

SOBOBA CLASSIC TEAM TOURNAMENT RULES

(CSA RULES WILL APPLY)

UNSPORTSMANLIKE CONDUCT:

ANY UNSPORTSMANLIKE CONDUCT COULD RESULT IN A PLAYER BEING WARNED, OR BARRED FROM FURTHER PARTICIPATION THAT DAY, OR FROM FURTHER PARTICIPATION IN THE TOURNAMENT AFTER AND INVESTIGATION INTO THE MATTER BY THE ATM WHO SHALL HAVE THE FINAL SAY. THE ATM MAY OR MAY NOT CONFER WITH TOURNAMENT OFFICIALS. IF THE CONDUCT TAKES PLACE DURING A GAME, THE GAME WILL BE FORFEITED.

THE ATM HAS FULL AUTHORITY TO ENFORCE ALL RULES AND APPLY PENALTIES DURING TOURNAMENT PLAY.

- 1) All venues are required to start play by using new dressing provided by Classic Committee during the tournament, courts will not be redressed at the mid-point of game, however if 3 players or 2 players and the Head Referee feel the need to redress the court, it will be permitted at any time during the game.
- 2) There will be **ONE** canister for sprinkling, to be located at the **ATM desk**. The canister will contain **NEW** wax and be applied by the **HEAD REFEREE ONLY**. Sprinkling in the kitchen may be applied at **any time by HEAD REFEREE**. Sprinkling anywhere else on the courts may be done after the head or foot has finished play, **AND 3 players or 2 players and the Head Referee agree to the sprinkling. CSA RULE: page 5; B-22**
- 3) A player cannot use any object to clean disc. If player suggest a problem with the disc, he must call the Head Referee to inspect the disc. **CSA rule: page 6; 5a & b**
- 4) There will be no smoking, dipping, chewing, or vaping in any venue.
- 5) Players cell phone will be **TURNUED OFF** during tournament play. No Talking or texting during play. (10 point penalty after 1st warning) **CSA rule: page 2; B-1**
- 6) **SCOREKEEPERS:** Each team must furnish two scorekeepers and be responsible for covering two complete games, first and second halves in all their games. Scorekeepers **will never coach players or interfere in any way** on the board they're scoring or any other board. (Warning for team then a 1 point penalty). **CSA rules 8; F-5**
- 7) **REFEREES:** There are **NO** referees provided during any game. **EXCEPTION:** The captain will provide a referee for a player unable to perform the task. Players will referee their own games with players shooting **YELLOW** refereeing first half and players shooting **BLACK** refereeing the second half. Players will referee while seated or standing in front of their seat **and not interfere with an adjacent player. Do not collect DISCs during play except leaners and dead discs.**
- 8) The team number that appears on the left side of the team match up sheet on the Master Schedule will always lag yellow. Example: (5-7) 5 will lag yellow.
- 9) **ROTATION:** Players and/or substitutes will remain in rotation throughout each day, if a player is unable to play or becomes ill during their seating, the next player or next substitute in rotation will take their place and receive (2) practice shots. Rotation will continue on the next day to ensure each player plays equal amounts of games. A player cannot return that day once they've missed their rotation. **THERE ARE NO PUSHERS IN THE CLASSIC.**
- 10) Daily Court Placement Sheets submitted by each captain to the ATM prior to each game must include the Court Placement Sheet of the last game completed (except for game #1)
- 11) All games will be 12 frame games, switch sides after 6 frames, take colors with you and receive 4 practice shots. Players may play the head and foot of the same board playing only once at each end.
- 12) If the game ends in a **TIE each player will receive ½ pt.** This will not affect undefeated status.