



PART I: BY-LAWS

ARTICLE 1: League Name

A: The organization shall be known as the “Fun Hangers Shuffleboard League”.

ARTICLE 2: Objectives

- A: To promote shuffleboard as an entertaining and competitive sport for both men and women.
- B: To promote good sportsmanship.
- C: To make new friends
- D: To have a good time.

ARTICLE 3: Team sponsorships and player memberships.

- A: Sponsorships:
 - 1. Sponsors will pay a **\$75.00** per team sponsorship fee.
 - 2. A league will consist of not less than five (5) teams.
 - 3. All new teams will put up a Bond of **\$300.00** per team. The bond includes the **\$75.00** sponsorship that is not refundable and **\$225.00** that will be refunded at mid-season providing the team does not drop out of the league.
- B: Player memberships:
 - 1. Each Team will pay **\$24.00** per league match to play.
 - 2. Each team will consist of a minimum of six (6) players and a maximum of twelve (12) players. Each establishment may have up to two teams per shuffleboard table. (Note: when an establishment has more than one team, care must be taken to insure a proper home and away rotations are established in the League Schedule.

ARTICLE 4: Location

- A: The league will designate a “drop off” location, where the score sheets and league dues are to be dropped off and held for pickup by the League Secretary.
- B: Rosters must be kept current and posted near the shuffleboard, along with a copy of the league rules and a current schedule.

ARTICLE 5: Officers

- A: The officers of the league shall be those of President, Vice President, Secretary and Treasurer. The offices of Secretary and Treasurer may be combined for the best interest of the league.
- B: The officers of the league are all volunteer positions. It is the responsibility of ALL officers to be willing to go out of their way to assist in the success of the league. If an officer cannot fulfill the responsibilities of their post, he/she should decline the nomination or quit the post so that the league may replace the officer/nominee with a person that has the time and dedication to devote to the league.

- C: The duties of the officers shall be:
1. President: The president is responsible for overseeing the league and maintaining a smooth operation. The president shall be familiar with all rules and is responsible for the enforcement of them. The president must be available to hear and make a decision on all rule disputes. The president will attend, organize, and chair all league meetings.
 2. Vice President: The Vice President will act on all matters concerning the President's duties in the absence of the President.
 3. Secretary: The Secretary will keep a true and accurate record of all league activity and is responsible for providing a complete league roster and up to date league standings to each team, along with notification and results of league meetings and functions.
 4. Treasurer: The Treasurer shall open (and or maintain) a League bank account. A minimum of two signatures will be required for any withdrawals from the League's account. The Treasurer will keep a true and accurate record of all money received, distributed, and keep the league informed of all financial matters. The Treasurer will keep all money collections current and inform officers/captains of any team in arrears and of any changes in the financial status of the league.

ARTICLE 6: Elections

- A: Elections for Officers shall be held during the month of August.
- B: Ballots MUST be received by NOON, the last Saturday of August.
- C: Voting is open to all active League Members.
- D: Officers terms shall be for one year (12 months) from the time they take office.
- E: Elections will be announced and nominations taken one (1) month prior to the actual elections.
- F: Newly elected officer shall begin their duties two (2) weeks after the elections.
- G: Incumbent officers will be available to help with the transition of office for a period of one (1) month after the new officers have taken office.

ARTICLE 7: Distribution of Awards

- A: Trophies: Trophies will be distributed at the Awards Party at the end of each season for first, second and third places in each division.
1. The Grand Champion trophy will be awarded to the Grand Champion team. The trophy will be engraved with their name and they will hold this trophy until the end of the next season when a new Grand Champion is named.
- B: Money: **ALL** money received during the season (sponsorship fees, team fees, interest, etc.) less expenses (bank charges, supplies, trophies, etc.) will be distributed back to all league teams at the end of each season at the Awards Party. The distribution of money is based on a percentage. (The percentage is dependent upon the number of teams per division, per season.)

ARTICLE 8: Awards Party

- A: Awards parties will be held on the week end approximately three (3) weeks after the finish of the regular season matches. This allows time for any play off games that may be needed to be completed and to have the match for Grand Champion.
- B: The location of the party will be on a rotation basis with only those locations that have chosen to participate. The original rotation list will be decided by blind draw to decide the order of participation. The list will be published to all captains and sponsors and maintained by the Secretary/Treasurer.
- C: If any location, new or existing, decides they would like to participate in the awards party, they will be added to the rotation at the bottom of the list.

ARTICLE 9: Grievance Committee

- A: The Grievance Committee shall make decisions on all protests and disputes brought to its attention.
- B: Shall consist of no less than three (3) league members. The Committees positions will be held by the current Officers and randomly selected captains. The Officers will serve on the Grievance Committee for the length of their terms. Captain's participation is on a rotating basis and will be selected by blind draw (one captain from each division not involved in the dispute). The selection of captains will occur each time there is a grievance filed.
- C: All decisions of the Grievance Committee are final. There can be no appeal.
- D: The Secretary shall keep a written record of the Grievance Committee meetings and the results of said meeting.

ARTICLE 10: Rating Committee

- A: The Rating Committee shall make decisions on all rating disputes brought to its attention.
- B: Shall consist of no less than less than three (3) current league members. Committee member's participation is on a volunteer basis with only one member per team allowed.
- C: Raters will be rating players in their division only.
- D: Each rating division will have a division lead who will be responsible for contacting other committee member as needed.
- E: All decisions of the Rating Committee are final. There can be no appeal.
- F: Ratings from the Committee become effective immediately upon informing the league Secretary.
- G: The division leads will inform the league Secretary of all rating changes in order to keep the league roster updated on a timely basis.

ARTICLE 11: Scheduling Committee

- A: The Scheduling Committee shall make decisions pertaining to the placement of new teams. They will also evaluate existing teams for placement in the league when there is a significant change in that teams players.
- B: Shall consist of no less than three (3) current league members and the current league officers. Committee member's participation is on a volunteer basis with only one member per team allowed.

PART II: LEAGUE FORMAT

1. **Definitions:**

- A: Match: A match will consist of no more than seven games, with the team winning four games first being the match winner.
- B: Game: All league games will be played to a 15point limit.
- C: Frame: A series of eight weights, delivered in alternate order.
- D: Hammer: The last shot of the frame.
- E: Handicapping: Refers to the points given up or received by a team after totaling the player's ratings (i.e. player #1 is rated 3 and player #2 is rated 4 – the handicap would be one (1) point player #2 would start the game with one (1) point).

2. **Scorekeeping:**

- A: All games will be scored on the official league score sheet by the home team.
- B: The final results of the evening's play will be clearly marked and attested to by the signatures of both team captains.
- C: Scores sheets **MUST** contain the first name and last initial of all players that have played during the match.

3. **Equipment:**

- A: All equipment will meet the requirement of the league.
- B: Boards:
 - 1. No part of the shuffleboard table may be closer than eight (8) inches from any structure that interferes with freedom of play (walls, tables, partitions, etc.)
 - 2. Boards may not be altered, such as moved, balanced, cleaned and waxed after Monday, NOON, before a league match. The purpose of this being, that the surface, levelness, and speed of the board will be the same for practice as for league play.
 - a. Exception: An establishment that cleans and waxes their board on a daily basis.
- C: Lighting:
 - 1. No part of a hanging light can be closer than 28 inches from the playing surface.
 - 2. Lighting attached to the table will not be allowed to obstruct the view of the shooter.
- D: Playing weights:
 - 1. Playing weights will consist of eight (8) weights: four (4) each of a matched set, with two (2) distinct different colors.
 - 2. All weights used in league play will be "House Weights" ONLY.
 - 3. Any location that does not keep its league weights out for public use **MUST** have a notification (sign) letting league players know that the weights on the table are not the weights that will be used during league play. It must also let the league players know where they can get the league weights for practice. Locations must allow visiting teams the use of these weights for practice.
- E: Coin Operated Tables:
 - 1. The home team sponsor is responsible for all money to operate the table during league play.
 - 2. Practice time, prior to league play, will be paid for by the participating player.
 - 3. The home team captain is responsible for watching the time on Peg Stop machines to insure that the time is renewed so as not to interfere with any shot. Should a shot be stopped or interfered with, that shot will be replayed.
- F: Table Wax:

2. Table wax used during practice must be of the consistency as the wax used during league play.

G: T-squares

1. All league locations are required to have a T-square available to help make a determination on close calls.

4. Teams:

- A: **All teams must furnish an official team roster (with first & last names) no later than Saturday following the second (2nd) week of each new season. Incomplete names on lists will not be added to the roster.**
- B: Team members may be added to the team rosters one week prior to the scheduled match in which the new member is to play. The league secretary must be notified of the change in writing by enclosing a written revised **roster form** in the money envelope on the night of the match, one week prior to the scheduled match in which the new member is to play.
- C: All names added to the roster **MUST** include that players rating. Ratings for new players will be subject to review by the rating committee.
- D: Rosters will not be available at the beginning of each season.
- E: No new players will be added to the team roster during the last four (4) weeks of play.
- F: No team may change establishments during league play with the exception of :
1. The establishment is closed down.
 2. The shuffleboard is removed from the establishment.
 3. The team is barred from their home establishment.
- G: If a team drops out of the League for any reason, all monies paid to the League shall be forfeited.
- H: **A player may not play on more than one team on the same night.**

5. Team Captains:

- A: Are responsible for keeping accurate record of match play and submitting results to the league Secretary.
- B: The home team captain assumes the responsibility to collect and deliver the score sheet and fees for that night's play to the designated drop-off point no later than Saturday **NOON** after a scheduled match.
- C: Are responsible to maintain and keep current their teams roster including keeping each players rating current and to insure that notification of changes to the rosters and or ratings is submitted to the league Secretary in writing.
- D: To make sure that their team is kept informed of all league business (i.e. distribution of minutes from meetings, upcoming events, results/standings, etc.).
- E: Is responsible for notifying opposing team captains when a grievance is to be filed. This consists of a verbal notification to the captain that a game or match is being played under protest. This notification **MUST** be given before the end of the match and must identify what the problem is. If the captain does not make this notification before the end of the match, there can be no grievance filed.
- F: Is responsible for filing a written grievance (detailing the protest/problem) with the League Secretary within 48 hours of the end of the protested match.
- G: Are responsible for attending (or sending a representative) to all Captains meetings.
- H: Shall act as referees for the match.
1. In the event a dispute arises and a mutually acceptable decision cannot be reached by the team captain's the dispute is to be forwarded to the Grievance Committee. The match is to be continued under protest.
- I: May have conferences with a player(s) from his/her team during a game.

1. The captain may designate another player to act as a “Coach”.
 2. The “Coach” should be identified before match play begins.
 3. The captain **OR** the coach may give instructions to players during match play but **ONLY ONE OR THE OTHER - NEVER BOTH CAPTAIN & COACH TO CONFER WITH PLAYERS.**
- J: If the captain is absent for a match, the designated co-captain (or another team member selected by the members present) will act as captain.

6. **Rating Guidelines:**

- A: The teams will rate their own players using the following criteria and the Bowers rated players as a guide. Listed below are the guidelines to follow for rating players.
1. 5 “5” Beginners – no acquired skills
 ↓ 4.5 Some Skills acquired but not consistent at hitting weights
 2. 4 4 Some consistency at hitting weights but not with both hands
 ↓ 3.5 Some consistency at hitting weights with both hands
 3. 3 3 Rather consistent at hitting weights & basic understanding of strategy
 ↓ 2.5 Consistent at hitting weights with both hands, good understanding of strategy, and lags well.
 4. 2 1.5 Can make difficult shots rather consistently and have the ability to implement and accomplish strategy to win games.
 ↓
- B: Players that are rated as a 5 (beginner) must have their rating changed to a 4 no later than the 3rd season they play. Players that play only occasionally due to travel, work, etc. will be evaluated on an individual basis.
- C: Players rated 1, 0, -1 are rated by the Bowers system and judged against other players of the same rating nation wide.
- The Bowers Rating System has evolved since 1991 into a nationally recognized ratings system. Knowledgeable raters from different geographical areas segregate players into seven (7) groups according to their skill level. These groups are assigned a numerical rating (5, 4, 3, 2, 1, 0, -1).*
1. 1 Excellent player in all respects.
 2. 0 Semi-Pro
 3. -1 Pro – Top 25-35 players in the U.S. and Canada.

7. **Penalties:**

- A: A penalty of \$10.00 will be assessed when a team does not turn in their score sheets and fees by **NOON Saturday** following the weekly match played on Wednesday. Every offense after the first will increase by \$10.00 (i.e. 1st \$10.00, 2nd \$20.00, etc.)
- B: If a team owes money at the end of the season, it shall be deducted from their prize money. Should a team owe more money than it has coming back in prize money, said team shall be suspended for one season, or until they have made restitution to the league.
- C: Matches that were forfeited, for any reason, carry the same penalties as stated above. If the forfeit is due to having only four (4) players present at 8:30 P.M., the HOME team captain should (as a courtesy) collect and deliver score sheets/fees to the drop-off point.
- D: Returned Check Fees: Anyone that has a check returned by the bank, for any reason, will be charged with a **\$20.00** returned check fee as well as being responsible for paying the amount of the check **IN CASH**. The fee will be charged to the individual whose check was returned not to the team. If anyone has more than one check returned, the league will no longer accept a check from that individual. Checks returned from a location (i.e. bar) will be charged the same fee. Any person that does not pay the late fee or make good the amount of the check will not be allowed to be added to a team roster until the fee and check amount have been paid.

- E: A player, while in the act of shooting, must not touch the playing surface of the board with his/her free hand. The free hand may rest on the frame or cradle of the board. One leg must be behind the playing surface of the board while shooting. **A player guilty of breaking this rule will forfeit one point for every violation.**
- F: A player shall not cause any vibration such as slapping or kicking the table, stamping the floor, etc., whether intentional or not. **A player guilty of violating this rule will forfeit one point and give up the hammer on the next round.**
- G: It will be the responsibility of the two opponents shooting to advise the other two players when all 8 weights have been delivered. If one team clears one or more weights before all 8 weights have been delivered there is no penalty for the first offense. There is a warning to the offending team and the weights should be returned to the board as close to where they were as possible. If an agreement on placement cannot be made then the frame is shot over. If there is a second violation were the weights are again removed, the offending team will have 2 points deducted from their score. (i.e. if team 1 clears the board twice during a match and their score is 12, they will have their score reduced to 10.)
- H: No audible comments, remarks or unsportsmanlike gestures shall be made before or during a shot. **Violations of this common courtesy will be subject to a minimum of the forfeiture on one game.**
- I: A player may not play on more than one team on the same night. If a player does play on more than one team on the same night, the second (2nd) team would have to forfeit their match and the player breaking the rule would be banned from the league.

8. **Players:**

- A: All players must be listed on the Official roster one week prior to match play (except for the first week of play).
- B: A player MUST have played at least 5 times during regular season play to be eligible to play in any play-off matches.

9. **Postponements:**

- A: Should a team need to postpone a match, for any reason, it is the responsibility of the team captain to notify the opposing team captain and one league officer no later than 24 hours prior to the scheduled match.
- B: Captains are not obligated to accept a postponement and may refuse. The match will either be played on the original date or forfeited by the requesting team.
- C: The two involved team captains must then reschedule on a date not to exceed 2 weeks past the original scheduled date.
- D: If an agreeable date cannot be reached, the league President (or other officer) will set a date when the match **must** be played or forfeited.
- E: If the postponed matches are not made up within four (4) weeks of play, the team requesting the postponement will forfeit the match.

10. **Forfeited Matches:**

- A: Should a match be forfeited, it is the responsibility of **EACH** captain for delivering the team dues to the designated drop-off point no later than NOON Saturday after a scheduled match.
** The same penalties apply for late turn in of money from a forfeited match as for **any** match (see penalties above).

11. **Standings:**

- A: Weekly standing will be available for pick up (at the designated drop-off/pick-up location) after 8:00 P.M. the Monday following the match providing the secretary has been given match information for ALL matches. Standings will show the number of matches won and lost by each team.

- B: Final league standings will be determined by the number of matches won and lost. The number of games won or lost during the course of the season will have no bearing on standings.
1. A tie for first, second or third position after regular season play will result in a play-off on a neutral board. Play off matches will be scheduled at the end of the season. If there are ties in any other positions, the winnings will be added together and divided between those teams.

12. Play-off Games:

- A: Play-off matches for the GRAND CHAMPION team will be played between the first place teams from each division.
1. TWO DIVISION SEASONS - The first place teams from each division will play one match to determine the “Grand Champion”. These matches must be played on a neutral board. If both teams are from the same location, the team captains can elect to have the play-off match at their own location (example: Team 1 & 2 from Bar A both finish in 1st place. The play-off match can be held at Bar A instead of Bar B).
 2. THREE DIVISION SEASONS - A blind draw will be held between the captains to determine which team will receive a bye. League officers will be present at the drawing to determine the order in which the play-off for “Grand Champion” will be played. The teams not getting the bye will play and the winner of that match will play the team that received the bye. The second match will determine which team will be the “Grand Champion”. These matches must be played on a neutral board. If both teams are from the same location, same rules apply as in item 1 above.
 3. FOUR DIVISION SEASONS – **Division 1 will play Division 2 and Division 3 will play Division 4 for the first round.** The winners of the first round will play each other to determine the “Grand Champion”. These matches must be played on a neutral board. If both teams are from the same location same rules apply as in item 1 above. League officers will be present at the drawing.
- B: As soon as the first place team has been determined in each division the following procedures will be followed:
1. The captains from the first place teams will meet. The location of the meeting will be determined by one of the officers. The captains will draw cards or pill numbers to determine the match up of teams for the first round as described in the previous section.
 2. When the match up has been determined the two captains will discuss where the play-off match will take place. ALL matches will be played on a neutral board. The only exception to this rule is when both teams are from the same location. They may choose to have their match there.
 3. Once the location has been determined, the two captains will set up a practice day for each team. The whole day will be designated for each team and only that team will be allowed to practice. If the captains cannot come to an agreement on the practice days, the officer present at the meeting will set the practice days for them.
 - a. The location where the match is to be played should make every effort to keep the boards clear on the designated practice days. The only time the board is restricted for play is on the scheduled practice day and the practice times set for the day of the match. All other times the board will be considered an open board and any player may practice. The board must be shared if both teams show up to practice.
 4. The captains will flip to determine practice time on the night of the match. One team to practice from 7:00-7:30 p.m. and the other team to practice from 7:30-8:00 p.m. Any time before 7:00 p.m. is considered free time and the board will be open to any and all players of the two teams for practice. Care should be taken not to monopolize the board by any one team or players.
 5. House weight will be used for play-off matches just like regular season matches.

6. Since there is no “home” team, the team that practices from 7:00-7:30 will declare their players for the first game of the match. After the first game, the teams will alternate who declares first.
 7. On the night of the match, the captains will flip a coin to determine color (to be used for the entire match) and hammer for the first game.
- C: After round one is completed the two winning teams will then play each other for the “Grand Championship”. As soon as the two teams are known a meeting will be set up and the procedures above will be followed.
- D: Rules for common courtesy will apply before, during, and after these matches. A league officer will be present at all matches and they will act as referee if there are any disputes. Their decisions will be final, there will be no protests or grievances filed for play-off matches. These rules will also apply for practice times.

13. Movement Between Divisions:

- A: The following is the format used to move teams for the beginning of each new season:
- Division 1 – 7th & 8th places move down to division 2
 - Division 2 – 1st & 2nd places move up to division 1
6th, 7th, & 8th places move down to division 3
 - Division 3 – 1st, 2nd, & 3rd places move up to division 2
6th, 7th, & 8th places move down to division 4 (6 team division only move 5th & 6th place teams)
 - Division 4 – 1st, 2nd, & 3rd places move up to division 3 (6 team division only move 1st, & 2nd place teams)
- Movement between division 3 & 4 is dependant on having 4 divisions. When there are only 3 divisions the movement stops with division 3 1st, 2nd, & 3rd moving up to division 2.
- B: All movement of teams is subject to approval by the scheduling committee. New teams and existing teams, where the roster has had major changes, will be evaluated by the committee as to placement in the league. These teams must submit a preliminary roster to the scheduling committee to aid in the placement of the teams in the league.

PART III: RULES & REGULATIONS

1. **Common Courtesy**

- A: All generally accepted rules of good sportsmanship and good conduct will apply at all times in league play.
- B: It is considered common courtesy for each player to step back from the board after he/she delivers a weight, in order to give their opponent freedom of the board in every respect, with no interference while shooting. The player not having the hammer will remain behind his/her opponent until the last weight is delivered.
- C: No audible comments, remarks or unsportsmanlike gestures shall be made before or during a shot. Violations of this common courtesy will be subject to a minimum of the forfeiture of one game.
- D: The home team will have the board for practice from 7:00 p.m. until 7:30 p.m., then the visiting team will have the opportunity to practice from 7:30 p.m. until the match begins at 8:00 p.m.

2. **General Rules**

- A: All games should start by 8 p.m. on the scheduled date.
- B: No one player will be allowed to win more than 2 games per match.
- C: No player will be allowed to play more than 3 games per match.
- D: Number of Players.
 - 1. A minimum of six different players must have played by the end of the fourth game.
 - 2. A match can legally be played if a team has only 5 players, but if at the beginning of the fourth game the 6th player has not showed up, the fourth game will be forfeited. The match will continue until completed. If a team has only 4 players at 8:30 p.m., the match will be forfeited automatically.
 - a. If both teams have only 5 players the match will be played as a normal match. Each player can win no more than two games.
 - 3. If any team forfeits a game, the hammer of the next game belongs to the winner of the forfeited game.
- E: All boards shall be cleaned of old wax before the start of each game.
 - 1. The Home Team will be responsible to designate one player per evening to clean and re-wax the board.
 - 2. The home team captain is responsible for watching the time on Peg Stop machines to insure that the time is renewed so as not to interfere with any shot. Should a shot be stopped or interfered with, that shot will be replayed.
 - 3. You may wax dry spots on the board, only on the end of the board you are shooting, only when it is your shot, and only prior to the end of the frame. This must be done sparingly so as not to create mounds.
 - 4. Any location with more than one board MUST identify which team plays on which board in order for teams to be able to practice on the correct board.
 - 5. Any location that does not keep its league weights out for public use MUST have a notification (sign) letting visiting league players know that the weights on the table are not the weights that will be used during league play. It must also let the league players know where they can get the league weights for practice. Locations must allow visiting teams the use of these weights for practice.
- F: The team captains will exchange a list of their players and their rating for the night before play begins. Player's names must be listed on the official team roster. If there are any questions concerning the team roster or eligibility of a player, it must be handled at this time.

- G: The Home Team Captain must announce his team players first (prior to each game) as a courtesy.
- H: The first shooter of the first game will be determined by a coin flip. The winner of the flip will have the choice of either the hammer or the color of weights, but never a choice of both. After the first game, the team that has just lost will have the hammer in the first frame of the next game.
- I: Each team will use the same color weights for the entire match.
- J: The short foul line will be used for all league play (**i.e. the line nearest the shooter**).
- K: A weight must be entirely across the line to score the higher number of points. This must be determined by looking directly over the top of the weight. Any close calls concerning this will be determined by both team captains.
- L: Any weight not completely clearing the foul line nearest the shooter shall be considered an illegal weight and will be removed from the board before the next shot.
- M: If, after each player has shot all four of his/her weights and there are no points scored, the hammer changes.
- N: If the lead weights should come to a dead heat (tied-after measuring with the T-square), there is no score, and the hammer changes.
- O: Playing weights must not be held in hand while the opponent shoots. Likewise, a shooter **must not** hold a weight in his/her free hand at the time that the weight is shot.
- P: A player may not go beyond the foul line nearest him/her at any time during play unless it is to consult with his/her partner about a shot. This conference should take place at the center of the table.
- Q: Partners can inform each other as to position of weights and/or strategy during play.
- R: A player, while in the act of shooting, must not touch the playing surface of the board with his/her free hand. The free hand may rest on the frame or cradle of the board. One leg must be behind the playing surface of the board while shooting. **A player guilty of breaking this rule will forfeit one point for every violation.**
- S: A player shall not cause any vibration such as slapping or kicking the table, stamping the floor, etc., whether intentional or not. **A player guilty of violating this rule will forfeit one point and give up the hammer on the next round.**
- T: A player may not touch the playing surface or cradle while his/her partner or either opponent is shooting.
- U: Should a player accidentally shoot an opponents weight, the said weight must be replaced at that time **by one on the team captains** with the proper color weight.
- V: A player shooting out of turn or delivering the first weight when he/she has the privilege of the hammer, will lose that privilege and must complete the round in that rotation.
- W: Should a weight slip from a players' hand while in the act of being delivered, the player will have the privilege of another try, provided his/her arm was not moving in a forward motion, as in making a shot. Once a forward motion is made with the arm, the weight is considered played if released from the hand, and cannot be replayed.
- X: Hangers or Rail Hangers
1. A hanger is dead if it falls from the board before the opponent's following weight ceases motions (exception: see #3 below).
 2. After the opponent's following weight has been delivered and ceases motion, a hanger is legal and must be replaced if it falls from the board without being hit by another weight.
 3. Should a hanging weight fall from the board for any other reason other than being knocked off by another weight, such as slapping the table, pushing the table while shooting, stamping the floor, or any other vibration, it is a legal weight and must be placed in it's original position. Penalty of such behavior is described in **item R**.
- Y: It will be the responsibility of the two opponents shooting to advise the other two players when all 8 weights have been delivered. If one team clears one or more weights before all 8

weights have been delivered there is no penalty for the first offense. **There is a warning to the offending team and the weights should be returned to the board as close to where they were as possible. If an agreement on placement cannot be made then the frame is shot over. If there is a second violation were the weights are again removed, the offending team will have 2 points deducted from their score. (i.e. if team 1 clears the board twice during a match and their score is 12, they will have their score reduced to 10.)**

3. Grievances

The following procedures must be adhered to in the filing of a grievance:

- A: The captain of the team with the protest **MUST** inform the opposing team captain verbally that a protest has been made and what the protest is about.
- B: A protest **MUST** be made before the end of the match.
- C: The Team Captain must submit the grievance in writing to one of the League Officers within 48 hours of the end of the protested match. The protest should be explained in full detail.
- D: Upon receipt of the properly filed grievance, the League Secretary shall call a Grievance Committee meeting.
- E: All decisions of the Grievance Committee are final. There can be no appeal.
- F: The Secretary shall keep a written record of the meeting and the results.

4. Rules not covered

Decisions on rules not covered, or questions concerning current rules, will be made by captain's. If no agreement or interpretation of rules can be meet, either the decision will be made by one of the current league officers (their decisions will be final in all cases) or a formal grievance must be filed (rules for filing a grievance are covered in item 2 above).