Tournament Registration:
Tournament registration will take place on IMLeagues through the UWRF Intramural Sports website, and in-person before the start of the tournament. During team registration, captains will select the league they wish for their team to participate in.

Captain’s Quiz:
During registration, team captains will take a short quiz related to the general intramural rules and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural tournament. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The team entry fee is **FREE** for the Shuffleboard Tournament.

Schedules, Results, and Standings:
Schedules, results, and brackets for tournament play and playoffs will be both in-person and on IMLeagues. Please go to the UWRF Intramural Sports website at [www.uwrf.edu/campusrec](http://www.uwrf.edu/campusrec) and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
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<tbody>
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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
5. All visible jewelry, watches, and bracelets must be removed prior to participation.
RULES:

1. GAME SETUP:
   a. An intramural supervisor check participants in and record the scores.

2. PARTICIPATION:
   a. All leagues are considered “open” and are not gender specific.
   b. Singles teams may not add to their roster.
   c. Doubles teams may have up to 3 people on the roster.
   d. Doubles teams must compete with 2 players at all times.

3. GAME PLAY:
   a. The match will be as a one-game, winner take all format.
   b. All games are to 21 points win by 2. There is no penalty for a “bust”.
   c. A coin flip will determine who will throw first and who will have the hammer (last shot).
   d. Teams alternate shots trying to land their weights as closest to the end of the table as possible.
   e. The team scoring points in the round has the first shot in the next round (the team not scoring has the hammer, or last shot).
   f. If no points are scored, the hammer (last shot) remains with the same team.
   g. Any weight thrown or bumped off the board scores no points.
   h. All weights must reach the “foul line” to remain on the board.
      i. Any weight not past the foul line should be removed before the next weight is thrown.

4. SCORING
   a. Points are only scored by one team per round.
   b. Teams may score anywhere from 1 point to 16 points per round.
      i. 1 point is scored if a weight is between the foul line and the 2 point line.
      ii. 2 points are scored if a weight is between the 2 point line and 3 point line.
      iii. 3 points are scored if a weight is between the 3 point line and end of the board.
      iv. 4 points are scored if a weight is hanging off the end of the table, known as a “hanger”.
         1. To judge if a weight is a “hanger”, slide another weight on end across the end of the table. If it makes contact with the weight, the weight in questions is a “hanger.”
   c. Unlike Bag Toss, “cancellation” scoring is not used as it does not matter how many weights are in play.
      Only the weight(s) of the same team closed to the end are counted and scored.
      i. As the picture displays, all weights of one color closer to the end than the closest weight of another color score. In this example, RED scores 5 points.
   d. The weights must be completely over the foul line, 2 point line, and 3 point line to be considered in that range.