” and “away” uniforms with permanently attached numbers on front and back. Sponsors may be added to the jersey but cannot interfere with number placement. Refer to each sport for specific placement of numbers.

Uniforms shall be free of inappropriate symbols or wording.

VI. PROTEST POLICY

Any person desiring to make a protest with regard to any aspect of competition at the Austin Senior Games shall make such protest to the Competition Manager of the competition in question. All protests must be written and submitted to the Competition Manager within 30 minutes of the conclusion of the game, match, heat, or event under protest. The Competition Manager will evaluate the protest and render a decision. If the Competition Manager’s response to a protest is such that a further hearing is desired, a hearing may be requested with the ASG Director of Events and Programs. This request must be made to the Competition Manager or ASG Director of Events and Programs within 30 minutes of the initial protest denial. All decisions by the ASG Director of Events and Programs are final and not subject to further appeal.

VII. EVENT ENTRY LIMITS

Athletes may enter no more than two individual sports at the 2018 Austin Senior Games.

With the exception of tennis, there is no restriction to the number of events within an individual sport an athlete may enter. For example, in track & field the events are: 50, 100, 200, 400, 800 and 1500 meters; discus; hammer throw; high jump; javelin; long jump; pole vault; shot put and triple jump. Athletes may enter all the events within track & field for which they are qualified.

The exception is in tennis, which has singles, doubles and mixed doubles events, athletes may enter only two events.

In addition to two individual sports, athletes may compete in two team sports (basketball, softball or volleyball). At the Austin Senior Games athletes may compete on up to two teams per sport providing that the teams are in different age divisions that are scheduled to play in completely separate sessions.

The Local Organizing Committee (LOC) and the ASG may place a cap on the total number of entries for any and/or all sports and/or events in the best interest of games management. At the time this rulebook was printed, the necessary caps had not been determined. Therefore, these rules will serve as a guideline for both the LOC and the ASG. However, additional modifications may be made in order to meet the necessary caps. Member Organizations will be notified any time a cap or modification is necessary.

The ASG and the LOC will not accommodate individual scheduling requests.

VIII. REQUIRED CREDENTIALS

Any player unable to provide the required credentials on the playing field shall be declared ineligible to compete until he/she can produce them. An opposing team manager may request verification of a player's eligibility. Should a player play and be unable to provide the required credentials he/she or his/her team will forfeit all games in which the player participated. A valid, government issued photo identification card, such as a driver's license shall be the only age and residency proof accepted.

For team sports, all non-playing coaches, non-playing captains and non-playing bench personnel must be credentialed for access to the field of play.

Medals and ribbons will only be issued to properly credentialed personnel. The ASG reserves the right to revoke any credential at any time.

IX. SEEDING

All seeding shall be random except as follows.

1. Table Tennis will use USATT rankings to assist in pool seeding if available.
2. Tennis will use USTA rankings to assist in seeding if available.
3. Results of past Austin Senior Games will be used whenever possible.

X. AUSTIN GOVERNING BODY RULES

All sports/events shall be governed by the rules for that sport. The ASG has modified some of these rules in the best interest of the participants. All rules shall apply as stated in ASG and NSGA rulebooks. These rulebooks in effect the opening day of the Austin Games, shall govern the 2019 Austin Senior Games, unless otherwise noted.

XI. DEFAULT DURING COMPETITION

Athletes or teams that forfeit during pool play rounds shall not be permitted to advance to the championship or consolation brackets except where such a forfeit is the result of a verified medical reason, or a good-faith effort was made to compete. Verification by a member of the Games' medical staff of an athlete's injury and capability to continue must be submitted to and subsequently approved by the Competition Manager and the ASG prior to the athlete being permitted to continue. A good-faith effort to compete will be determined by the Competition Manager and the ASG.

Athletes or teams that forfeit during championship or consolation play shall not be eligible for awards except where such forfeit is the result of a verified medical condition, or a good-faith effort was made to compete, and does not result in a Did Not Finish under ASG rules. Their award spot will be left open and subsequent places will not be moved up. Verification by a member of the Games' medical staff of the athlete's injury must be provided to and subsequently approved by the Competition Manager and ASG prior to receipt of any awards. A good-faith effort to compete will be determined by the Competition Manager and the ASG.

XII. ASG ABLE BODIED ATHLETE POLICY

The Austin Senior Games is comprised of twenty sports for "able-bodied" athletes. At the discretion of the ASG, athletes with physical disabilities may be allowed to compete insofar as any and all handicap devices used by the athlete falls within certain rules and regulations to ensure fairness in competition. The ASG will abide by the rules of the Austin Governing Body of the athlete's sport to govern circumstances regarding athletes with disabilities in able-bodied competition for specific sport instances. The use of any technical device that incorporates springs, wheels or any other element that provides the user with an advantage over another athlete not using such a device will be prohibited in athletic competition.

XIII. ASG NON-AMBULATORY ATHLETE POLICY

The Austin Senior Games is comprised of three "limited" non-ambulatory sports – bowling, horseshoes and shuffleboard. The ASG will abide by the rules of the Austin Governing Body of the athlete's sport to govern circumstances regarding athletes with disabilities. The ASG has the right to modify the rules depending on the abilities of the participants.



Badminton Rules

BRACKETS: Singles/Doubles/Mixed Doubles

ENTRY REGULATIONS

1. Brackets will consist of **Men's Singles, Women's Singles, Men's Doubles, Women's Doubles, Mixed Doubles**
2. Athletes may compete with only one partner per doubles event.
3. Athletes may only compete in one age group per event.
4. The age division of competition will be determined by the athlete's age as of December 31, 2018. In doubles, the athletes' age bracket is determined by the younger age of the two partners.
5. Competitors must bring their own racquets. Shuttlecocks will be provided.

FORMAT

1. Tournament will be single elimination format.
2. Awards will be presented for 1st through 3rd place for each event within each age division.
3. ASG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

SPORT RULES

1. All matches will be first to 21 points, best 2 out of 3 games.
2. Matches are self-officiated.
3. All matches will be conducted in accordance with USA Badminton Association rules, except as modified herein. For a copy of these rules, please write or call:

USA Badminton
One Olympic Plaza
Colorado Springs, CO 80909
(719) 866-4808
www.usabadminton.org



Basketball – Around The World Rules

BRACKETS: Men's & Women's Singles

Divisions: Men's 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85+

Women's 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85+

Format

1. Each round will be played with a total of eight players beginning in the winner's bracket at the start of the tournament. At the conclusion of each game the top four participants from each round will advance to the second round of the winner's bracket. This format will continue with the top participant from each round advancing to the next round in the winner's bracket.
2. The bottom four participants from the initial winners round will then drop to the elimination bracket. Participants will only be eliminated from the tournament after a loss in the elimination bracket. Participants competing in the elimination bracket who win their remaining rounds will have an opportunity to advance to the final round in the winner's bracket.
3. In the instance where there are less than eight participants in a game only the top half of participants from each game will advance to the next round of the winners bracket, with bottom half dropping to the elimination bracket (*ex: if four participants begin a game the top two will advance to next round in the winners bracket, with the bottom two participants dropping to the elimination bracket*).
4. Each participant will shoot using the regulation size basketball provided (men's 29.5, women's 28.5)
5. A game will begin with 8 participants taking a rotation of shots. Shooting order will randomly be selected at the start of each game.
6. At the blow of a whistle each participant will take turns (based on shooting order) having an opportunity to shoot from 10 designated spots on the court, beginning from the first spot. All shots must follow numerical order indicated on the court (1-10) and players will only advance to the next number after making their shot at the previous number. Players will not be allowed to skip any number.
7. Once a shot has been made a player will have the opportunity during their turn to shoot a consecutive shot at the next number.
8. Once the player misses their first shot after having previously advanced to the next number they will have the option to skip or shoot on their second shot attempt. Any player that misses two shots in a row will be required to start over (on the first number) on their next shot.
9. If a player chooses to skip their second shot, they will then have to wait their turn (based on their shooting order) before they are allowed to shoot again.

10. Players will only be granted the option too either shoot twice or skip their second shot, once they have made a shot and advanced to the next number.
11. If a player misses their first shot attempt from their current spot, the ball is then provided to the next participant in the shooting order.
12. The game will continue in this format until the top four participant's from each game have completed all ten shots. If four players are unable to reach 10 shots at the end of 15 minutes a buzzer will sound, indicating the conclusion of the game. At this point the top four (or top half participants) with the highest scores will advance to the next round in the winners bracket, with the bottom four (or bottom half) participants dropping to the elimination bracket. Participants will only be eliminated after a loss in the elimination bracket.
13. Participants in each round who tie for any of the top four winning spots (or top half) in each round will then compete in a tiebreaker round. Each tiebreaking participant will have 45 seconds to make as many shots from the tied spot. The shooter who has the most points from the designated spot in 45 seconds, will claim the winning spot.
14. All scores will be calculated at the conclusion of each round. Each participant will then be notified of their advancing round information, or if they are eliminated.
15. Medals will awarded to those who finish first, second and third in each age division.



Basketball Free Throw Rules

BRACKETS: Men's & Women's Singles

Divisions: Men's 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85+

Women's 50-54, 55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85+

Format

1. The free throw tournament will include a double elimination bracket with participants competing in at least two rounds. Once eliminated from the initial round participants will then drop to the elimination bracket. After receiving a second loss (in the elimination bracket) a participant will then be eliminated from competition. Participants competing in the elimination bracket who win their remaining rounds will eventually advance to the final round.
2. Each participant will have 60 seconds to sink as many basketballs as possible. One rebounder/counter will be provided per court for each participant.
3. Each participant will shoot from a distance of 12ft (free throw line) using the regulation size basketball provided (men's 29.5, women's 28.5)

4. Participants will begin each round at the blow of a whistle. At the conclusion of the allotted time per round (60 seconds) the buzzer will sound signaling the end of the round. Final baskets will not be counted if still in the hand of shooter at the sound of the final buzzer.
5. Shots will not count for any shooter found shooting over the designated area (free throw line)
6. Participants in each round who tie will then compete in a tiebreaker round. Each participant will have 45 seconds to make 10 free throws. The shooter who reaches the set point of 10 or has the most points in 45 seconds.
7. The two participants who advance to the final round will be allotted 90 seconds to complete as many free throws in that time spa. In the event of a tie each participant will have 60 seconds to complete as many free throws as possible.
8. All scores will be calculated at the conclusion of each round. Each participant will then be notified of their advancing round information, or if they are eliminated
9. Medals will awarded to those who finish first, second and third in each age division.



Billards Rules

BRACKETS: Open Singles

ENTRY REGULATIONS

1. Entry fee (after the \$30 Athletic fee) for 9 Ball Billiards is \$10 per event: **Open Singles**
2. Athletes may only compete in one age group per event.
3. The age division of competition will be determined by the athlete's age as of December 31, 2018.
4. Competitors may bring their own pool gear. Ex. Pool Sticks and chalk

FORMAT

1. This will be a 9 Ball Tournament will be single elimination format.
2. Awards will be presented for 1st, 2nd, and 3rd place for each event within each age division.
3. ASG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

SPORT RULES

1. All matches will be judged by APA Rules, best 2 out of 3 games.
2. Matches are officiated by PARD Staff and Volunteers

- All matches will be conducted in accordance with American Poolplayers Association 9 ball Rules, except as modified herein. For a copy of these rules, please write or call:

American Poolplayers Association
1000 Lake Saint Louis Blvd Suite 325
Lake Saint Louis, MO 63367
(636) 625-8611
Poolplayers.com



Bocce Ball Rules

BRACKETS: Open Singles

Age Groups: 50-54, 55-59, 60 – 64, 65-69, 70 – 74, 75-79, 80 -74, 85-89, 90-94, 95 and older

Format

- Single Elimination Format.
- Bocce Ball tournament will be held with open divisions (low registration may require playing with no age groups). Placement on brackets will be determined by a raffle, prior to start of tournament with (min: 4, max: 8) per age group.
- All Equipment is provided at the venue.
- Matches are 2 out of 3 games to 12 points. (Single elimination tournament).
- United States Bocce Federation rules will be followed: www.usbf.us.

General Rules:

- Winner of the coin toss chooses 4 balls of same color and throws the pallino (“jack”) past the center line but not touching the back wall at the opposite end.
- Singles are played with each person throwing 4 balls. Players alternate the use of each end of the court.
- Players may step on, but not have their foot completely over the foul line before releasing the pallino or the bocce ball.
- The bocce ball is rolled or tossed to try to get as close to the pallino as possible without hitting the backboard (dead ball removed).
- Once the point is established, the opposing player must shoot until they make a new (closer) point.
- Players may use side boards at any time.

7. A player may hit the pallino or another player's ball when throwing their ball.
8. Once all the balls have been thrown, a point is awarded to the person with the ball closest to the pallino. (No points are awarded in the event of a tie)
9. The winner of the advance on the bracket.
10. Medals will be awarded for 1st, 2nd and 3rd place finishers of the championship game.

The organizers reserve the right to make changes in these regulations.



Bowling Rules

BRACKETS: Men's & Women's Singles/ Open Doubles (Same or Mixed Genders)

Age Groups: 50-54, 55-59, 60 – 64, 65-69, 70 – 74, 75-79, 80 -74, 85-89, 90-94, 95 and older

ENTRY REGULATIONS

1. Entry fee (after the \$30 Athletic fee) for bowling is \$10 per event: **Singles Men's, Single Women's, Open Doubles**
2. Athletes may compete with only one partner per doubles event.
3. Athletes may only compete in one age group per event.
4. The age division of competition will be determined by the athlete's age as of December 31, 2018. In doubles, the athletes' age bracket is determined by the younger age of the two partners.
5. Competitors may bring their own bowling gear. Ex. Bowling Balls and Shoes

FORMAT

1. Tournament will be single elimination format called a Role off by Squads.
2. Awards will be presented for 1st, 2nd, and 3rd place for each event within each age division.
3. ASG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

SPORT RULES

1. All matches will be judged, by the highest total score in 3 games
2. Matches are officiated by PARD Staff and volunteers
3. All matches will be conducted in accordance with United States Bowling Congress rules, except as modified herein. For a copy of these rules, please write or call:

United States Bowling Congress
621 Six Flags Drive
Arlington, Texas 76011
1 (800) 514-2695
BOWL.com/Rules



Brain Trivia Rules

BRACKETS: Open Teams of four

Pre-Competition things to do:

- Choose a captain for team. (this person will be in charge of turning answers sheet into judges)
- Team Name (Team name could be used to break a tie so be creative)
- All electronic devices will be places in clear containers on tables and cannot be used during the competition.

EVENT RULES

1. The competition will consist of 60 questions: 5 rounds with 12 questions in each round. Questions will be read three times only.
2. Maximum team size is 4 persons. Once the competition has started no one can join a team.
3. Correct spelling on answers is not required but does have to be legible to the judge.
4. Answer sheets will be collected at the end of each round.
5. There will be short breaks between rounds(cell phones and any electronic devices can be used during this time).
6. There is no polling the audience and/or no phone a friend. Resource materials are strictly prohibited from use at the tables. Should it be necessary for you to use your cell phone for a call, you are asked to leave the room and will not be permitted to re-enter until the end of the round.
7. Keep team discussion to a low roar unless you want your neighboring team to eavesdrop.
8. Judge decisions will be final!



Cornhole Rules

BRACKETS: Men's & Women's Singles/ Open Doubles (Same or Mixed Genders)

ENTRY REGULATIONS

1. \$5 per event: **Men's Singles, Women's Singles, Open Doubles**
2. Athletes may compete with only one partner per doubles event.
3. Athletes may only compete in one age group per event.
4. The age division of competition will be determined by the athlete's age as of December 31, 2018. In doubles, the athletes' age bracket is determined by the younger age of the two partners.
5. Cornhole equipment will be provided.

FORMAT

1. Tournament will be single elimination format.
2. Awards will be presented for 1st and 2nd place for each event within each age division.
3. ASG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

SPORT RULES

1. All matches will be first to 21 points, best 2 out of 3 games.
2. Matches are self-officiated.
3. All matches will be conducted in accordance with American Cornhole Organization Rules, except as modified herein.

Singles Play

- Player A competes against Player B.
- Both players stay in their designated lane for the whole game.
- Players start the game at the headboard and will alternate pitching bags until each player has pitched all (4) of his/her bags.
- Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other cornhole board.

Doubles Play

- Team A competes against Team B – each team is comprised of two (2) people.
- Each team will stay in their designated lane for the whole game.
- Players at the headboard will alternate pitching bags until each player has pitched all (4) of his/her bags.

- Players at the footboard will take score and resume pitching back to the other cornhole board.

If the age divisions don't fill, we will play with what we have. If only one person enters an age division, they will win their division. If two folks enter, they will play for 1st and 2nd. If three folks enter, they will all play each other and, if there is a tie, additional playoff games will be played.



Cycling Rules

BRACKETS: 5K/10K (Time Trials) & 20K/40K (Road Races)

Entry:

1. Cyclists may register for either the 5K or 10K time trial or both events.
2. Cyclists may register for either the 20K or 40K road race or both events.
3. Cyclists must provide their own bicycles and helmets.

Format

1. Starting times for the time trials will be at equal intervals, usually one minute, but no less than 30 seconds. No allowances will be made for mechanical or other mishaps.
2. Starting order for the time trials is by random selection.
3. If a rider appears later than the appointed starting time, the start will be allowed only to the extent that in the judgment of the officials it does not interfere with other riders starting on schedule. If it does interfere, the rider may be further delayed. In case of a late start, the appointed starting time shall be used in computing results.
4. The start sheet with the starting order and appointed starting times will be available for the rider's perusal at least one hour before the start of each event.
5. The road races will be a mass start at pre-determined intervals by age division and gender with combinations when needed. Depending on the structure of the road race course, a neutral start may be utilized.
6. Awards will be presented for 1st through 3rd place for each event within each age division.

Sport Rules

1. All cycling events will be conducted in accordance with USA Cycling rules, except as modified herein. For a copy of these rules, please write or call:
USA Cycling
210 USA Cycling Point, Suite 100
Colorado Springs, CO 80919-2215
719 – 434 – 4200
www.usacycling.org
2. Helmets are mandatory and must conform to USA Cycling regulations.
3. Multi-gear (free wheel) bikes with front and rear brakes are required. Fixed gear and recumbent bicycles are not permitted. All bicycles must be certified by race officials prior to the competition.
4. There may be no protective shield, faring or other device on any part of the bicycle (including, but not limited to, the frame, wheels, handlebars, chain wheel or accessories) that has the effect of reducing air resistance, except those allowed by USA Cycling.
5. Handlebars used for steering with ends, features, or attachments that extend forward or upward or that provide support for other than the riders hands (including aero bars) are permitted only in the time trial events and not in the road race events.
6. If in doubt about your qualification, check for an official ruling from the chief referee before your appointed starting time. Once the clock begins, your time is running and will not be adjusted.
7. Riders must stay to the right except when overtaking another rider. Failure to do so will result in disqualification.



Dominoes Rules

BRACKETS: Open Doubles (Same or Mixed Genders)

Type of Dominoes Used: Double 6 (Straight Dominoes)

Age Groups: 50-54, 55-59, 60 – 64, 65-69, 70 – 74, 75-79, 80 -74, 85-89, 90-94, 95 and older.

Competition location will provide the dominoes and the stop watches.

Scoring: Matches are 2 out of 3 games to 150 points.

The Shuffle: To begin the dominoes are placed face down and “shuffled.” Players draw one domino. The player drawing the highest double or if no double, the highest domino plays first. Re-shuffle and then begin drawing the first hand.

Drawing: Each player then draws seven dominoes for his hand. The remaining dominoes (the boneyard), if any, are left face down on the table to be drawn later if a player is unable to play from his hand.(Player will draw only one domino per round).

Begin Play: The player who drew the highest double or the highest domino plays first, playing any domino he wishes from his hand.

Object of the game: Scoring points by laying the dominoes end to end (the touching ends must match: i.e., one's touch one's, two's touch two's, etc.). If the dots on the exposed ends total any multiple of five the player is awarded that number of points. All sides of the first double (the spinner) may be used one piece to each side and later one to each end. All other doubles are played at right angles to the line and the total points on both ends are counted. Dominoing occurs when one player goes out by playing all of his dominoes. The sum of the spots of all opposing players is computed and added to the dominoing player's score (rounded to the nearest five). In doubles, the spots of the partner of the one who "DOMINOED" are not counted.

Blocking the Game: If in the course of the game it is impossible for any of the players to play, the game is "Blocked." The player (or partners) having the least spots in his (or their combined) hand(s) scores the total of the spots in the opponents' hands (rounded to the nearest five). The score of 150 points is usually considered a game. The first partnership to score this amount wins the game, play first and if final game advances to the next round. The player who won plays first next match.

Winners: Medals will be awarded for 1st, 2nd and 3rd place finishers.

The organizers reserve the right to make changes in these regulations.



Golf Rules

BRACKETS: Men's and Women's Scratch/ Men's and Women's Handicap

Age Groups: 50-54, 55-59, 60 – 64, 65-69, 70 – 74, 75-79, 80 -74, 85-89, 90-94, 95 and older.

ENTRY REGULATIONS

1. Golfers must provide their own clubs.
2. Golf carts are mandatory and will be included as part of tournament fee.
3. PGA members may compete as long as they are not on the PGA TOUR.
4. All participants must have paid their registration fee before participating.

FORMAT

1. Winners determined by individual net score.
2. Flights will be broken down based on number of entries.
3. Shotgun start tournament. All groups of players will tee off simultaneously from different holes.
4. Starting hole for each player will be decided at the start of the tournament.
5. Tournament will start at 8:00 AM. Driving range practice will be open prior to start of tournament.
6. In case of low registration, participants will be combined into handicap division.
7. Rule 3-3
8. Inclement Weather: There is no rain out date available to reschedule this tournament. The golf course manager will determine if the event should be canceled due to inclement weather such as freezing temperatures or lightning. Heat, wind or rain will ***not*** cause a tournament to be canceled. If the tournament is cancelled due to weather, a refund for the golf event will be given to all registered players.

RULES

- This tournament will be conducted in accordance with USGA rules, except as modified herein. For a copy of these rules, please write or call:

United States Golf Association P.O. Box 708
Far Hills, NJ 07931
(908) 234-2300
www.usga.org
- If a competitor is doubtful of his rights or the correct procedure during the play of a hole, he may, without penalty, complete the hole with two balls by invoking Rule 3-3, Stroke Play - Doubt as to Procedure. In these circumstances, before taking any further action, the correct procedure for the competitor is to:
 - Announce to his marker, or fellow-competitor, that he intends to play two balls
 - Declare which ball he wishes to count if the Rules permit.
 - Play out the hole with both balls recording the separate scores
 - Report the facts to the Committee.



Horseshoe Rules

BRACKETS: Men's and Women's Singles

FORMAT

1. Preliminary round will consist of a round robin format per age group. Age groups may be combined during preliminary rounds to make round robins as close to 8+ as possible and allow participants to pitch enough games (Points in games against someone not in the same age group will not count towards advancement). Everyone in an age group will pitch everyone else in their age group during preliminary round in order to advance to Championship round.
2. Count-all scoring with five bonus points awarded for each match won will be used during preliminary rounds to help determine advancement. All matches will continue until each player has pitched 30 shoes. If the score is tied after 30 shoes are pitched, four additional shoes shall be pitched to determine which player shall be awarded the five bonus points. Additional sets of four shoes shall continue to be pitched until the winner is determined. Final scores reported shall be scores after 30 shoes. Points in preliminary rounds are for playoff advancement only and will not count or be used in Championship round.
3. At the conclusion of the preliminary round robin, the top eight players will advance and play a single round-robin championship final.
4. The Championship round will be decided by win/loss record. Count-all scoring (without bonus points for each match won) will be used. 1st place ties will play a 30 shoe playoff game to decide 1st and 2nd place. All other ties will be decided by head-to-head competition and then by points scored if still tied.
5. Awards will be presented for 1st through 3rd place within each age division.

RULES

1. All matches will be conducted in accordance with National Horseshoe Pitcher's Association rules, except as modified herein. For a copy of these rules, please write or call:

Mr. Stuart Sipma, President

National Horseshoe Pitcher's Association 2826 Domino Drive

Bismarck, ND 58503-0831

(701) 258.5686

www.horseshoepitching.com

2. Shoes shall be pitched from alternate ends of the court at stakes at the following distances: men 50-69 (40 feet), women 50-74, men 70 and older (30 feet). Women 75 and older (20 feet).
3. A match will consist of one game.
4. Players will match shoes to determine who pitches first.
5. A 15-minute default time will be enforced. For default matches in preliminary rounds, the remaining player will pitch 30 shoes to determine his/her score and be awarded the five bonus points.
6. The pitcher must stand on one of the pitching platforms. Players may use the platform on either side of the court. Feet must stay behind the foul line and within the platform limits until the shoe has left the pitcher's hand. When not pitching, the opponent shall stand quietly and stationary on or behind the same court's opposite pitching platform and at least two feet (2') behind the contestant who is pitching from the same or adjacent court. Such an offense incurs a loss of score in that inning. No player may walk to the opposite stake, or be informed of the position of the shoes before an inning is complete. Once thrown, shoes may not be moved or touched until the scores have been decided. Such an offense incurs a loss of score in that inning.
7. Shoes must be within six inches of the stake to be scored. A shoe that first strikes the ground outside the target area (if using portable raised pits, the box that makes up the pit sides is considered to be outside the target area) or rebounds from the backboard cannot be scored, nor can any shoe thrown from an invalid position. Such shoes may be removed from the target area on the request of the opponent. A shoe landing in the area and breaking is not scored; it is removed and another pitch taken. A "ringer" is a shoe that encircles the stake so that a straight edge could touch the two tips of horseshoe without touching the stake.



Pickleball Rules

BRACKETS: Men's and Women's Singles, Men's and Women's Doubles, Co-ed Doubles

ENTRY REGULATIONS

1. Athletes may compete with only one partner per event. Under NSGA rules, doubles and mixed doubles are classified as events. Therefore, athletes may not compete in more than one age division for doubles or mixed doubles.
2. Competitors must provide their own paddles. Balls will be provided.

FORMAT

1. Tournament format will be single elimination play with the first person/team to win 2 out of 3 games; each game is played to 11, win by 2. Consolation brackets will be offered for a guarantee of two games.
2. ASG reserve the right to change the tournament format depending on entry numbers, space restrictions or other circumstances.
3. Awards will be presented to 1st through 3rd place for each event within each age division., space restrictions, or other circumstance.

SPORT RULES

1. All Pickleball events will be conducted in accordance with the USA Pickleball Association rules, except as modified herein. For copy of the rules please write or visit:

USA Pickleball Association

PO Box 7354

Surprise, AZ 85374

www.usapa.org

2. Athletes must wear proper court shoes – no black sole shoes allowed on the court area.



Pitch, Hit & Run (Softball) Rules

BRACKETS: Men's and Women's Singles

ENTRY REGULATIONS

1. Entry fee (after the \$35 Athletic fee) for Pitch, Hit, and Run is \$5.
2. The age division of competition will be determined by the athlete's age as of December 31, 2018.
3. Competitors must bring their own bats. Softballs will be provided

FORMAT

1. Participants will compete in all 3 categories based on their age division.
2. Awards will be presented for 1st place for each event within each age division.

SPORT RULES

PITCH

1. The PITCH portion of the program will test how accurately a competitor can throw strikes to a designated "Strike Zone" target from 35 feet away.
2. Any method of underhand/overhand pitching or throwing is accepted. An attempt hitting ANY portion of the target will be deemed a strike
3. Each competitor receives six (6) attempts to hit the designated "Strike Zone".
4. Participants compete with a 12-inch softball.
5. It is recommended that the "Strike Zone" target be adhered to a backstop/fence or net with the provided Cable Ties. The bottom of the "Strike Zone" target should measure 20 inches from the ground for all competitors.
6. The competitor must start from the pitching rubber or chalk line and deliver each ball to the "Strike Zone" target. Treat the rubber/chalk line just as you would a pitching rubber in a real game.
7. Each attempt hitting ANY portion of the "Strike Zone" target is worth 75 points.

HIT

1. The HIT portion of the program will test a competitor's ability to hit from a stationary batting tee, along a tape measure from home plate, toward straight-away centerfield. Hits will be measured for distance and accuracy
2. Each competitor will be allowed three (3) swings in an attempt to hit the ball.
3. Only the best of the three (3) attempts, as determined by the administrator, will count toward a competitor's score.
4. A swing and a miss counts as one attempt (one swing = one attempt).
5. A running or walking start is not permitted. Participant may take a single stride step, but cannot take multiple steps in attempt to hit the ball from a walking or running start.
6. All participants compete with a standard 12-inch softball.

RUN

1. The RUN portion of the program will measure a competitor's speed in a sprint from the start line, touching third base, and touching home plate. ALL participants will run a total of 120 feet.
2. The competitor will start at second base or the indicated start line.
3. He/she will begin from a standing start, and begin running when the administrator yells GO!
4. The runner will be timed from the moment he/she leaves second base, touches an anchored third base, and touches home plate. No sliding is allowed.



Rummikube Rules

BRACKETS: Open Singles

FORMAT

1. Modified US Nation and World Rules will be used.
2. Competition location will provide the tiles and the timers.
3. Competition Seating (table number and seat) will be determined by a Raffle, prior to start of tournament. (min: 4, max: 16 per competition) per age group.
4. Initial Round: 4 players per table (4 Games) the winner from each table advance to championship game.
5. Champion Round: Top 4 players from each table (4 Games)
6. The player who wins the most games is the winner of the round. In the event of a tie there will be a fifth game between the two players with a 40 second time limit per play.

Age Groups: 50-54, 55-59, 60 – 64, 65-69, 70 - 74, 75-79, 80 -74, 85-89, 90-94, 95 and older.

General Rules

1. This is a Rummy based game for 3-4 players, each trying to be the first to empty their rack of tiles by melding them into sets of runs and groups.
2. The 104 playing tiles consist of 2 each of the numbers 1 to 13 in four colors (Blue, Red, Green/Black, or Orange/Yellow) and 2 Jokers.
3. A complete game consists of 3 or more separately scored rounds within a 1 hour time limit.
4. There will be an Event Director and Timers as needed.

Set Up

1. After placing all tiles in an opaque pouch, each player picks a starter tile from that pouch, with the highest number going first.
2. Starter tiles are returned to the pouch and each player in turn draws 14 tiles for their rack.
3. Play proceeds in a clockwise direction around the table.

Initial Melds

1. In order to move tiles from their rack to the table, each player must first form one or more sets totaling at least 30 points exclusively from their own tiles, with tiles worth their own face value.
2. During the initial meld sets on the table may not be manipulated or built upon with tiles from

player's rack.

3. There are two kinds of sets:
 - a. A group is a set of either three or four tiles of the same number in different colors.
 - b. A run is a set of three or more tiles of the same color with consecutive numbers.
4. Players may not use any tiles already on the table to form part of their initial melds. A Joker in a player's rack may be used as any tile, and its point value is that of the tile it represents.
5. If a player cannot make an initial meld of at least 30 points, or chooses not to for any reason, he/she must draw a tile from the pouch and end his/her turn. A "1" is always low number in a run. It can never follow a 13.

Subsequent Plays

1. Once a player has made an initial meld, he/she may use tiles from his/her rack to build on or with other sets on the table in any or all of the following ways, including his/her initial meld turn:
 - a. Add the fourth color from his/her rack to a group of three on the table;
 - b. Add one or more consecutive tiles of the same color from his/her rack to extend a run;
 - c. Remove a tile from a group of four to form a new set with other tiles from his/her rack;
 - d. Remove an end tile from a run of four or more to form a new set with other tiles from his/her rack;
 - e. Add a fourth tile to a set and remove a different tile to form a new set with other tiles from his/her rack;
 - f. Remove tiles from overlapping runs to form one longer run and a new set with tiles from his/her rack;
 - g. Split a run and add other tiles from his/her rack to form two new runs; and/or h) Lay down an entirely new set formed only with tiles from his/her own rack.
2. Multiple sets on the table can be rearranged, split, and/or combined as desired, so long as at least one new tile from the player's rack is added to the mix, and all tiles on the table end up in legitimate sets of three or more (i.e. no leftover tiles of any kind, either singles or pairs). Once played on the table, sets no longer belong to any player, and his/her tiles may be freely used by anyone.
3. If a player cannot (or chooses not to) add at least one new tile from his/her rack to the table during his/her turn, he/she must draw a tile from the pouch and end his/her turn. A drawn tile can never be played in the same turn it was drawn, since the act of drawing it immediately ends that player's turn.

Jokers

1. There are two Jokers that can be used as any other tile in a set, even if both those tiles have already been played. A Joker can be retrieved from a set by a player who replaces it during his/her turn with a tile of the same number and color from his/her own rack, but only if he/she has already laid down his/her initial meld, and only if he/she can immediately combine it with two or more tiles from his/her own rack to form a new set, in which case it can represent any other tile again.
2. A Joker can never be replaced by a tile already on the table, but if it is part of a group of three, it can be replaced by either of the missing colors. A set containing a Joker can be

added to, split up, combined, or rearranged freely, as long as the Joker retains its original value/color designation, although a Joker in a run or group of four can become either of two colors if it ends up in a group of three instead. Within the above constraints, there is no limit to the number of times a Joker can be replaced.

Time Limits

1. Players have **90 seconds** to complete all of their plays each turn, and players should “knock” the table to indicate when they are finished, so the next player may proceed.
2. A non-player will keep track of each player’s **90 seconds** time limit with a stop watch, and provide a first warning when 30 seconds are left and a final warning when 10 seconds are left.

Penalties

1. A player going over the **90 seconds** limit may complete the set they are working on, but must then draw one tile from the pouch and end his/her turn.
2. A player who unsuccessfully attempts to build on or rearrange other sets on the table must replace the tiles in their original sets, take back the tiles he/she was unable to play legally, and draw three tiles from the pouch.
3. Unintentional errors are not penalized if corrected within the **90 seconds** limit.
4. The Table Timer will ensure that all sets on the table are legally constructed, with no leftover “orphan” tiles and assess.

Scoring

1. Play continues until one player empties his/her rack of all tiles, at which point the losers total up the value of all the tiles remaining on their racks, with Jokers counting 30. These are all entered as negative numbers for the round, while the winner receives the grand total as a positive score.
2. If all tiles are drawn and no one is able to empty his/her rack, the player who has the least points left is the winner of the round, with losers subtracting their winners for their net negative scores, and the winner receiving the summed total as a positive score.
3. After scoring the round, players place all tiles back in the pouch and start the next round anew as above.

Winning

1. After all rounds are completed in a qualifying game, each player that has the most games after four games advances automatically to the championship round.
2. Medals will be awarded for 1st, 2nd and 3rd place finishers of the championship game. (2nd-3rd places will be determine by least amount of points left in each player hands).

The organizers reserve the right to make changes in these regulations.



Scrabble Rules

BRACKETS: Open Singles

FORMAT

1. Scrabble Tournament will follow the Official Tournament Rules of the North American Scrabble Players Association and will utilize The Official Tournament and Club Word List, 2016 Edition
2. The Lamar Senior Activity Center, 2874 Shoal Crest Ave will host the competition and provide the Scrabble game sets and the timers.
3. Competition placement (table number and seat) will be determined by a Lottery, prior to start of tournament. (min: 4, max: 16 per competition) per age group.
4. Tournament will consist of a single round-robin competition of which each participant plays every other participant once. 2 players per table
5. Each participants' score from each game will be recorded and the accumulation of points will determine the winner for each age group.

General Rules

SETUP

1. You should have a game board, 100 letter tiles, a letter bag, and four racks.
2. We will use the following dictionary in case of a challenge. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted with the exception of the following: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.
3. Place all letters in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the pool and remix. All players draw seven new letters and place them on their racks.

GAME PLAY

1. The first player combines two or more of his or her letters to form a word and places it on the board to read either across or down with one letter on the center square. Diagonal words are not allowed.
2. Complete your turn by counting and announcing your score for that turn. Then draw as many new letters as you played; always keep seven letters on your rack, as long as there are enough tiles left in the bag.
3. Play passes to the left. The second player, and then each in turn, adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one

- row across or down the board, to form at least one complete word. If, at the same time, they touch others letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.
4. New words may be formed by:
 - a. Adding one or more letters to a word or letters already on the board.
 - b. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it. (See Turns 2, 3 and 4 below.)
 - c. Placing a complete word parallel to a word already played so that adjacent letters also form complete words. (See Turn 5 in the Scoring Examples section below.)
 5. No tile may be shifted or replaced after it has been played and scored.
 6. Blanks: The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game.
 7. You may use a turn to exchange all, some, or none of the letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letter(s) into the pool. This ends your turn.
 8. Any play may be challenged before the next player starts a turn. If the play challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the play challenged is acceptable, the challenger loses his or her next turn. Consult the dictionary for challenges only. All words made in one play are challenged simultaneously. If any word is unacceptable, then the entire play is unacceptable. Only one turn is lost on any challenge.
 9. The game ends when all letters have been drawn and one player uses his or her last letter; or when all possible plays have been made.

SCORING

1. Use a score pad or piece of paper to keep a tally of each player's score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
2. The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.
3. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
4. Premium Word Squares: The score for an entire word is doubled when one of its letters is placed on a pink square: it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count). NOTE: the center square is a pink square, which doubles the score for the first word.
5. Letter and word premiums count only on the turn in which they are played. On later turns, letters already played on premium squares count at face value.
6. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank itself has no score value.

7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word. (See Turns 3, 4 and 5 in the Scoring Examples section.)
8. BINGO! If you play seven tiles on a turn, it's a Bingo. You score a premium of 50 points after totaling your score for the turn.
9. Unplayed Letters: When the game ends, each player's score is reduced by the sum of his or her unplayed letters. In addition, if a player has used all of his or her letters, the sum of the other players' unplayed letters is added to that player's score.
10. The player with the highest final score wins the game. In case of a tie, the player with the highest score before adding or deducting unplayed letters wins.

SCORING EXAMPLES

| Turn 1: Score = 14 | Turn 2: Score = 9 | Turn 3: Score = 25 | Turn 4: Score = 16 | Turn 5: Score = 16 |
|---|---|--|---|--|
|  |  |  |  |  |

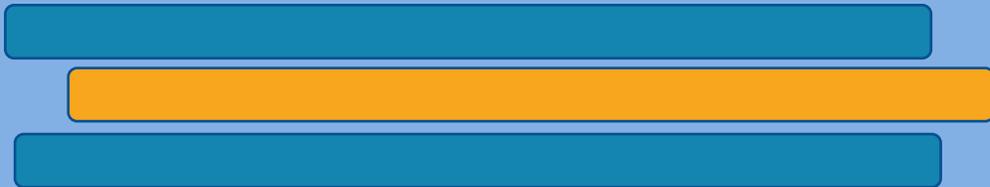


Table Tennis Rules

BRACKETS: Men's and Women's Singles, Men's and Women's Doubles, Mixed Doubles

ENTRY REGULATIONS

1. Athletes may compete with only one partner per event. Under NSGA rules, doubles and mixed doubles are classified as events. Therefore, athletes may not compete in more than one age division for doubles or mixed doubles.
2. Competitors must provide their own paddles. Balls will be provided (Poly S40+).

FORMAT

1. Tournament format will be single elimination play with the first person/team to win 2 out of 3 games; each game is played to 11, win by 2. Consolation brackets will be offered for a guarantee of two games.
2. Play shall consist of a five-game match. The winner shall be the first player to win three games.
3. Throughout the match, play shall be continuous, with a two-minute break between games.
4. White or polka dot shirts are not allowed.
5. 3-minute maximum time allotment for pre-game warm-up.
6. ASG reserve the right to change the tournament format depending on entry numbers, space restrictions or other circumstances.
7. Awards will be presented to 1st through 3rd place for each event within each age division., space restrictions, or other circumstance.

SPORT RULES

1. All Table Tennis events will be conducted in accordance with the USTTA rules, except as modified herein. For copy of the rules please or visit: <https://www.teamusa.org/usa-table-tennis/rules>
2. Athletes must wear proper court shoes – no black sole shoes allowed on the court area.



Table Tennis Rules

BRACKETS: Men's and Women's Singles, Men's and Women's Doubles, Mixed Doubles

ENTRY REGULATIONS

1. Athletes may compete with only one partner per event. Under NSGA rules, doubles and mixed doubles are classified as events. Therefore, athletes may not compete in more than one age division for doubles or mixed doubles.
2. The age division of competition for doubles will be determined by the lower age of the two partners as of December 31, 2019.
3. Athletes must provide their own racquets and practice balls.
4. Athletes may enter a maximum of two tennis event

FORMAT

1. Tournament format will be single elimination with a consolation bracket for first round losers. Quarterfinal losers will compete for 5th through 8th places. Subject to change based on smaller draw sizes.
2. Awards will be presented for 1st through 3rd place and consolation bracket winner for each event within each age division.
3. The ASG reserve the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

SPORT RULES

1. All matches will be conducted in accordance with United States Tennis Association (USTA) rules, except as modified herein. For a copy of these rules, please write, email or call:

United States Tennis Association Publications Department
70 West Red Oak Lane
White Plains, NY 10604
(914) 696-7000
www.usta.com

2. If an athlete is entered in more than one tennis event, a situation may arise wherein he/she will have to play more than the USTA-recommended number of matches in any given day. Attempts will be made to schedule in such a manner to avoid conflicts between events. However, it is the responsibility of the athlete to make conflicts known to the Competition Manager with sufficient time in order to reschedule or withdraw.
3. The scoring format for all singles and doubles matches will be two out of three tiebreak sets, in the event of split sets, a match tiebreak (first to 10 points win by 2) will be played. There will be no full third sets. The only exception to this is that it may be modified in accordance with Format, Item 3.
4. USTA national rankings (if available) will be used to assist with the seeding.
5. A tie-break set is played with the same rules as the advantage set, except when the score is tied at 6–6, a tie-break game (or tiebreaker) is played. Typically, the tie-break game continues until one player wins seven points by a margin of two or more points.



Volleyball Rules

BRACKETS: Men's & Women' Sixes/ Coed Sixes

ENTRY REGULATIONS

1. Teams must be of one gender in Men's and Women's Brackets. Co-Ed teams should have an even number of males and females on the court unless playing with 5.
2. Team roster shall be limited to 15 persons, including non-playing coaches, non-playing captains, and non-playing bench personnel. Roster changes shall be allowed only with Volleyball Competition Coordinator approval.
3. All registration and team rules apply to non-playing coaches, non-playing captains and non-playing bench personnel.
4. Volleyball will be divided into the following age divisions for men, women, and open/co-ed: 50+, 60+, and 70+.
5. Age divisions for all team competition will be determined by the age of the youngest team member as of November 1, 2018.

FORMAT

1. Tournament format will include round robin play.
2. Every effort will be made to provide teams a minimum of 3 matches.
3. All competition will be the best of 3 set matches.
4. Volunteers will be used as line judges and scorekeepers.
5. Net height shall be in accordance with USA Volleyball rules.

SPORT RULES

1. All matches will be played in accordance with USA Volleyball rules, except as modified herein.
2. A team must have at least five players present to start a game; otherwise, the game is forfeited. Teams will be allowed a five minute grace period to assemble a minimum of five players. The sixth player may enter upon arrival. In the event of injury, a team may continue/finish with a minimum of four players on the floor.
3. Teams competing with only 5 players shall always have three players on the front row. No service penalty shall be assessed for not having six players.
4. To win a match, a team must win two out of three games.
5. USA Volleyball rules governing tiebreakers will be used. Two Libero's are permitted and may be changed from set to set and not have to be designated for their match.



Washers Rules

BRACKETS: Men's & Women's Singles/ Open Doubles (Same or Mixed Genders)

ENTRY REGULATIONS

1. \$5 per event: **Men's Singles, Women's Singles, Open Doubles**
2. Athletes may compete with only one partner per doubles event.
3. Athletes may only compete in one age group per event.
4. The age division of competition will be determined by the athlete's age as of December 31, 2018. In doubles, the athletes' age bracket is determined by the younger age of the two partners.
5. All equipment will be provided.

FORMAT

1. Tournament will be single elimination format.
2. Awards will be presented for 1st and 2nd place for each event within each age division.
3. ASG reserves the right to change the tournament format for any age division based on entry numbers, space restrictions, or other circumstance.

SPORT RULES

1. **COURT AND EQUIPMENT:** The court area will be selected based upon available space, safety, comfort and convenience. The court can be laid out in any direction or arrangement as fits the above considerations. The two boards are 12"x48", constructed with 2"x4" frames, topped with plywood (1/2" through 3/4") and surfaced with a short napped indoor/outdoor carpet (the carpet must not extend into the holes). There will be three 4" (plus or minus 1/8") holes in each of the two boards. One hole will be in the exact center of the board, with an additional hole twelve inches (center to center) in each direction. The two boards will be connected by 10 foot lengths of rope, chain, cable, etc. to keep the distance between the boards consistent and correct. The attachment of cans, bowls, or other vessels to catch the washers when they go into a hole are optional.
Two sets of three standard 3" washers are required and each set must be of a different color or somehow marked differently. Contestants may use their own washers as long as each washer is at least 2 15/16" in diameter and weighs 4 1/2 ounces or less.
2. **SCORING:**
 - a. The first (closest) hole is 1 point, second (middle) hole is 3 points and the third (farthest) hole is 5 points. Each time both sets of washers (all 6) are tossed, the points scored for each team are compared and the team which scored the most points is awarded the difference in

the points just scored. (EXAMPLE: team A scores 4 points with their three washers and team B scores 10 points with their three washers. Team B is awarded 6 points).

- b. Any washer which is bumped into a hole by another washer counts just as if it had been tossed into the hole. Foul tosses are removed from the board before the next washer is tossed (see FOULS).
- c. A game will consist of 10 rounds, and the team leading at the end of the 10th round will be judged the winner. If they are tied at the end of 10 rounds, one round playoffs will continue until there is a winner.
- d. Each player tossing all 3 washers one time is a round. (EXAMPLE: In singles competition, both players would toss their 3 washers one time and in doubles all four players would toss their 3 washers one time)

3. FOULS:

- a. Stepping past the front of the board with either foot before the washer has traveled the distance to the other board will be judged a foul.
- b. Any washer which bounces or rebounds onto the playing surface of the board will be judged a foul.

4. PLAY

- a. National tournaments will be single elimination where the pairings will be done by lot.
- b. To begin the game first toss will be determined by the toss of a coin or washer and there after, the first toss will go to the team being awarded points or in the event of no scoring, to the last team to score.
- c. After the tournament starts, contestants may have two rounds of warm up tosses before beginning their games.
- d. Players may stand on the boards or beside them when making their tosses, but may not cross the foul line.
- e. No player shall deliberately attempt to distract another player.
- f. The player tossing first will toss all 3 washers, and then the other team will toss all 3 of their washers.
- g. The game will continue for 10 rounds and at the end of the 10th round; the team with the most points will be judged the winner (see scoring).
- h. The Official may declare a forfeit if a team is not present and ready to play when the Official declares that it is time for their game to start.
- i. The decisions of the Official are final.

