

2019 Senior Games Rules

Archery-

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:



2019 Senior Games Rules

Basketball – *Around the World Shooting / Free Throws*

General Rules

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Divisions

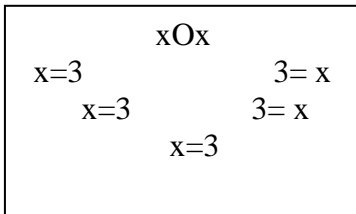
- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules: Around the World

- The contestants will shoot 14 shots from each of 7 spots **three feet inside the high school 3-point line**, You will start at the left layup spot and go counter clockwise to each spot ending at the right layup spot where you will shoot twice and come back around clockwise with your last shot at the left layup spot.
- You will get 2 points per layup made and 3 points for all other shots made.
- Both feet must be positioned behind the marked point when the shooter releases the ball. If any part of the foot touches the line before release, that shot is to be considered a missed shot
- The highest number of shots made will be declared the winner.
- Taking 1 shot from each of the 7 spots will break all ties.

Game Rules: Free Throw

- All contestants will shoot 15 free throws from the 15 foot free throw line, five at a time rotating until you have all fifteen shots complete.
- The contestant with the most shots made will be declared the winner
- Shooting sets of 5 additional free throws until a final placement is established will break all ties.





2019 Senior Games Rules

Bicycle Ride

General Rules

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Divisions – Men and Women

Bike Ride Rules:

- All riders shall have bikes in good working condition.
- Helmets are required and must be worn properly. If you do not wear a helmet you will not be considered a senior games participant for this event.
- We are using the Rivergreenway system. Pedestrians have the right of way. Defer to them and slow down.
- Pass on the left and let people know you are passing them.
- Safe riding is mandatory. No horseplay! Obey rules of greenway etiquette.
- This is **NOT** a race. Keep bike under your control at all times. Slow down in congested area. Slow down on steep grade.



2019 Senior Games Rules

Billiards

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- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men's and Women's Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

8 Ball - Modified Valley Rules

- Alternate break, break to be decided by choice or coin toss.
- Scratch is ball in hand except on break. Then cue ball must be placed behind the normal break area.
- No balls spotted.
- A ball must be driven to the rail or it is a scratch.
- Eight ball pocket must be called. Eight ball in wrong pocket loses. Eight ball missed is ball in hand.
- If ball is made on break, shooter may have either SRIPES or SOLIDS.
- STRIPES or SOLIDS is not determined until a ball is made after break.
- Three scratches in a row is a loss of game.
- Cue ball in any pocket when shooting at eight ball is loss.
- No jumping the ball

9 Ball

- Alternate break, break to be decided by choice or coin toss.
- Ball in hand if object ball is missed.
- Lowest numbered ball is to be hit; then if another ball is pocketed, the shooter receives another turn.
- Nine ball does not have to be called until it is the last ball on the table. Then the ball must be called and pocketed in the called pocket
- No jumping the ball



2019 Senior Games Rules

Bocce

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
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Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- All participants **must** use the equipment provided
- The game is played with eight large balls (4 red & 4 dark green) and one small target ball called the “jack”. The object is to roll the Bocce Ball closest to the “jack”.
- The order of play will be determined by the draw sheet. Games will run concurrently. As this is a double elimination tournament every participant will play at least 2 games. For each game, the participant listed first on the score card will play with the Red Bocce Balls, and will be the first to throw. You must be behind the foul line when each ball is thrown.
- The player with the Red Balls tosses the “jack” to put it into play. The “jack” must pass the mid-field line and stay in bounds. The Red Ball holder rolls two of his balls as close to the “jack” as possible. The other player then rolls two of his balls and tries to place them closest to the “jack”. The first player then rolls their final two balls and, finally, the second player rolls their final two balls. That sequence of throwing all eight balls is called a FRAME. Good playing tactics may require hitting an opponent’s ball out of the way or moving the “jack” with your throw. In subsequent FRAMES, the point winner throws the next “jack”.
- If a thrown Bocce Ball goes out of bounds it is removed from the game for that FRAME. If a Bocce Ball is hit out of bounds from a player on the next court, it is replaced where it was sitting when hit. If the “jack” goes out of bounds that FRAME ends and play resumes with the player that originally tossed the “jack” tossing it again.
- Only one player scores in a FRAME. One point is given for each ball that is closest to the “jack” than the closest ball of the opposing player. So, in each given FRAME one player can receive 1, 2, 3, or 4 points. The first player scoring seven points wins the game.

2019 Senior Games Rules

Bocce (con't)

- If 7 points is not scored by either player through FRAME seven, than the player with the highest score at the completion of 7 frames is the winner of that game.
- If tied at the completion of 7 frames, then an 8th sudden death frame will be played to determine a winner.
- If the closest balls of each participant are equal distance apart from the jack, then they will cancel out and the next closest ball will receive the points.
- Distance is measured from the edger of the ball (See diagram)
- Each player may only throw a practice FRAME before his/her first match. Additional practice in subsequent games must be agreed upon by both players.

Players will forfeit the game if they do not report when called to play. Notify the scores table if you need to step away for any reason (bathroom, car, etc.)

- Please report to the officials table if you need to leave before the end of the completion of the event.

Don't assume you have been eliminated!

- At the conclusion of each game, **BOTH players** are to take the clip board and score sheet to the scorer's table for validation and for assignment of their next game.
- All players should fill out an Evaluation Form before leaving for the day — win a prize.
- **PARTICIPANTS MUST BE PRESENT WHEN THEIR NAME IS CALLED TO START THE NEXT ROUND OR THEY ARE SUBJECT TO BEING DISQUALIFIED. PARTICIPANTS ARE RESPONSIBLE TO BE AWARE OF WHEN THEY MAY PLAY NEXT.**

Example of measuring the distance between the balls



2019 Senior Games Rules

Bowling

General Rules

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Divisions

- Men's and Women's Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- Players will be assigned lanes in order of check-in. Groups that want to bowl together must check in together as a group
- Each person will bowl three (3) games.
- You will alternate lanes after each frame
- Winners will be determined by the total of all three games.
- There is no handicap. Everyone bowls scratch scores.
- The ABC/NIBC National League and Tournament rule book will be used in all cases of discrepancies.
- Number of people assigned per lane will depend on the number of entries. Suggested four (4) per lane.
- First and Last names must be put on score sheet. Otherwise your score won't count.
- Tie breaker: In case there are tied participants, the tie will be broken by comparing scores game-by- game in the following order: 3rd game; 2nd game, and; 1st game.

2019 Senior Games Rules

Bridge

General Rules

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Game Rules

- **Scoring**-One person on each team keeps score. After six hands, compare scores and each scorekeeper signs the other teams score sheet. Please be sure to include your team number on the score sheet before turning them in to the head scorekeeper. The scorekeeper from each team must bring their sheets to the head scorekeeper.
- **Dealing**
 - Each player draws one card from the deck and the highest card starts dealing. That individual will deal the first and fifth hands.
 - The first deal and two re-deals by the same dealer are allowed. Fourth bidder is not obligated to bid after three passes. If there is no bid on the third deal, count that hand played with both sides scoring zero.
 - If there is a misdeal or a card is exposed during the deal, there should be a new deal. New deals do not count as one of the three deals.
- **Bidding:**
 - No rule books or other bridge information may be referred to for bidding or playing.
 - A player who makes an insufficient bid, such as one heart over one spade, must make his/her bid sufficient by saying two hearts.
- **Playing:**
 - Play six hands. If you get done before it is time to change you may play for fun. If you do not complete the six hands, make arrangements to get with that couple later to complete the round. Each round should take no more than forty minutes to play.
 - Dummy is to take no part in playing the hand and shall not look at any of the other three hands. His only rights are to warn declarer if he is about to lead from the wrong hand or to call attention to any irregularities, including revokes.
 - The last trick may not be referred to after there has been a new lead.
 - A card led out of turn becomes a penalty card. Declarer may forbid the lead of that suit but he
 - May not specify the suit or card to be led.

2019 Senior Games Rules

Bridge (con't)

- If a card is exposed in playing it is considered played. A card from the dummy, released from the hand is considered played.
- It is the best for all concerned if every hand is played out entirely. If a player claims hand, by exposing the remaining cards, he/she shall leave them face up and continue playing one trick at a time for the remainder of the hand.
- Bonus for honors need not be claimed until the hand is played out. This would show solidity of declarer's hand. Also, any player, even a defender, may declare honors if holding them in bidders suit. Honors must be claimed before the next hand is dealt.
-
- No team will compete against each other twice.

REVOKE OR RENEGE

- A revoke or renege becomes established when the guilty party or his partner leads or plays to the next trick. Until then, the revoke may be corrected. There is no penalty for a revoke committed on the last two tricks (12th and 13th.) In such cases, the last two tricks are played and the proper cards are substituted.
- The penalty for the revoke is two tricks, as long as the offending side has taken that many tricks after the revoke occurred. Until a side has committed a revoke, it is innocent. Tricks won while a side is innocent may not be taken to pay a penalty.
- In case a side bids two spades and makes two but the opposition revokes and pays a two trick penalty, this does not give the declarer a game in spades. When a defender revokes and discovers his error in time to make a correction, he may substitute and correct card and the revoke card must be left on the table and played at the first legal opportunity.

BIDDING OUT OF TURN

- The partner of the offending player loses the bid for one round. It is improper to attract attention to the score or in any manner tell that you are bidding, Blackwood, Gerber or Short Club: or to tell that the bid is closed while the game is in progress, unless you are asked. Avoid any type of conversation that can be considk.



2019 Senior Games Rules

Canoeing

General Rules

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Canoeing Rules

- All participants must wear a life jacket at all times
- This is a participation event
- Boats must stay within reasonable distance of each other
- Participants may bring their own kayak or boat
- Maximum of 10 participants per date
- You may only participate in one event date unless there are openings the day prior.



2019 Senior Games Rules

Casting Contest

General Rules

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Division: Men and Women (they will be combined if there are less than 10 in either category)

Rules

- Everyone will compete equally (men and women together).
- Participants must use the provided equipment.
- Each contestant will be allowed 3 practice throws
- Each contest will consist of 5 casts toward a target in the grass 50 feet away Set an actual distance from the center and between each marking.
- Lines should be 3 ft apart
- Anything casting outside the 4th line counts as 1 pt. for participating points.
- The bull's-eye is worth 15 point, first ring-10 pts.; 2nd ring-7 pts.; 3rd ring-5 pts.; 4th ring-3 pts.
- The score is based upon where the bobber first hits the target.
- If it hits the line, the higher points are awarded
- TOTAL score wins the match.
- In case of a tie, the score of the first thrown cast will determine placement. If any ties remain, then the score of the second cast will be used to determine placement for any remaining tied players. This process will continue through the last cast thrown. If there are any ties after comparing the scores for the last cast thrown, than a coin flip will determine placement.

2019 Senior Games Rules

Cornhole

General Rules

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- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants must use our equipment.
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- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules:

- Players must use equipment provided
- Singles will be played and all players must observe foul line on either side. In singles play, both contestants pitch from the same cornhole platform.
- Every Cornhole / Corn Toss match is broken down into innings of play. During each inning of play each contestant must pitch all four corn bags from the same side of the platform.
- Corn Bag In-The-Hole - A corn bag that is thrown through the hole in the Cornhole platform or otherwise comes to rest inside the Cornhole platform (knocked in by another player or an act of God). **A corn bag in-the-hole has a value of three points.**
- Corn Bag In-The-Count - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the Cornhole platform is in-the-count. **A corn bag in-the-count has a value of one point.** For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the Cornhole platform. If a corn bag touches the ground before coming to rest on the Cornhole platform, it is a foul and must be removed from the Cornhole platform prior to the continuation of play.
- Corn Bag Out-Of-The-Count - A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag that is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the Cornhole surface prior to the continuation of play.

2019 Senior Games Rules

Cornhole (con't)

- Delivery in singles play is handled with each of the two contestants alternating their pitching of corn bags until all four corn bags have been pitched completing the inning. The contestant who scored the most points in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.
- The pitcher must maintain constant contact with the designated pitcher's box. If both contestants use the same pitchers box to deliver their corn bags, the contestant pitching first should cross over to the other pitchers box in front of the Cornhole platform and then move to the proper position. As the first contestant is crossing in front the second contestant should be crossing over in back and entering the pitchers box from the rear. If both contestants use opposite pitchers boxes, the contestant who pitches first should step directly back to the proper position described in paragraph one.
- **Foul Corn Bags** - A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game. It scores as a corn bag out of the count and is to be removed from the court before any more corn bags are pitched. Corn bags already in the court that have been knocked into foul territory by a foul corn bag should be returned to the scoring area. Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position.
- The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
- Definition of a foul corn bag:
 - Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.
 - A corn bag pitched from a different pitchers box than the first corn bag.
 - Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform.
 - Any corn bag that struck a previously defined object such as the indoor court ceiling.
 - Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.
 - Any corn bag that is touching the ground and platform at the same time
- The Cornhole match shall be played until the first contestant reaches (or exceeds) 15 points at the completion of an inning. The winning team does not need to win by two or more points.
- Both players must bring score sheet to the scorer's table after the completion of a match
- **If the Cornhole match is tied at 15 or more at the end of an inning, play continues until one player or the other achieves a higher score at the end of an inning and wins the match.**

2019 Senior Games Rules

Croquet

General Rules

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- Size: 40'x80'
- Number of courts: 4-5-6

Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Commencing Play

- Each player plays one ball and attempts to pass through all wickets before the other players.
- Pick up ball if blocking at the first wicket – not at the next.
- **Participants must use equipment provided.**

Bonus Strokes

- There are two ways to earn bonus strokes;
 - Scoring a wicket or hitting the “turning stake: gives you one bonus stroke.
 - Roqueting (hitting) a ball with the strikers ball gives you two bonus strokes.
- Other balls may be hit once the ball has cleared the first wicket. If the player hits a ball prior to clearing the first wicket then they will lose a turn
- After roqueting (hitting) a ball a player has four options:
 - Take the two bonus strokes from where the player’s ball has come to rest.
 - With “ball in hand” place the player’s ball one mallet head’s length away from the other ball in any direction and then take two bonus strokes.
 - With “ball in hand” place the player’s ball in contact with the struck ball (where it has come to rest) then strike the player’s ball so as to send both balls in the desired direction. This is called a croquet shot. The striker then has one bonus stroke remaining.

2019 Senior Games Rules

Croquet (con't)

- With “ball in hand” place the player’s ball in contact with the struck ball (where it has come to rest) and placing the player’s foot on his own ball so as to render it immobile, strike the player’s own ball so as to send the other ball off in the desired direction while the player’s ball remains where it is. The player then has one more bonus stroke remaining. If the player’s ball moves from under the foot there is no penalty and the bonus stroke is taken.
- Each ball may be roqueted (hit) for bonus strokes only once in a turn, unless the striker scores a wicket or strikes the turning stake, in which case the balls may be roqueted again for bonus strokes.
- Bonus strokes may not be accumulated. Only the last earned bonus strokes may be played. The exception to this rule occurs if you score both wickets at the starting and turning stakes.
- Roqueting a ball a second time in a turn with not yet having scored a wicket point is not considered a fault. You do not receive, however, additional bonus strokes as a result of the second roquet. Play proceeds from where the balls came to rest.
- If another player (partner or opponent) puts your ball through its proper wicket or into the turning stake, your side gets the point but no bonus stroke.

Boundaries and out-of-play balls

- **A ball sent out of bounds should be placed on the boundary margin one shaft length (36 inches) inside the boundary line at the point of exit and loses his/her turn.**

Faults and Penalties

- You must strike the ball squarely with the face of the mallet only.
- The mallet may not hit another ball when striking the ball you are playing
- The mallet may not intentionally hit the wicket or stake to cause your ball to move.
- If a fault is committed, as in the above, all balls are replaced and the turn ends.
- Unless there is a referee, the word of the player should be taken in disputes.
- If a ball is played out of turn it is not a fault. The ball(s) is(are) replaced and the proper ball played.

2019 Senior Games Rules

Darts

General Rules

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- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants must use the provided darts.
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Divisions

- Men and Women in age groups; all will compete equally

Game Rules

- Each contestant will be allowed to practice in the practice room before the games begin.
- Each contestant will throw six darts in consecutive order.
- The total score for 6 darts will count as the contestant's final score.
- In case of a tie, the tied participants will play an additional round of 6 darts to determine placement. This will continue until 1st- 4th places are established.
- Distance from throw line to target is 7' 9-1/4"
- To score, dart must stick to the target after each throw.
- As each age group plays, contestants should stay in the game room until all in that age group have finished playing in case a run-off is required.

2019 Senior Games Rules

Disc (Frisbee) Golf

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Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.
- If there are less than 10 people total, then men and women will be combined in one group.

Disc Golf Basic Rules of Play:

- 1) Do Not Litter. Please keep the park clean for other users to enjoy.
- 2) Disc Golf is played like ball golf, except you use flying discs. Each throw is counted to determine a score. The winner is the player with the lowest score.
- 3) Tee throws must be completed within the designated tee areas.
- 4) After teeing off, the player whose disc is farthest from the hole (basket) always throws first. Never throw until the players ahead of you are out of range, and until the fairway is completely clear of spectators and park guests.
- 5) The player with the least amount of throws on the previous hole is the first to tee-off on the next hole. Golf is a game on honor and etiquette.
- 6) Throws after the tee shot must be made with one foot on the spot where the last throw came to rest. The other foot shall not be any closer to the hole.
- 7) A run-up and normal follow through, after release is allowed more than 10 meters (33 feet) from the hole. Inside 10 meters, "Falling" or "jumping putts" are not allowed. A player shall show balance after the putt.



2019 Senior Games Rules

Disc (Frisbee) Golf (con't)

- 8) A disc that comes to rest inside the disc golf basket or chains constitutes successful completion of that hole. A disc that comes to rest on top or outside of the basket does NOT count as a completion of the hole.
- 9) A throw that lands out of bounds must be played from the point where the disc was last inbounds, with a stroke penalty. Water, roads, parking lots, and over fences are normal disc golf out of bounds hazards.
- 10) Be courteous to other players. Stand quietly while they drive, approach, and putt and try to stay behind or at least off the line of sight while they throw.

2019 Senior Games Rules

Euchre

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75+
 - There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- Four players per table in couples. Series consists of ten games of eight hands each and a limit of 12 minutes per round. When the 12 minutes are up everything stops at that point. No exceptions!
- One player keeps score at each table.
- The score keeper will deal first. You must use numbers when scoring. No tally marks can be used to score. After 8 hands, score keeper will mark your score card and initial in the blank column. Each round will be timed.
- Deal 2 at a time or 3 at a time twice around
- Dealer is not required to make trump. If all players pass, the dealer re-deals. Must make trump by 3rd deal
- A euchre of opponents counts 2 points to your score.
- Players must have at least one trump to make trump.
- If a Jack is turned up, and you have the same color jack you can order it to be picked up
- Three players play on loaners.
- When playing alone, a player gains 4 points for his team if he/she takes all five tricks. The other scores remain the same: one point for taking three or four tricks after naming trump; or two points for the opposing team if the lone player is euchred (failure to take as many as three tricks).
- In case of tie, whoever reaches the score first remains at the table as winners and the other couple moves.
- Losers move and winners stay but change partners (Draw 2 High Cards vs. 2 Low).
- Winners are determined by highest total for 10 games.
- One game - eight hands determine each game.



2019 Senior Games Rules

Fishing Derby

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions – Men and Women

Fishing Derby Rules

- Due to our limited supplies, each participant can bring their own bait, fishing equipment, tackle and a bucket to hold your fish. A limited number of poles will be available to borrow.
- Participants can bring their own boat, kayak or rent a boat (at their own expense).
- The derby is catch-and –release only
- **Schedule**
 - 9:00 am Check-in
 - 9:30 am-11:30 am Fishing (horn will sound end of contest)
- Please bring any number of fish caught to the weigh-in-station, but you will only receive credit for your heaviest fish. Please keep it in your bucket. Early finishers can bring their fish in to be weighed before 11:30 am
- Release all other fish into the pond.
- **CARP WILL NOT BE ALLOWED IN THE CONTEST**
- All fishing must be done from the bank or dock;
- In the case of a tie, length will be used as a tie-breaker.
- You must bring in your own fish

How to Properly Release a Fish

- Never play a fish on your line to exhaustion... it can kill the fish.
- Keep the fish in the water as much as possible, even while removing the hook.
- If you must handle the fish.. **WET YOUR HANDS FIRST.**
- Don't squeeze the fish, poke the eyes or put your fingers through the gills.
- To remove the hook, grasp it between thumb and forefinger and bend and twist it downward in one motion. This will back the hook out of the lip.



2019 Senior Games Rules

Fishing Derby Rules (con't)

- If you can't remove the hook.. cut the leader as close to the eye of hook as you can... their digestive juices will eventually dissolve the hook.
- To release the fish, lower it gently into the water, cradle it and move it back and forth in the water (slowly) so its gills can get oxygen.
- Crappie and bass should be handled by the grasping of the lower jaw and not the body. Bluegill and other fish with smaller mouths should be held across the back.

THE MAIN RULE IS TREAT ALL FISH GENTLY!



2019 Senior Games Rules

Foot Golf

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Foot Golf Rules

The object is to kick the ball from the orange tee markers into the hole with the fewest strokes (kicks) possible. The format of play for this event is Alternate Shot (kick). Two person teams shall use one ball and alternate kicking it until the ball is holed. Before starting the round each team shall designate which player will kick off on the even numbered holes and who will have the odd number holes.

- The ball is always played as it lies
- On the first shot (kick) you may run up or take as many steps as you wish before kicking the ball to allow you to make it go as far as possible
- On the second shot, you are only allowed 1 step before kicking the ball
- On all remaining shots you may not step into the shot but have to kick without stepping until the ball is holed
- A ball going outside of the fence line will incur a one shot penalty and be played at a spot where the ball crossed the fence.
- A ball entering into the pond shall incur a one shot penalty and the next shot played on level ground where the ball went into the pond
- A ball striking another ball shall be played as it lies and the struck ball replaced back to it's original position
- You do not have to remove the flagstick in holing your ball. There is not a penalty for striking the flag pole
- If another ball is in the way of playing your shot, the other ball position should be marked and your ball is played as it lies
- Teams may be co-ed or of the same gender.

2019 Senior Games Rules

Golf

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games T-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women (18 holes): Ages 50-59, 60-64, 65-69, 70-74, 75+
 - There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.
- Women (9 Hole): One age group

Game Rules

- USGA Rules apply to play.
- The Calloway scoring system will determine final score.
- **No hole to be scored at more than twice its PAR.**
- There WILL NOT be a rain date.
- “Radar Prediction”, Golf Pro at Club House and Coordinator, will determine weather play.
- Shot Gun start for men. **Foursomes must sign in together.** No early starts.
- Men will use the white tees. Women will use red tees.
- The Coordinator will fill in scorecards.
- **No Changes will be allowed to the scorecard (switching groups) or changing tee assignments without the consent of the coordinator**
- **When finished, please initial card and leave with the coordinator**



2019 Senior Games Rules

Golf - Chip 'N Putt

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket.
- If not, they will be placed into the next age bracket.

Game Rules

Individual Score-Not a team event

- Lowest overall score wins.
- Played on the Par course therefore maximum score is double par (6).
- The total score is the number of shots it took to put the ball in the hole.
- Ties will be broken by a hole-by-hole comparison starting with the last hole played among all tied participants



2019 Senior Games Rules

Hitting Challenge

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Womens: Ages 50-59, 60-64, 65-69, 70-74, 75+. There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Scoring Rules for Men

- Field has been marked with lines at 100, 120', 140', 160', and 180'. A Home Run is 180' (**160 ft**) from home plate.
- If you hit a fly ball that lands between the 100' and the 120' area you will be awarded 5 points.
- If you hit a fly ball that lands in the 120' area you will be awarded 10 points.
- If you hit a fly ball that lands in the 140' area you will be awarded 20 points.
- If you hit a fly ball that lands in the 160' area you will be awarded 30 points.
- A home run is past the 160' line and will be worth 50 points.
- If a ball hits the line, the higher point value will be awarded

Scoring Rules for Women

- If you hit a fly ball that lands near the pitching mound, you will be awarded 5 points.
- If you hit a fly ball that lands past the pitching mound and the edge of the outfield grass, area you will be awarded 10 points.
- If you hit a fly ball that lands in the 120' area you will be awarded 20 points.
- If you hit a fly ball that lands in the 140' area you will be awarded 30 points.
- If you hit a fly ball that lands in the 160' area you will be awarded 50 points.
- If a ball hits the line, the higher point value will be awarded



2019 Senior Games Rules

General rules for all

- Before competition begins you will be allowed a limited amount of practice time, so arrive early.
- Every participant is expected to help with this task.
- You may have 3 practice pitches before theA pitching machine will pitch 13 balls in a soft pitch arc. You must swing at 10 of them. In case of a mistake where more than 10 balls are hit, only the score of the first ten count.
- You may bring your own bat or use one provided by the Coordinator.
- In case of ties there will be a five ball round to determine the places.
- Participants may use their own bat with the following stipulations
All bats must be placed in designated area and remain there until event is over
 - It must be available to use between all participants
 - It must be a softball specific bat (no baseball bats)
- Bats must be between 26-30 oz.
- Bats must be made of single walled aluminum



2019 Senior Games Rules

Horseshoes

General Rules

- **Participants must report to Event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- **Participants must use equipment provided; Coordinator cannot modify this rule/**
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women

Game Rules

- Throwing distance is 40 feet for males below age 70, 30 feet for males 70 and older and all females. Contestants' front feet are allowed to move up to 36 inches closer to account for throwing motion.

Scoring

Scoring is 3 points for a ringer and 1 point for within six inches; no other scoring is recognized by the American Horseshoe Pitching Association.

Count-all scoring is utilized; there is no cancellation scoring. For example, if both participants throw two ringers on the same turn, both participants score 6 points.

No points are to be awarded for a horseshoe thrown that first hits the grass or concrete surrounding the pit, or that hits the backstop.

There must be a designated scorekeeper, who should not be the event coordinator, at each of the three courts for both the preliminary and double elimination components of the competition.

Scorekeepers are responsible for determining a ringer or point in doubt.

Format

Preliminary (Handicap Determination)

Each participant will throw 16 horseshoes (8 innings) in order to accumulate the points that will be used to determine handicaps.

Participants will participate two at a time on the three courts, but these are not head to head matches.



2019 Senior Games Rules

Each participant will receive a handicap of 80% of the difference between 48 (the maximum score) and his/her actual preliminary score. For example, an actual score of 18 will result in a handicap of 24 ($48 - 18 = 30$, times 80% = 24). The largest handicap that will be permitted is 32.

Handicaps will be rounded to the nearest whole number; the event coordinator will have a spread sheet that lists all possible actual scores with their corresponding handicaps.

Participants will receive seeds (rankings) based upon points in the preliminary round. Highest points will receive the #1 seed and the next highest will receive the #2 seed; this process will continue until each participant is assigned a seed #.

Double Elimination Matches

As this is a double elimination tournament every participant will play at least 2 games.

First round matches will be determined by seeding. If 16 participants are entered, the #1 seed will play the #16 seed, the #2 seed will play the #15 seed and so on. If fewer than 16 participants are entered, the matches will be adjusted in a way that the participant(s) with the best seeds will receive first round byes. If more than 16 participants are entered, additional matches will be required to arrive at the 16 participants who will begin in the "winner's bracket"; no participants will be eliminated due to the loss of only one game.

In each match the participant with the lower seed (#1 is lower than #2) will have the option to select color of horseshoes (silver or blue) and whether to throw first or second.

In each match the participant with the higher handicap will receive additional points equal to the difference in the handicaps. The number of handicap points will be communicated to both participants at the beginning of each match. The participants will then play an 8 inning match.

If matches are tied at the end of 8 innings, overtime will be played one inning at a time until a winner is determined. Handicap points in overtime are zero if the handicap difference is 7 or less. Handicap points are 1 per inning if the handicap difference ranges from 8 to 15 and 2 per inning if the difference is greater than 15.

All first round matches will be played before any loser's bracket matches are played. The loser's bracket matches will follow, then second round winner's bracket matches follow, then second round loser's bracket matches follow. This pattern continues until one participant emerges from the winner's bracket and one from the loser's bracket. They then play until one of them has lost a second match.

Participants and scorekeepers need to be aware of safety issues and place themselves in positions in which they are not likely to be struck by a thrown horseshoe.



2019 Senior Games Rules

Mah Jongg

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women together in one age group.

Game Rules

- A 35 point penalty may be given to any player not seated when the game begins.
- "A" will verify "C's" scores and initial official computer score card and vice versa. "B" will verify "D's" scores and initial the official computer score card and vice-versa. The scorekeeper will not accept any unverified scorecards.
- The Charleston is the same. First Charleston is compulsory; Second Charleston if all players agree. If you steal a tile you may not look at it. If you look at it, you will be penalized 10 points at the end of the game.
- **** POSITIVELY NO PICKING AHEAD**** Players picks before discarding. You may be declared "dead" for picking ahead. Your turn begins when you pick a tile or call a tile for exposure.
- Player may call last discarded tile for Mah Jongg or exposure. THERE ARE NO EXCEPTIONS... NO CALLING BACK... ONCE A TILE IS COVERED, EVEN BY JOKER, IT IS A "DEAD" TILE. A tile may be called for Mah Jongg or exposure until such time as the subsequent player either discards or racks the picked tile.
- Scoring for each hand is same as on the current National Mah Jongg League Standard Hands and Rules card. Add 10 points to score when player picks own Mah Jongg tile.
- BONUS: Add 20 points to score when player declares Mah Jongg and there are no Jokers in the hand. Exception: There is no bonus given on any of the hands listed under the Singles – Pairs Group.
- Add ten points to each player's score for a "Wall" game. If a game is not completed within designated time, each player receives "ZERO." NO POINTS GIVEN. If a player's hand goes "dead," or is declared "dead," player does not get ten points even if it is a "Wall" game. NO TABLE TALK. If you think a hand is "dead" declare it! However, if you declare you declare it "dead" in error, your hand is "dead."

2019 Senior Games Rules

Maj Jongg Cont'd

- **PENALTY:** Minus 10 points to a player who throws winning tile to player who has no exposures on rack or who has one exposure on rack.
- **PENALTY:** Minus 20 points to player who throws winning tile to player who has two or more exposures on rack. This includes the necessary single or pair.
- **In the event of a Wall Game** – dead players get “0”
- When declaring Mah Jongg, the hand should be displayed as it appears on the Mah Jongg Card. If you do not display the hand in proper order and another player asks you to do so, you must do so. If you refuse, your hand may be declared dead and the game will continue.
- If a player who has been playing an exposed hand calls Mah Jongg or exposes in error, any exposures made BEFORE the error stay on top of rack, and any player may redeem Joker or Jokers when it is their turn. Player with erring hand is dead and stops picking and discarding.
- If a concealed hand is incorrectly exposed for Mah Jongg, tiles must be returned to rack. Joker or Jokers cannot be redeemed and player stops picking and discarding.
- If Mah Jongg is called in error, and three other players expose their hands, all get ZERO points. If one person does not expose hand, that player gets 10 points... everyone else gets ZERO points. If Mah Jongg is called in error and two or more hands are intact, game continues.
- 15 minutes allotted for each game (One hour for 4 games). After 4 games, one player collects score cards and brings all 4 of them to Director's table. All four cards must be handed in together!!!
 - DO NOT LEAVE THE ROOM BEFORE YOU SUBMIT THE SCORE CARDS TO THE SCOREKEEPER
 - In the first session, player “A” will collect ALL 4 CARDS and turn them in to the official scorekeeper.
 - In the second session, player “B” will collect ALL 4 CARDS and turn them in to the official scorekeeper.
 - In the third session, player “C” will collect ALL 4 CARDS and turn them in to the official scorekeeper.
 - In the final session, player “D” will collect ALL 4 CARDS and turn them in to the official scorekeeper.
 - IT IS THE COLLECTOR FOR THAT SECTION WHO IS RESPONSIBLE FOR SUBMITTING ALL 4 CARDS TOGETHER!
- At the end of each round, please do not sit around and talk. Please leave the room until the next round is ready to begin. Players who stay in the room and disturb those still playing may be penalized 50 points.
- If a question arises during play, Director's ruling will be final. All decisions made by the director shall be based on these rules and the director's personal judgement. Arguing with Director may be grounds for immediate disqualification. Any question about scoring or rules should be addressed by the Director and not by the players. If you resolve a question of rules or scoring at your table, there can be no recourse to the Director. Only the director is authorized to arbitrate any dispute as to rules or scoring.
- IF THERE IS A TIE AT ANY LEVEL, PRIZES WILL BE SHARE EQUALLY.

2019 Senior Games Rules

Miniature Golf

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior* - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- Each person should have their own card. Please put your age at the top of the card. Then put your first and last names on the card.
- You will play the course in pairs
- Names must be legible in order for the score to count.
- Initial stroke on each hole must be played from rubber mat. There is a 5 stroke limit on all holes.
- If ball leaves carpet, it must be returned to playing surface at point of departure. Penalty - one stroke.
- If ball rests against the rail, it may be moved to 1 club length- NO PENALTY
- Strictly against rules to play anywhere except on carpet.
- When turning in scorecards you must stay until your card is checked and validated
- Tie break
 - A final placement of players will be determined by the comparing scores in the following order
 - Course #1, Course #2, Course #3
 - Next lowest
 - If there are any remaining ties after doing the above, then a hole-by-hole comparison will be done starting with hole #1 on Course #1. This will continue until all ties are broken.



2019 Senior Games Rules

Par 3 Golf

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Division

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75+
- If it is a mixed team that team will be in the Men's category for prizes.
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Par 3 Rules

- Florida Scramble where there is a 2-person team on each hole.
- The first person hits a ball, the 2nd person hits another ball, and then they each hit their second shots from the better of those first two shots.
- The first person hits a ball, the 2nd person hits a ball, and then they hit their third shots from the better of those second two shots.
- This continues until one of them holes out. This becomes their team score.
- They then move on to the next hole and repeat until they have completed all 9 holes on the PAR 3 course.
- The Men could start, depending on numbers, at holes one, two and three.
- The Women could start, depending on numbers, at holes four, five and six.



2019 Senior Games Rules

Pickleball

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women Doubles
- Mixed Doubles
- Men Singles and Women Singles
- **Players may choose their own partner. If you do not have a partner, one will be assigned to you.**
- **All tournaments are double elimination**

Pickleball Doubles Strategy

Pickleball involves strategies that include lobbing, overhead slamming, passing drive shots from the baseline, and fast volley exchanges at the net. The key strategy to remember is that the team that reaches the front court in a net volley position first will be in the best position to win the point. Again, the most effective position of play is when both players on the same team are side-by-side in the attack position one foot behind the non-volley zone line.

PLAYER POSITION ON THE COURT (SEE OPPOSITE PAGE FOR MORE DETAILS)

The serving team will be side-by-side on the baseline in a defensive position ready to return passing drive shots, drop shots, and overhead slams. The serving team must stay back until the ball has bounced once on their side prior to moving forward to the net volley position. The receiving team will have the player not receiving the serve in the net volley position. The player receiving team player should hit a deep return of service shot and move forward to the net volley position side-by-side with his partner. This is the ideal attack position for the receiving team as both players are in the best position to win the point (receiving team in net volley position hitting overhead slams and drop shots while serving team in defensive position back on baseline attempting passing, drive shots, offensive lobs deep to the baseline, and drop shots that fall into the non-volley zone).



2019 Senior Games Rules

Pickleball (con't)

SHOT SELECTION - RECEIVING TEAM ON OFFENSE

The receiving team in the net volley position may utilize the following shots to win back the serve:

- A. Overhead slams down the middle of the court or angled toward the sideline.
- B. Drop shots clearing the net and landing in the non-volley zone (a player may move into non-volley zone before ball bounces, but the player must let it bounce before returning it). Drop shots can be effective as the serving team players are back in a side-by-side baseline position prepared for overhead slams. They must rush forward and hit an “off-balance” shot which is usually a ‘put-a-way” overhead slam or volley by the receiving team. It is to the receiving team’s advantage while at the net volley position to return all possible shots on the fly (not on first bounce). If the receiving team lets an offensive lob bounce then they may relinquish the net volley position as the serving team will seize this opportunity to move forward and gain the net volley position while the receiving team retreats to the defensive position on the baseline.

SHOT SELECTION- SERVING TEAM OF OFFENSE

Both serving team players will be side-by-side, one foot behind the baseline. The ideal serve is hit hard and deep diagonally to the receiving team player. The advantage of a hard-hit deep serve is the receiving player who returns service will have greater difficulty moving forward and “getting set” in the net volley position. The serving team can take advantage of this deep serve by hitting a short drop shot that will land in the non-volley zone just in front of the on-rushing receiving player who is moving forward to join his partner at the net volley position. Remember, the serving team must let the return of service shot bounce once on their side prior to moving forward to the attack position. If the receiving team is set at the net volley position, the serving team can utilize the following shot selection:

- A. Passing, drive shots toward the receiving team player who is moving forward after hitting the return of service shot to establish the net volley position.
- B. The second strategy is lobbing shots deep to the receiving team’s baseline. High, deep lobs drive the receiving players back to the baseline and many times the receiving team will let the ball bounce as they think the ball will fall out of bounds, beyond the baseline. At this point, the serving team seizes the opportunity and can move forward to take the net volley position away from the receiving team.
- C. “Dink” or Drop-Shot Strategy – an effective “dink or drop-shot is when the ball lands in the non-volley zone and the receiving team is unable to hit the ball on the fly without faulting (hitting ball on the fly in non-volley zone). Once the receiving team lets the ball bounce in the non-volley zone then the serving team rushes to the attack position. Now the serving team has created a situation where they are on equal terms at the net volley position with the receiving team, therefore, creating fast volley exchanges at the net. This short drop-shot strategy creates fast and furious volley exchanges between all four players stationed at the net volley position.



2019 Senior Games Rules

Pickleball (con't)

Again, Pickleball is a sport where shot placement, steadiness, patience, and tactics have a far greater importance than brute power and strength.

Official PICKLEBALL RULES

1. **SERVE** – Player must keep one foot behind the back line when serving. The serve is made underhand. The paddle must pass below the waist. The server must hit the ball in the air on the serve. He is not allowed to bounce it, and then hit it. The service is made diagonally cross court and must clear the non-volley zone. Only one serve attempt is allowed, except if the ball touches the net on the serve and lands in the proper service court. Then the serve may be taken over. At the start of each new game, the 1st serving team is allowed only one fault before giving up the ball to the opponents. Thereafter both members of each team will serve and fault before the ball is turned over to the opposing team. When receiving team wins the serve, the player in the right hand court will always start play.
2. **VOLLEY** – To volley a ball means to hit it in the air without first letting it bounce. All volleying must be done with player's feet behind the non-volley zone line. **NOTE:** It is a fault if the player steps over the line on his volley follow through.
3. **DOUBLE BOUNCE RULE** – Each team must play their first shot off the bounce. That is, the receiving team must let the serve bounce, and the serving team must let the return of the serve bounce before playing it, after the two bounces have occurred, the ball can be either volleyed or played off the bounce.
4. **FAULT** –
 - a. Hitting the ball out of bounds;
 - b. Not clearing net;
 - c. Stepping into the non-volley zone and volleying the ball;
 - d. Volleying the ball before it has bounced once on each side of the net as outlines in rule 3.
5. **SCORING** – A team shall score a point only when serving. A player who is serving shall continue to do so until a fault is made by his team. **The game is played until the first team scores 11 points. A team must win by 2 points.**



2019 Senior Games Rules

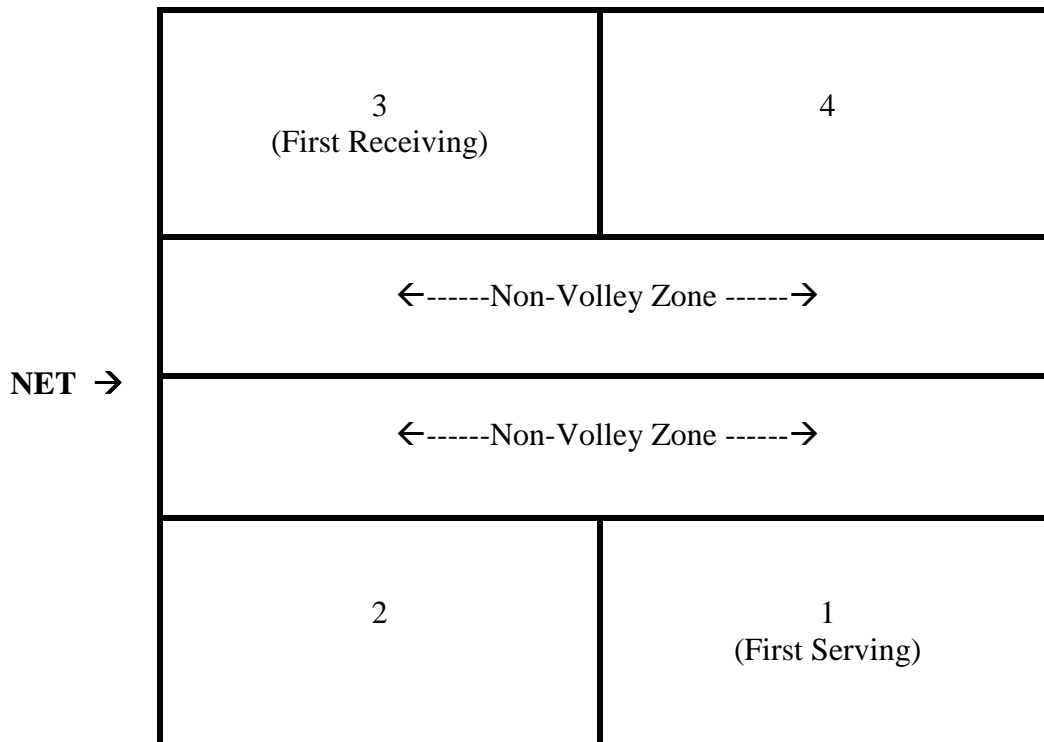
Pickleball (con't)

POSITION OF PLAYERS FOR DOUBLES AT START OF GAME.

1. DETERMINING SERVING TEAM – Players may toss a coin or rally the ball until a fault is made. Winner of the toss or rally has the option of serving first or not serving first.

2. DOUBLES PLAY (See diagram below)

- A. Player in RIGHT HAND court (1) serves diagonally across court to receiver (3) in opposite RIGHT HAND court. The ball must clear the non-volley zone and land in the RIGHT HAND serving court. The receiver (3) must let the ball bounce before returning the serve. Serving team must also let the return bounce before playing it. (Rule #3 - Double Bounce Rule). After the two bounces have occurred, the ball may then be either volleyed or played off the bounce until a fault is made.
- B. If the receiving team makes the fault, the serving team scores a point. When the serving team wins a point, its players will switch courts and the **same** player will continue to serve.
- C. When the serving team makes its first fault, players will stay in the same court and the second partner will then serve. When they make their second fault they will stay in the same courts and turn the ball over to the other team. Players switch courts only after scoring. A ball landing on any line is considered good.





2019 Senior Games Rules

Double Deck Pinochle

General Rules

Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.

- *Unsportsmanlike Behavior* - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women together in one age group

Game Rules

- Open bid - at least 50
- May bid by ones until 60
- Above 60 bids are in multiples of 5.
- Once you pass you cannot re-enter the bidding.
- If all pass the dealer is forced to bid 50. If the dealer and partner are unable to meld 20 they will be set 50 and the hand will still be played
- Bidder must have a marriage in trump suit.
- Meld can only be scored if it's worth at least 20.
- A bidder may say "once" at first bid and cannot bid again.
- If a team does not take at least 20 points in the play, then they cannot score the hand and the meld is disregarded.

2019 Senior Games Rules

	Single	Double	Triple
Run	15	150	225
Marriage (Trump)	4	8	12
Marriage	2	4	6
Pinochle Jack of Diamonds & Queen of Spades	4	30	60
Aces Around	10	100	150
Kings Around	8	80	120
Queens Around	6	60	90
Jacks Around	4	40	60
Four Aces same suit	20		
Four Kings same suit	18		
Four Queens same suit	16		
Four Jacks same suit	14		

2019 Senior Games Rules

Shuffleboard

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- All shuffle board matches will be conducted in accordance with the National Shuffleboard Association
- (NSA) rules except as modified herein.
- Singles matches will consist of 6 frames in the preliminary rounds and 6 frames in the championship rounds.
- Two matches will be played on one court at the same time. Opposing players will play from the same end of the court. Players will not change ends after any frame.
- In case of a tie, two extra frames will be played until the tie is broken.



2019 Senior Games Rules

Softball Throw

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men's and Women's: Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- There will be two elements to this competition, **Distance** and **Accuracy**. The combined average finish in both elements will determine the winners
- **Distance**- Men will stand behind a line at home plate. Women will throw from a line 5 ft in front of the men's line. They will throw three (3) balls. Each ball will be marked with a stake. The stake marking the farthest throw by each participant will remain in the ground and be labeled with assigned number.
 - Points will be awarded in reverse order to where the participant finishes. (Example: 6 participants; the longest throw is worth 6 points and the shortest is worth 1 point.)
- **Accuracy**- Men will stand behind a line near second base. (approx. 100 ') Women will throw from a line 5 ft in front of the men's line. A chair will be placed at home plate. Each participant will be allowed three (3) warm-up throws, and then you will be allowed five (5) competition throws.
 - A ball hitting the chair on the fly, bounce or a roll will be awarded 5 points. A ball thrown over the chair and under the 4' will be awarded 5 points. No balls thrown over the 4' line will be awarded points. Balls that roll under the chair will also be awarded 5 points
 - A ball passing within a 3' boundary on either side of the chair will be awarded 2 points. The total score will determine the places.
 - Hitting the post counts as 1 point
- The best average finish in both elements will determine the winners. In case of ties the participants will throw one ball from their respective lines. Closest ball to the chair wins.



2019 Senior Games Rules

Spades

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women together in one age group

Game Rules

- A. There are no partners in this tournament.
- B. Each individual will be assigned a number. The game will be played in rounds. Each round will consist of 4 hands. A round will last no more than 25 minutes.
- C. The total number of rounds will be determined by the number of tables set at.
- D. Partners are determined by each player drawing a card from the deck. The two high cards vs. the two low cards (aces high, 2 low)
- E. Winners of the round (high score) stay seated, losers will move to the next table. (clock wise).
- F. Repeat steps D. and E. until the last round is played.
- G. There will be a Round Score Sheet that is turned in at the end of each round.
- H. There will be an Individual Score Sheet that will be turned in after the last round is played.
- I. Winners will be determined by their total score of all the rounds.

2019 Senior Games Rules

How to Play Spades

- Spades is a four-player game played with two teams.
- A standard deck of cards is used with four suits and fifty-two cards.
- The cards rank as ace-high, king next, on down to the 2 (deuce). The jokers are not used.

Bidding

1. The dealer is chosen by the draw of high card for the first hand.
2. When the cards have been dealt, the players review their hands and determine how many tricks they think they can take.
3. Beginning with the player to the left of the dealer the bids are declared and written down.
 - a. A nil bid is made when a player declares he will take no (zero) tricks.
 - b. There will not be any blind bids.**
 - c. There will not be any "10 for 200" bids.**
4. Each team must take at least the number of tricks it has declared (combining the bids of both players).

Playing the Hand

- The player immediately to the left of the dealer leads on the first trick.
- A spade may not be led until spades have been "broken".
 - a. Every player must "follow suit" of the lead, meaning every player must play the same suit as the lead card if possible.
 - b. If a player does not have a card of the same suit, he or she may play any other card in the hand.
 - c. A player may play a spade on a non-spade lead only if he does not have a card of the led suit. In this case he "trumps" the trick.
- The highest card of the suit led takes the trick, unless the trick has been trumped, in which case the highest spade takes the trick. Each player collects his tricks, stacking them in front of him so that they can be easily counted by all players.
- The player taking the trick must then lead. Play continues in the same manner until all the cards have been played.



2019 Senior Games Rules

How to Play Spades (con't)

Counting Points in Spades

- The number of tricks taken by a team is then compared to the bid.
- A team gets ten points for every trick bid and taken, plus one point for every trick taken but not bid. This means that if a team bids six and takes seven, it would score 61 points (see The Bag Rule below.)
- A successful nil bid receives 100 points plus the partner's trick score. (Failure to make nil is a penalty of 100 points and the partners trick score does still count.). Nil – 100 back only if not made.
- Failure of a team to make a bid brings on a penalty ten times the bid, with the tricks taken not counting for anything. For example if a team bids a total of seven, and takes six tricks, the team would be penalized 70 points.

The Bag Rule

Tricks taken beyond those bid by a team are called bags. An accumulation of 10 bags brings on a penalty of 100 points. The penalty is considered to be assessed simultaneous to the regular score.

PLEASE REMEMBER:

- MINIMUM BID is 3 – if 1st bid is 2 and partner blind nils, partner changes to 3.
- NO SWITCHING PARTNERS.
- NO DISPLAYING / TURNING OVER OF CARDS, EXCEPT IN PLAY.
- NO BLIND BIDDING
- NO PASSING SPADES TO PARTNERS
- NO THROWING YOUR HAND IN. YOU PLAY THE HAND THAT'S DEALT.
- RENEGING. If you are caught renegeing (not following the card suit when you have the suit) the other team gets three of your books. These books will not count as sandbags for the other team.
- NO CHEATING - **Spoken or by gesture**. If cheating is suspected please inform the tournament judge immediately. A 75 point penalty or termination from the tournament is feasible.

Last Rule...Have Fun! May the Best of Best Win!

2019 Senior Games Rules

Table Tennis

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men: Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.
- Women: One age group only

Game Rules

- Modern 40mm balls, either yellow or white, as supplied by Community Center will be used.
- Singles:
 - 1 Game to 21 points.
 - Must win by 2 points.
 - 5 Serves per player.
 - Starting server is determined by hiding the ball under the table. His opponent guesses in which hand the ball is hidden. If he guesses correctly, he chooses to either serve or to have the ball holder serve. If he guesses wrong, the ball holder serves.
- Doubles:
 - Each player has the right to choose his own partner. If no partner has been selected, the Coordinator will choose the partner for the doubles team.
 - The server to start the game will be determined by hiding the ball. His opponent guesses in which hand the ball is hidden. If he guesses correctly, he chooses to either serve or to have the ball holder serve. If he guesses wrong, the ball holder serves. A second hiding of the ball can determine who the server serves to on the opposing team if necessary.
 - Games will be played to 21 - Must be won by 2 points. 5 serves per player.
- A match will consist of two out of three 11-point games. Each server will serve only twice each turn.
- In doubles, the partners must alternate hitting the ball.
 - Example: Art and Bob make up one team while Charlie and Dan make up the other. If Art serves to Charlie; Bob must hit Charlie's return then Dan must hit Bob's return, etc. If the wrong partner hits the ball it is a point for the other team.



2019 Senior Games Rules

Table Tennis (con't)

- In Doubles, upon the third game, players will change ends when either team reaches five points. Moreover, the receiving team will change places so that the other player is receiving the serve.
 - Example: If Art is serving to Charlie when the first team reaches five points, after they change ends, Art will serve to Dan; *unless* that was Art's second and last serve. In that case, Charlie will serve to Art.
- *If you find this confusing, ask the committeeman running the tournament. He can get you completely bewildered! Or, by mutual consent, both teams can forget the whole thing and not change ends. But, if either team insists, you must change ends and serve as described above. AND BE SURE TO GET IT RIGHT! But if you get it wrong, the score counts anyway.*

2019 Senior Games Rules

Two-Mile Timed Walk

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

Game Rules

- Competition is open to men and women and will be set up by age groups.
- The distance to be walked will be two miles.
- Competitors will report to the event Coordinator 30 minutes prior to start time.
- The command of the starter will be, "On the mark, set, GO!"
- Competition times and results will be recorded by the scorer.
- Max time for the event is 45 minutes.
- Coordinators may adjust the course as needed for weather, hazards, etc.
- Participants must carry their time card and present it when they cross the finish line.
- No running!!!



2019 Senior Games Rules

Walking Tour

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust the Rules. Any changes will be announced to participants prior to taking effect.
- Participants may use their own equipment unless stated otherwise.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.
- Walk will be 1.8 miles or other distance defined by the Coordinator.



2019 Senior Games Rules

Wii Bowling

General Rules

- **Participants must report to event Coordinator 30 minutes prior to start time. Failure to do so may eliminate you from this event.**
- *Unsportsmanlike Behavior - Any participant who uses profanity or causes disruption of an event may be disqualified from that event. If the behavior persists, the participant will be removed from the Games.*
- The Event Coordinator, if deemed necessary may adjust the Rules. Any changes will be announced to participants prior to taking effect
- Must use equipment provided. May not bring own equipment.
- Only participants wearing the current Senior Games t-shirt will be eligible for pictures.
- There will be no make-ups for events cancelled due to weather. Events will be held, rain or shine, if possible, so please dress for weather if your event is held outdoors.

Divisions

- Men and Women: Ages 50-59, 60-64, 65-69, 70-74, 75+
- There should be at least six people present in each age bracket. If not, they will be placed into the next age bracket.

1. Individual competition.
2. Nintendo Wii bowling will be used.
3. Must stay behind 5' line when releasing.
4. All players are to use wrist straps properly.

Each participant will play two rounds. The total points of the two games will determine the score. If there is a tie the highest score of an individual game will be first tie-breaker. If it is still tied the second highest score of an individual game will be second tie-breaker. If still tied after the second tie-breaker, a 3 frame bowl off will occur and continue until someone has taken the lead.



2019 Senior Games Rules