



RULES, INTERPRETATIONS AND INFORMATION

by

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WHAT'S THE RULE?

ANNOUNCING THE SCORE

Q: Does announcing the score at the end of the frame constitute coaching?

A: No, it does not constitute coaching. In fact, a player at the head of the court should announce the score after it has been posted on the scoreboard. Rule E.5 requires the court referee to “announce the score after each play”. When there is no referee on the court, a player at the head of the court should assume that duty. Be cautioned, however, that announcing the score at any other time, unless requested by a player at the foot of the court, could constitute coaching.

STEPPING OR STANDING ON THE ADJACENT COURT

Q: Why is it against the rules to step or stand on another court while playing shuffleboard?

A: There are three reasons why it is improper to step or stand on the adjacent court.

1. It offers a player a wider angle of play to shoot down the court.
2. It interferes with the players on the other court.
3. It offers the player a better view of the position of discs at the opposite end of the court.

There are two rules that govern stepping or standing on another court:

1. Rule C-6, “Players may stand behind the baseline extension in the alley between the courts before or while shooting, but not on the adjoining court. PENALTY: 5-Off.
 - a. The area between the baseline of the court and on the imaginary line, even with the back of the bench, and bounded on the sides by the farthest line of each adjoining alley, should be considered part of the court.
2. Rule C-8, “Players must not leave the court during a game without permission, except to gather discs at the end of the half-round. PENALTY: 10-Off.

The first part of C-6 defines the penalty for stepping on the adjacent court while the second part defines the area of the court where a shooter may stand. Fully leaving that defined area constitutes leaving the court (Rule C-8).

Q: In singles, a player is allowed to go to the other end of the court to check the discs, so why can't he just step onto the adjacent court if it is vacant to check the discs?

A: While that may seem reasonable, it constitutes an unfair advantage over other players. Consider the situation where Player “A” is next to a vacant court but the court next to his/her opponent, “Player “B”, is occupied. Player “A” would only need to take a step or two onto the vacant court to obtain more information about the position of discs at the other end. However, Player “B” would need to walk to the other end of the court and back to obtain the same information, which constitutes a major advantage over time.

ALTERING CONDITION OF THE COURT

Q: When playing on beaded courts, it is ok after the frame has started and at least one of my disks has been shot, for my opponent to swirl a disk outside of his starting area ("kitchen") in order to pick up more beads onto his disk and/or to change the placement of the beads.

A: The answer to your question involves two separate rules and a judgement call.

Rule C.4 says, "It is common practice with players to jockey or slide the playing disc backward and forward to see if there is sand which might interfere with the disc sliding evenly. No penalty is to be called on this practice if the lines are touched or crossed while jockeying."

Article 11.a states, "Once a match begins, no changes in the court shall be made except as authorized by the Tournament Director..."

So, a judgement would be required to determine whether the jockeying of the disc into the 7 area was to locate an impediment on the court or was to redistribute the beads on the court. If the reason were to locate a foreign object on the court, it is permissible and there is no penalty. If the reason were to redistribute the beads, it would be a violation of Article 11.a and a 10-Off penalty should be imposed.

APPEALS

Q: If one end decides to get a call but the other end does not realize a call has been asked for and takes the next shot, what do you do?

A: The simple answer for the players is to immediately notify the tournament director who will then need to make a judgement call. Rule F.1.a says, "If a player wishes to make an appeal on any close disc, as to whether it is good or no good, it must be made before another disc is shot by either player...". Therefore, the T.D. must assess the situation to determine if (1) either player at the receiving end of the court had made a timely notification of an appeal and (2) the player who shot the errant disc knew or should have known that an appeal had been made. If either condition were not met, the T.D. would direct that play continue without further action. If, however, both conditions are met, the T.D. would apply Rule C.19* and assess a 10-Off penalty against the shooter. If the disputed disc were not hit, the T.D. would rule on whether it was good or not. If the disc was hit by the improper shot, the T.D. would also order the end to be played over.

*C.19 "In case of an improper action of a player not specifically covered by the rules, or in a match to which a Court Referee has not been assigned, the Tournament Director will ascertain the facts and may assess a penalty. He/she will also ensure that the offender gains no advantage from their improper action and, in addition, impose a 10-Off Penalty."

CELL PHONES

Q: My opponent was wearing ear buds while playing in a tournament. Isn't that a violation of the "no electronic devices" rule?

A: No. In October 2010, Rule C.26 was changed from "No electronic equipment (cell phones, etc.) allowed on court" to "The unauthorized use of cell phones is prohibited on the courts." While there may have been some question before the 2010 rule change, currently there is no prohibition on the use of ear buds, or any electronic devices other than cell phones, unless there is a reasonable cause to believe that they are being used for improper communication (coaching).

COACHING

Q: Before we started our match, the opponent was taking his speed shots and his partner told him which way the court drifted. Isn't that coaching?

A: No, the prohibition against coaching (C.12) only applies once a game has begun and remains in effect until the last disc of the game has come to a stop. Speed shots and practice shots are pre-game activities and the rule against coaching does not apply.

Q: During a game, my partner shot a disc that came up short of where he intended. He asked me what the number of that disc was, but my opponent said I couldn't tell him. Why not?

A: Had that been in practice, there would have been no problem. However, once the game begins, it becomes coaching under Rule C.12, “Any remark or motion to their partner which indicates coaching their play is prohibited.” The reason it is considered coaching is that the question alerts the player’s opponent that the speed of the disc in question is different than the others. In this case, he is telling you that the disc is slower than the rest of the set.

COLOR CHOICE

Q: My partner and I had line #3 so in that we had to take the court first. I went to yellow on the head and my partner went to black on the foot. My opponent said we couldn’t do that. I told him we could because we were yellow and took the court first.

A: You were wrong. FSA Rule C.1. states, “The player or team with the lowest line number will play the first game with yellow discs.” Both players on a team must play the same color discs.

COURT ASSIGNMENTS

Q: I know there is a rule against a player playing a court more than once on the same day, but I can’t find it. Where is it written?

A: This is another example of a rule everybody knows that does not exist. It is a common practice among tournament directors to, as much as possible, avoid assigning the same court to the same player twice in the same day, but it is not a rule. The purpose of the practice is to avoid giving a player an undue advantage over an opponent.

HOOK SHOTS

Q: I understand that a “hook shot” is not allowed but I am not sure what a hook shot is. Please explain.

A: A hook shot occurs when the angle or direction of the shot changes after the disc begins to move and before it leaves the cue. Rule C.17 requires that, “The shot must be delivered in a straight line with a continuous forward motion of the cue and disc.” The purpose of the rule is to prevent a player from gaining an angle on their shot that would allow them to reach a spot on the other end of the court that could not otherwise be hit.

LAGGING

Q: My opponent and I lagged for color. I was closest to the line but past the line. My opponent said they won because they were closest not past the line, is that right?

A: No. Rule C.2.c says, “the disc nearest the line determines who shall have color choice”. It does not matter which side of the line the disc rests. The disc closest to the line, whether shot of the line or past the line, has color choice.

Q: My opponent and I lagged for color, and I was close to the line, so my opponent shot my disc for the kitchen. He told me that if he had made it, he would have won the lag. I told him I didn’t think so.

A: I assume that you are talking about the 4th disc, in which case your opponent would lose the lag. Rule C.2.c states, “If the last black disc shot touches or moves the last yellow disc, the color choice goes to the player of yellow.” If one the other hand, it was one of the first three discs, there would be action taken and the lag would continue as normal.

PENALTIES

Q: My opponent told me I stepped on the line, and he/she took 10 points off my score. Can they do that?

A: No. Only assigned tournament officials (Referee, Area Referee, Assistant Tournament Director or Tournament Director) are empowered to assess a penalty. Any player who believes that an infraction has occurred has only three options:

- a. Immediately notify a tournament official who will assess the situation and apply a penalty if warranted,
- b. Advise the opponent of the perceived violation and play on, or
- c. Disregard the violation and play on.

PLAYER POSITION

Q: My opponent keeps walking behind me while I am shooting. Can they do that?

A: No, they cannot. It is something I see all too often. Generally, your opponent is trying to see what the drift is from your perspective so they can adjust their disc placement. However, Rule C.9.a. says, "The player, after shooting a disc, shall step to the rear of his/her portion of the shooting area with their cue in a vertical position in order not to disturb the opponent's play. PENALTY: 5-Off." Some imaginative players may argue that the rule does not apply until after they have taken a shot, but they would be wrong. The intent of the rule is to prevent one player from distracting a shooting opponent at any time.

PRACTICE

Q: My opponent took his 1st speed shot and did not like where the disc stopped so he told his partner where to move it. Can he do that?

A: That depends on where he was told to move the disc. If the disc was simply removed from the court, there was no violation. However, if the disc was moved to provide a target, it would be a violation of Rule C.1.a, "There shall be no setups of any kind when taking speed shots."

Q: The rules say I get 2 full rounds of practice before the game starts. Am I required to take them, and do I have to shoot certain shots with them?

A: The rule (C.1.b) says that you are "allowed" two full rounds of practice. They do not require any player to take practice shots. However, it must be remembered that just because you choose not to take your practice shots, does not mean that others on the court must also forfeit their right to take practice shots. That is an individual decision that cannot be forced onto other players. The choice of which practice shots to take is also an individual choice. Most players take a set series of practice shots, asking their partners to setup certain shots. Some players wish to take their practice shots with no setups at all. The choice of which, or how many, practice shots to take is up to each individual player.

Q: Can you shoot the other players blocks in practice, at least the speed shots?

A: No, you cannot shoot the other player's disc(s) for either practice or speed shots. The reasoning is simple for the practice shots but more complicated for the speed shots. In either case, it is tantamount to shooting your opponent's disc.

As for the practice shots, Rule C.1.b. requires practice to be "on your assigned color". The penalty for violation would be 10-Off for the offender under Rule C.19.

As for the speed shots, Rule C.1 tells us that the disc colors are assigned at the time of the draw, "The player or team with the lowest line number will play the first game with yellow discs, change color and play the second game with black discs." Further, Rule C.1.a. says that speed shots are to "check the speed of the court." It is the position of the Rules Committee that to use them to check the speed of your opponent's disc would be improper. The penalty would also be 10-Off under Rule C.19.

SHOOTING OUT OF ORDER

Q: My opponent and I were playing, and I had the hammer shot but he should have. I shot and he hollered "out wrong". I made the shot and since I had already shot, I was certain we won. Did We?

A: That depends on whether your disc was still in motion when he called "out wrong". Rule C.3.a. says that if an error in color lead is discovered before the last disc has been shot and has come to a stop, the end must be played over again. So, if your disc were still in motion, the round would be played over. If

your disc had come to a stop when notification was made, the frame would be over. If there was a dispute about whether the disc had come to a stop, I would rule that the end should be replayed.

SHOOTING WRONG COLOR

Q: My partner and his opponent shot the wrong color for the whole frame. My partner scored 15 points with the wrong color, but the opponents said they get the 15 points because they were scored with their discs. Who is right?

A: If the half-round (frame) has finished, you keep the score for the discs that you shot, regardless of color. You would keep your 15 points.

If, however, the half-round has not been completed when the error is discovered, the half-round must be shot over again. The half-round is over when the 8th disc has been shot and has come to a stop. (Rule C.3.a.)

Q: My opponent accidentally shot my disc and hit a good disc of mine. When we discovered it, he said 10 off and shot over. I didn't think so. What should I have done?

A: What you should have done was to notify the tournament director. The T.D. would have told you that since your opponent hit your live disc, the penalty should have been 10-off for him plus any 10-offs he had on the board and you would have been credited with all good scores that you had on the board (but not anything you had in the kitchen) and the frame would be played over. (Rule C.3.b.) Remember, if you are not sure about the rule, ask the tournament director.

TALKING

Q: The constant announcing of the score and announcing which discs are good or no good bothers me. Sometimes I think they are doing it just to annoy me. Is there a rule against that?

A: Sorry, but under most circumstances, there is no rule against it. In fact, Rule E.5 requires the court referee to call discs as to good or no good. If there is no referee on the court that responsibility falls to the players on the receiving end of the court. The exception would be when stating the score or stating which discs are "good" would constitute coaching. For example, if a player were to remind his/her partner of the score or the location of good discs just before he/she was to shoot, it would constitute coaching and be a prohibited act if there had been no such request from the shooter.

TOUCHING LIVE DISC

Q: I was using my cue to show my partner which discs were good, and I accidentally touched a disc, but it didn't move. My opponent said it should be a penalty, but I don't think so since the disc did not move. Was I right?

A: Assuming that the disc you touched was a live disc, you were wrong. Although players generally refer to the error as "moving a disc", Rule C.10. says that touching a live disc is the violation, even if the disc was not moved.

RULE C-10 – REPLAYING THE HALF-ROUND

All Tournament Directors and most players are aware that severe penalties may be imposed under this rule for moving a live disc and that the half-round is to be replayed. What most players and some Tournament Directors miss is the exception to the rule. The Rule reads, in part, "The opponent's good discs shall be credited to the opponent's score, except any 10-Offs, and the half-round shall be played over, *unless the game point has been reached by the offender's opponent.*" That means that, if the points awarded to the offender's opponent raises that his or her score to 75 or more points, the game is over, and the half-round (frame) is not replayed. Several factors likely contribute to the misinterpretations of this rule.

1. By convention, we add those scores and penalties as a subscript to the bottom of the previous score and add them to the score when the replayed frame is completed. That practice leads some to believe that those points are not counted until after the frame is replayed. That practice (and it is a practice, not a rule) cause some to believe that the points cannot be added until after the replay. However, we use subscripts only to keep the posted scores in the correct rotation on the scoreboard. The rule clearly states that the points are added before the frame is replayed.
2. Others contend that no frame can be over until all 8 discs have been shot and, therefore, the frame must be replayed unless all 8 discs have been played. However, if all 8 discs have been shot and have come to rest, the frame is over (Rule C-3(a)) and the disc are no longer live, unless a disc is under appeal, in which case Section F would apply, not Section C.

The rule was written this way to prevent a player from taking unfair advantage of the replay rule. For example, Team "A" has a posted score of 68 with a well protected 7 on the board while Team "B" has a posted score of 64 with no counting discs on the board. Without the exception to the rule, it would be to the advantage of Team "B" to move a live disc, thus causing replay of the frame and, potentially, stealing the game.

Proper interpretation of the rule means that:

1. Points and penalties resulting from a violation of this rule are immediately credited to the relevant scores, regardless of how that annotated on the scoreboard.
2. Replay of the half-round occurs only if the offender's opponent has not reached game point by the addition of those points.

This interpretation was affirmed by the F.S.A. general board on March 17, 2018.

DISCS ON OR NEAR THE LAG LINE

Several recent inquiries have involved what happens to discs on or near the lag line.

1. A shot disc has come to rest touching the far lag line. Rule C4b tells us that that disc is in play and must remain there. But what happens if a subsequent shot bumps that disc backwards so that it is no longer touching the lag line? It should then be treated as a dead disc and removed from play just as though it never reached the lag line.
2. The same rule tells us that a shot disc which does not reach the lag line is a dead disc and should be removed, unless it is not called dead and not removed, in which case it is considered a live disc for the remainder of the frame. But what happens if your opponent disregards the call and shoots another disc before it can be removed? In that case, Rule C19 would come into play. That rules states that a Tournament Director will ensure that the offender gains no advantage from the improper action (i.e., the disc will be removed) and impose a 10-Off penalty.

FAILURE TO RETURN

There are times when it becomes impossible to return to play the second or third day of a tournament. That is unfortunate, but understandable. However, common courtesy dictates that you notify the host club or tournament director as soon as you know that you will not be returning. Failure to do so causes undue delay in the tournament and, often, an unnecessary hardship on those who needlessly travel back to the tournament location to play those non-returning individuals. If you find yourself in that position, please be courteous enough to make that call or send that email.

Similarly, those tournament directors who become aware that individuals or teams will not be returning the following day should make an effort to notify the affected players if they would be returning for just the finals.

SLOW PLAY

We all recognize that slow play by certain individuals has become detrimental to the sport. We often see players in the semi-finals or finals who forfeit a match due to the frustration of waiting on slow players. That, in turn, results in the slow players winning a position that they may not have earned. However, we also recognize that there are at least three factors that may contribute to an unusually long match.

The first situation involves a very close match between players of like ability where everyone is playing expeditiously but scores are not advanced due to good play. Little can be done under those circumstances beyond encouraging the players to expedite the game.

The second situation involves overt acts to delay the game which are covered and penalized under Rule C-14

The third situation involves a player or players who are just too slow in the execution of the steps necessary to the play of the game, for example: taking an unnecessarily long time to complete their practice rounds, failing to get up and gather the discs quickly after a half-round is completed, checking multiple drift charts before executing a shot, constantly taking an excessive amount of time in contemplation and execution of a shot, etc. The FSA has given tournament directors wide latitude under Rules C-19 and E-2 to address this issue. For example, tournament directors may advise the player(s) to pick up the pace of their play, assign a referee to the court if necessary to ensure compliance, penalize players for failure to comply, etc. Hopefully, these measures will help to speed up play to the betterment of the sport. (10/12/13)

SITTING BETWEEN SHOTS

Rule C-9a requires a player, after shooting a disc, to step to the rear of their shooting area with his/her cue held in an upright position. This rule has, in some cases, been interpreted to mean that the non-shooter may not sit while his/her opponent is shooting or preparing to shoot. However, it is the opinion of the F.S.A. board that the intent of the rule is simply to prevent interference between the shooter and his/her opponent. If the non-shooter can sit in a manner that does not interfere with the shooter, then sitting is permitted. I would also emphasize that the entire shooting area belongs to the shooter and the non-shooter, whether standing or sitting, is obligated to position them self in a manner that does not interfere with the shooter at any time. (10/12/13)

BUYING POINTS

The following rule will go into effect on January 1, 2014. The delay is to ensure that everyone is aware of the rule before implementation.

1. Any person accused of buying or selling F.S.A. Tournament Points or Move-Up points shall be notified to appear at a hearing before the F.S.A. Board to answer the allegation.
2. Anyone so notified, who fails to appear, shall be deemed to have waived their rights to be present at the hearing.
3. After such hearing, anyone who is found to have participated in the buying or selling of Points shall have their accumulated points reduced by 10.

4. Any person so penalized will also forfeit automatic selection to the F.S.A. Hall of Fame. Instead, having amassed two hundred (200) officially recognized points, the individual may petition the F.S.A. Board for inclusion in the Hall of Fame.
 - a. Such discussion and election shall be in a closed session with only the Board and Secretary present.
 - b. Persons failing to achieve selection by the Board may petition again in subsequent years.

(10/12/13)

JUDGING A DISC

Rule D-2 states that when judging a disc, we are to “sight DIRECTLY DOWN.” In the past, that has been fairly clear. However, the new Air Discs do not have vertical edges, but slant inwards from the larger top of the disc to a somewhat smaller base. That has led to much discussion as to the proper method for judging a disc. Of the two possible sight lines shown below, the vertical (A) shows a false representation of the base of the disc, while B, down the edge, shows the correct way to judge the disc. After consultation with the FSA President and Rules Committee, we are in agreement that the rule should be interpreted to mean that, when judging a disc, we are to look directly down the edge of the disc. “Down the edge” works equally well for both ARCO and Air discs.



TOUCHING THE COURT

I was recently asked if touching the court while removing debris from the court surface constituted a rules infraction. Although that is a frequently held notion, the answer is NO. The only rule that mentions touching the court is Rule C-5 which states, “Players must not touch a foot, hand knee, or any other part of their body to the court on or over the baseline or extension of the baseline at any time while executing a shot.” The last four words hold the key to this question. It tells us that it is only a violation to touch the court while executing a shot. It is not prohibited at any other time, so long as you are not altering the condition of the court. Be warned, however, that while removing a leaf that has fallen onto the court is not a violation, using your hand, foot, etc. to redistribute loose beads could be considered to be altering the court under Article 11(a).

FORFEITING A MATCH

Rule C-25 states, “Any team that forfeits or is forfeited in a game or match, up to and including the quarter-finals, is DISQUALIFIED from the tournament. The question becomes, when does the dis-qualification take effect? If the forfeit occurs before the deciding game of a match is completed, the current match is forfeited. If, however, the forfeit occurs after the deciding game has finished, the forfeit applies to the next scheduled match. No person or team is allowed to complete a game or match then declare that game or match to be forfeit.

PRACTICE FOLLOWING A RAIN DELAY

Q: Is practice allowed before the start of the third game of a match which resumes after a rain delay?

A: That depends. Rule H3 states, "Practice after a rain delay is to be as follows: If play can restart on the same day, there will be two (2) speed shots and four (4) practice discs. If play restarts the following day, there will be full practice, including two (2) speed shots." If play resumes with the start or during game three, then practice is permitted as stated above. If, however, play resumes with game one or game two, then Rule C1b applies, and no practice is allowed before the start of game 3. Some players argue that they may not have played with the discs of their color choice before on that day and should, therefore be allowed to have practice before game 3. However, they will have played with those discs either that day or the preceding day and Article 3(b) was written specifically for this purpose. It requires that the discs or their carriers to be numbered and used on the court with the same number, thus ensuring that the players have exactly the same discs on the same court that they had before the rain delay.

PLAY STARTING AFTER 4:00 P.M.

Q: Must a tournament director allow a match to start after 4:00 P.M. if all players agree?

A: No. Article 7(b)3 permits the tournament director to allow a match to begin after 4:00 P.M. with the agreement of all players but does not require the tournament director to allow it. There are many other factors which weigh on the decision, including the desires of the host club and its volunteers, lighting, weather, facilities requirements, etc., not to mention the fatigue of the tournament director. Remember, he or she has probably been on site and working hard since 8:00 A.M. and that match that started at 3:55 P.M. may well run until 7:00 P.M. or later and the tournament director must remain on site until it's conclusion. Please be understanding when you request to start a match after 4:00 P.M. and accept the tournament director's decision.

SMOKING ON OR NEAR THE COURTS

Q: Article 12 states, "There is to be no smoking on or near the courts." Just how far is near the courts?

A: Defining "near" is relatively easy, however, enforcement of the rule is problematic. "Near" includes any area under the control of the host club from which smoke enters the playing area. It does not, however, cover anyplace, regardless of how close, that the club does not reasonably control, including public areas around the courts, public sidewalks, nearby private property, designated smoking areas, etc. For example, Lakeland's courts are located in a public park. The courts are surrounded by parking lots and sidewalks that are shared with the general public. The club has no authority to restrict smoking in those areas. To make matters more difficult, the recreation complex housing the courts is shared with a lawn bowling club that allows its members and guests to smoke. The only course of action open to the Lakeland club is to post "No Smoking" signs in the area under its exclusive control and to *ask* for co-operation from others. Most other clubs share similar problems. All we can ask is that each club does what it can to minimize smoke on the courts. (11/02/10)

CHANGING CLUB AFFILIATION

Q: I have changed shuffleboard clubs. Won't the Keeper of Records be notified if I write my new club on the Registration and Entry Form?

A: No. Article 8(f) requires that, before any change of club will be recognized by the F.S.A., the player must notify the affected club and the K.O.R. of the F.S.A. in writing. Remember, the K.O.R. never sees the Registration and Entry Form and won't even know that you have played unless you place in the tournament. (10/31/10)

NOTIFYING OPPONENT WHEN WAXING DISCS

Q: Is it necessary to notify your opponent when having your discs waxed between games?

A: There is no requirement in the FSA rules for such notification to be made. It is a customary courtesy, but not a requirement.

SUBMITTING TOURNAMENT RESULTS

To speed the posting of tournament results and to reduce the workload of the Keeper of Records, all FSA tournament results should be submitted electronically via the form found on the FSA website or by email if using the TnMation program. Tournament directors without access to the internet are asked to have another person submit the results on their behalf.

MEASURING DISCS ON THE LAG LINE

Measuring discs not touching the lag line is quite simple. You simply measure the distance from the edge of the disc nearest the line to the edge of the line nearest the disc. However, when the discs are on the line, the task becomes far more difficult. Rule C-2c tells us to measure from the center of the disc to the center of the line, but that is virtually impossible since it is impossible to see the center of the disc and center of the line at the same time and finding the center is still another problem. The best method of making the measurement is to place a straightedge against the edge of the disc farthest from the line, then, after measuring to be sure the straightedge is parallel to the lag line, measure the distance between the straightedge and the closest edge of the lag line. The disc with the shortest measurement is the winning disc.



LUNCH TIME

The FSA rules do not stipulate how long players have for lunch. Instead, it is governed by past practice, which, at least in the Central District, is 20 minutes. However, I learned that it is not necessarily true everywhere when a player from another district failed to appear on the court after lunch until the third call.

It turns out he had left the property expecting to have thirty minutes for lunch. The point of this message is to ensure that all players are familiar with your expectations.

WAXED DISCS AND SPEED SHOTS

FSA rules do not require that speed shots be taken before the discs are waxed for the second game. However, Rule C-1a and C-2a clearly limit the number of speed shots to two (2). Therefore, if a player or team elects to have their discs waxed before taking their speed shots, they would still be entitled to use them afterward. If, however, the player or team takes their speed shots before having the discs waxed, they are not entitled to taken them again. Under no circumstances is any player to be allowed more than a total of two speed shots and 8 practice shots before game 1 or 2 of a match begins.

READING THE RULE

The FSA Board has determined that all Tournament Directors, when rendering a decision on the rules, shall be prepared to read the relevant rule to the concerned player or players upon request. It is not necessary to read the rule unless it is requested by the concerned player.