League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

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 league. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The team entry fee of $5/singles and $10/doubles must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot register without payment.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the campus recreation staff by phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $2.

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

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
</tr>
<tr>
<td>Rachael Harrington</td>
<td>Student Manager</td>
<td>715.425.4289</td>
<td><a href="mailto:rachael.harrington@my.uwrf.edu">rachael.harrington@my.uwrf.edu</a></td>
</tr>
<tr>
<td>Ryan Rudesill</td>
<td>Assistant Director of Recreation</td>
<td>715.425.4717</td>
<td><a href="mailto:ryan.rudesill@uwrf.edu">ryan.rudesill@uwrf.edu</a></td>
</tr>
</tbody>
</table>

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 UWRIF 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. Match-ups will be scheduled on a weekly basis WITHOUT a defined game time. It is the responsibility of the two team captain’s to determine a game time during that week by contacting each other to setup a time that works for each teams.
   b. All games will be played on the shuffleboard tables at the University Center near Pete’s Creek.
   c. All scores need to be reported by 5pm on Friday of the week of play.
      i. Unreported scores will be marked as a double forfeit for each team.
      ii. If you are having difficulties contacting your opponent, please notify the Intramural Sport Student Manager or Assistant Director of Recreation before Friday.
      iii. Scores may be entered directly onto IMLeagues after the game or emailed to the Campus Recreation department at campusrec@uwrf.edu.

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. EQUIPMENT:
   a. All equipment including the tables are first come, first serve at the University Center.
   b. Please make sure you plan ahead in the event the boards are already in use during your game time.

4. GAME PLAY:
   a. The match will be best 2 out of 3 games.
   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.

5. 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.