

## PREFACE

The following Sports Programs are currently sponsored by the Alberta-NWT Command of The Royal Canadian Legion:

Cribbage	- Legion Team, Pairs, Senior Pairs
Euchre	- Pairs
Darts	- Legion, Mixed Senior, Mixed
Shuffleboard	- Men, Ladies, Mixed, Senior Team
8 Ball Pool	- Singles, Doubles, <b>Team</b>

NOTE: Command winners of Legion Darts and Legion Cribbage teams advance to Dominion Championships.

The Dominion Command Sports Guide shall be the final authority in matters pertaining to Dominion Command Sports.

Awards (crest, pins, and year tabs) for the winners and spares, shall be provided to the Host Branch at least seven (7) days prior to play in any event.

### COMMAND & DOMINION CHAMPIONSHIP EXPENSES REIMBURSEMENT

#### COMMAND

FOR THOSE COMPETING IN COMMAND SPORT CHAMPIONSHIP EVENTS ,TO OR FROM THE NORTH WEST TERRITORIES , COMMAND WILL REIMBURSE THE PLAYERS 12 ½% OF THE PRICE OF THEIR AIRFARE AND HOTEL ROOM UPON RECEIVING COPIES OF THE AUTHORIZED EXPENSE. THOSE WISHING TO TRAVEL BY OTHER MEANS **WILL BE REIMBURSED ON A PER KILOMETER BASIS (AS STATED IN OUR EXPENSE POLICY) FOR VEHICLE TRAVEL**, BUT NO MORE THAN THE EQUIVALENT AIRFARE PRICE.

#### DOMINION

FOR THOSE COMPETING IN DOMINION CHAMPIONSHIP EVENTS, **COMMAND WILL REIMBURSE OUT OF POCKET MEAL EXPENSES AS PER THE FOLLOWING ALLOWANCES: BREAKFAST \$15, LUNCH \$15 AND DINNER \$25. DOMINION COMMAND WILL ORGANIZE AND PAY FOR AIRFLIGHTS AND HOTEL ACCOMMODATION.** PLAYERS WILL BE PROVIDED WITH AN ALBERTA-N.W.T COMMAND SHIRT AND PINS.

*EXPENSE REIMBURSEMENT IS NOT AUTHORIZED FOR SPARES OR SPOUSES*

## ELIGIBILITY TO COMPETE

### ALBERTA-NWT COMMAND SPORTS EVENTS ALBERTA-NWT COMMAND SPORTS PROGRAM GUIDE TO BE USED AS THE AUTHORITY IN ALL SPORTS FROM BRANCH LEVEL UP

1. Definitions:

Legion - All Members and Ladies Auxiliary

Legion Senior - All Members and Ladies Auxiliary (They must have reached age 50 prior to January 1 in the playoff year)

Mixed - All Members and Ladies Auxiliary

2. An annual calendar will be issued showing the dates of Dominion and Command Playoffs. Branches will provide registration one (1) week before Area Playoffs. Areas will provide registration one (10 week before District playoffs. Districts to provide registration one (1) week before Command playoffs. Any deviation from the entry format and teams will not be eligible to play

All entries must be PRINTED, show names, initials and membership numbers exactly as indicated on Legion Membership Card (or the Declaration for Participation in a Legion Sport) for each level of play. Do not use nicknames.

Branches with less than seventy five (75) members and in the same Area/District may join with one (1) other Branch to form a team at Area/District level. There are no restrictions as to the number of members of the other Branch. This team may then, if they qualify, compete at District and Command levels. However, one Branch must assume responsibility for the team, with notification of such a team sent to Area, District, and Command. The Team will take the designation of this branch to conform to the rules in this Alberta-N.W.T. Sports Manual.

Original entry forms for District winners proceeding to Command Playoffs shall be sent to the Host Branch Copies to the Host District Commander and the Command Sports Officer immediately.

3. Considering the limited number of weekends available, the Senior category may be combined with (played in the same Branch) either Legion or Mixed categories.

Each category must be simultaneously played within its own area, not seniors against Legion or Mixed.

4. A playoff may be held at the Branch so that the Host Branch may enter one(1) team in the Sport they are hosting providing they have met all the criteria to meet qualifications. The host branch team registration must be in to the District Commander by November 15. The host team cannot participate in any area or district playoffs.
5. Subsidies for Branches hosting Command Sports are set from time to time by Command Council.

As of October 1 2009, they are:

Euchre	\$ 1,500.00	Pairs
Darts	\$ 2,500.00	Legion
	\$ 2,500.00	Mixed
	\$ 2,500.00	Senior
Cribbage	\$ 2,500.00	Legion
	\$ 1,500.00	Senior
	\$ 1,500.00	Pairs
Shuffleboard	\$ 1,500.00	Men's
	\$ 1,500.00	Ladies
	\$ 1,500.00	Mixed
	\$ 1,500.00	Senior
8 Ball Pool	\$ 1000.00	Singles
	\$ 1500.00	Doubles
	<b>\$ 2500.00</b>	<b>Team</b>

Entry fees may be charged, if authorized, by Council.

These subsidies are directed toward the participants only and guests will be expected to cover their own expenses relating to banquets and/or meals.

Alberta-NWT Command will not accept any financial responsibility for participants in any sports, up to and including District competitions.

6. Competitors competing at Branch, Area, District, Command level must be prepared to be present and participate in the opening ceremonies and closing ceremonies, which include ritual, and complete all games. Except for extenuating circumstances approved by the Command Sports Officer or their representative, participants must be present for the presentation of awards. Any deviation from this policy may be cause for the Command Sports Officer to present Awards to the runners-up. Participants who do not attend the next level of competition will not be permitted to participate in any category of that sport for the next year at Area, District and Command level, except for extenuating circumstances approved by the Branch Sports Officer and the Command Representative
7. Spares are to be named before the first level of competition. Spares are allowed to rotate in and out in all categories at the beginning of each new round.
8. Command Sports Officer participation in Command Sports:  
There is nothing wrong with the Command Sports Officer participating in Command Sports, but will not mediate in disputes.
9. Deprived of Clubhouse Privileges:  
A person deprived of Clubhouse Privileges is not entitled to participate in sports at any level.
10. Eligibility:
  - A. Participants in all levels of sports must show their membership card for the year of the Command playoffs and the previous year from the same Branch  
If a participant does not have two (2) cards from the same Branch then they must have the Declaration for Participation in a Legion Sport. New members are eligible to play immediately with the Declaration.
  - B. "A member who is transferred due to a Branch closure shall be eligible providing they have their card from the previous year from the closed Branch and also the card from the present year from the Branch they have transferred into."
  - C. A member who retires or who has been transferred by their employer or the member's personal circumstances dictated a change of employment is

eligible to participate at Dominion Sports events providing the member can, on demand, provide proof that the transfer was initiated by the employer, the member was a member of a Branch at his former place of residence on or before January 31 of the year preceding the year in which the competition is to take place, and the member changes their permanent place of residence.

D. New members (reinstated members approved by the General Membership) and new Ladies Auxiliary members of The Royal Canadian Legion, who join, pay their dues for the year in which they joined, are eligible to participate in sports championships upon presentation of membership card or Declaration for Participation in a Legion Sport form.

11. At Dominion level, cards only acceptable.

12. Dress for participants in Legion Sports shall be neat and tidy. Cut-offs, tank tops, muscle shirts, and sweat pants are not allowed.

13. Disputes involving personalities may be appealed to the Command Sports Committee for a final decision.

14. All participants in Command Sports shall conduct themselves in a manner appropriate to The Royal Canadian Legion.

**NOTE:** No swearing, distractive conduct, etc.

15. Command Sports Registration Fee:

A fee of \$45.00 is payable at command sports when registering. Spares do not pay registering fee but, pay Host Branch for meals.

16. Format of play at Command Level:

4 rounds or more on Fridays

Remainder of Rounds on Saturday

## HOSTING INFORMATION

1. Branches wishing to host a Command Competition shall apply at their District Spring Rally and be confirmed at that District Rally. The application shall contain all information concerning Branch facilities, available accommodation, and any other pertinent information.
2. The allocation to a District of the Alberta-NWT Command recreation and sports activities is the responsibility of the Alberta-NWT Command Sports Committee, and these allocations should be done at least eighteen (18) months in advance. Branches should be aware of their Districts allocations prior to making a request to host an event.
3. Branches are encouraged to bid to host any of the Alberta-NWT Command Playoffs.
4. Referees and Scorekeepers for all sporting events shall be provided by the host Branch.
5. Branches hosting a mixed event should have Branch LA representation at the event.
6. Proper opening and closing ceremonies for Branch events up will be performed.
7. All Command level Sports Supper (Banquets) are to be held Saturday evening.
8. When a Branch is awarded a Command sport they are to reserve a block of rooms in a hotel to assure available accommodation. No cost for host branch.
9. Entertainment will not be considered as a sports expense when filing the sports expense form. If a branch desires to have entertainment it will be a cost to the branch. Entertainment is not necessary at Command Sports.
10. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
11. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## **CRIBBAGE**

### **Rules – Pairs and Senior Pairs**

#### **Eligibility**

1. Open to all members of the Legion in any membership category, plus Ladies Auxiliary.
2. Eligibility criteria is in accordance with Page 4 Para 9 of this Sports Manual.
3. Dues must be paid for the year in which the competition takes place.
4. Membership cards will be checked before commencement of play at all levels.
5. Declaration for Participation in a Legion Sport will be accepted if dated prior to the Branch Playoff.
6. Seniors must have reached 50 years of age prior to January 1 the year of the playoffs.

#### **Spares**

Spares are to be named before the first level of competition.

Spares are allowed to rotate in and out in all categories at the beginning of each new round.

#### **Entries**

The maximum number of teams that may be sent: Branch to Area and Area to District will be at the discretion of the District Commander; District to Command – two (2).

#### **Entry Fees**

Entry fees will be as determined by Branch, Area, District and Command Levels. Fees at Command Level will be as determined from time to time by Command Council.

#### **Awards**

Two (2) Pins and two (2) Crests will be provided for the winners and two (2) Crests only for the runners – up to command Level.

Spares of the winning team attending a Command Level Sport event receive crests and/or pins.

## Regulations

1. Games will be played in accordance with the Alberta-NWT Command Sports Program Guide.
2. Teams will consist of two (2) players – pairs or senior pairs.
3. All games will be 121 points.
4. A game will consist of two legs and one (1) point will be awarded for each leg won. A leg is completed when the first team/player obtains or exceeds 121 points. One (1) additional point will be awarded for a skunk and another additional one (1) point will be awarded for a Double Skunk.
5. The tournament Chairman will call for the game to commence. Any player or players not present at this time will forfeit that game to their opponents. Some compassion should be used if a player becomes ill or in extenuating circumstances.
6. In the event of a tie for first place, a playoff will be held. The game shall be decided on a best two-out-of-three basis. If more than two (2) are tied for first place, the playoff will be decided by the Captains and the tournament Chairman. (Suggest a draw be made to determine who plays who. Games shall be decided on a best two-out-of-three basis.)
7. In the event of a tie for second place a play-off will be held to determine which team will advance. The play-off games will consist of 3 “legs”.
8. Format of play at Command Level:
9. Six rounds to be played on Friday and the remaining rounds played on Saturday.  
Times for play will be as mutually agreeable to the Host Branch and The Command Sports Officer.
10. The Deal – The rules on page 16 rules #20, #21 and #22 of this sports manual applies to Pairs and Senior Pairs.

**Note:** Final authority rests with the Dominion Command Sports Guide

## Host Branch Responsibilities

1. Appoint a Cribbage Tournament Chairman who will be responsible for all aspects of the tournament. This is to appoint other personnel to aid with the operation of the tournament. The name of the Chairman is to be submitted to the Command Sports Officer and also to the Command Office.
2. Provide tables and chairs to accommodate up to 36 pairs (72 people) and sufficient area to allow cribbage players and officials to move about freely without interfering with games in progress. The area should be large enough to accommodate at least 120 people.
3. Provide sufficient cribbage boards, playing cards and score cards to accommodate the tournament.
4. Provide a scoreboard or boards large enough to record scores of each event. The scoreboard or boards are to be displayed in an area which is accessible to viewing by all participants and officials.
5. Arrange for a Draw master and Official Referee. Provide personnel to record the scores of each set of each event (pairs and senior pairs).
6. Provide identification tags for players and officials, etc.
7. Provide a registration table for the Command Sports Officer and other officials. Registration is to take place prior to the start of play.
8. Arrange for accommodations as close as possible to the Branch for players and officials attending. Payment for and the confirmation of accommodation are the responsibility of the players participating.
9. Refreshments such as coffee, lunch and wind-up supper (or banquet) to be provided at no charge to the participants at command Level only (spares pay host branch for meals).
10. See that play starts on time the days of play as arranged by the Host Branch and the command Sports Officer.
11. Food will be available at the Branch from 11:00 a.m. during the games.
12. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
13. Awards and Closing ceremonies will be conducted prior to the Banquet.

## **Rules – Legion Teams Cribbage**

### **Eligibility**

1. Open to all members and Ladies Auxiliary.
2. Eligibility criteria is in accordance with Page 4, Para 9 of this Sports Manual.
3. Dues must be paid for the year in which the competition takes place.
4. Cards will be checked before the commencement of play.
5. Declaration for Participation in a Legion Sport will be accepted if dated prior to Branch Playoff.
6. Legion teams proceed to Dominion Playoffs.
7. Cards only accepted at Dominion Level.

### **Spares**

Spares are to be named before the first level of competition.

Spares are allowed to rotate in and out in all categories at the beginning of each new round.

### **Entries**

The maximum number of teams that may be sent: Branch to Area and Area to District will be at the discretion of the District Commander; District to Command – two (2).

**Note:** For Dominion playoffs, this Command will be represented by four (4) players (two sets of pairs) all from the same Branch. Doubles and Singles will be drawn from this team (the choice to be made by the team players)

### **Entry Fees**

Entry fees will be as determined by Branch, Area, District and Command Levels. Fees at Command Level will be as determined from time to time by Command council.

There is no entry fee at Dominion Level.

### **Awards**

Four (4) Pins and four (4) Crests will be provided for the winners and four (4) Crests only for the runners-up at Command Level. Spares of the winning team attending a Command Level Sport event receive crests and/or pins.

## Regulations

1. Games will be played in accordance with the Alberta-NWT Command Sports Program Guide.
2. Teams will consist of four (4) players-two (2) sets of pairs (all from the same Branch) with one pair drawn to "A" side the other to "B" side.
3. All games will be 121 points.
4. Command Playoffs shall be round-robin of two (2) legs per game.
5. Team play winner: The winning team will be the team with the greatest combined total points (from both pairs).
6. The Tournament Chairman will call for the game to start. Any player or players not present at this time will forfeit that game to their opponents. Some compassion should be used if a player becomes ill or in extenuating circumstances.
7. In the event of a tie for first place, a playoff will be held. The game shall be decided on a best two-of-three basis. If more than two teams are tied for first place, the playoff will be decided by the Team Captains and the tournament Chairman. (Suggest a draw be made to determine who plays who. Games shall be decided on a best two-out-of-three basis.)
8. In the event of a tie for second place, a play-off will be held to determine which team will advance. The play-off games will consist of 3 "legs."
9. Format of play at command Level:
  - Friday Evening – 6 rounds.
  - Saturday - Remaining rounds.
  - Times for play will be as mutually agreeable to the Host Branch and the Command Sports Officer.
10. The Deal – Rules on Page 16 rule #20, #21 and #22 of this sports guide shall apply to Legion Teams Cribbage.

**Note:** Final authority rests with the Dominion Command Sports Guide

## Host Branch Responsibilities

1. Appoint a Cribbage Tournament Chairman who will be responsible for all aspects of the tournament. This Chairman is to appoint other personnel to aid with operation of the tournament. The name of the Chairman to be submitted to the Command Sports Officer and also to the Command Office.
2. Provide tables and chairs to accommodate up to 36 pairs (72 people) and sufficient area to allow cribbage players and officials to move about freely without interfering with games in progress. The area should be large enough to accommodate at least 120 people.
3. Provide sufficient cribbage boards, playing cards and scorecards to accommodate the tournament.
4. Provide a scoreboard or boards large enough to record scores "A" and "B" sides. The scoreboard or boards to be displayed in an area which is accessible to viewing by all participants and officials.
5. Arrange for a Draw master and Official referee. Provide personnel to record the scores of each set.
6. Provide identification tags for players and officials, etc.
7. Provide a registration table for the Command Sports Officer and other officials. Registration is to take place prior to the start of play.
8. Arrange for accommodation as near as possible to the Branch for attending players and Officials. Payment for and the confirmation of accommodation are the responsibility of the players participating.
9. Refreshments such as coffee, lunch and wind-up supper (or banquet) to be provided at no charge to the participants at Command Level only (spare pay host branch for meals).
10. See that play starts on time the days of play as arranged by the Host Branch and the Command Sports Officer.
11. Food will be available at the branch from 11:00 a.m. during the games.
12. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
13. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## **Regulations and Technical**

### **Rules Cribbage Championship**

#### **Regulations**

##### **Participation**

1. Each Provincial Command is invited to participate at the Dominion Cribbage Championship. Commands are to ensure that Provincial Finals have been completed at least three weeks prior to the Dominion Championship.
2. Provincial Commands must provide written proof that the persons who won the Provincial Championship are Ordinary, Life, Associate, affiliate members or members of The Ladies Auxiliary and their membership dues have been paid. In addition, the competitor's branch name and number must be shown. Dominion Command provides registration forms that are to be used to record the above information.
3. Competitors should have their membership card, for the year in which the championships are being held, in their possession at the site of the championships.

##### **Eligibility**

4. The eligibility criteria a member must meet to compete at the Dominion Cribbage Championship is described in Chapter 2 of The Dominion Sports Guide.

##### **Officials**

5. A rules committee comprised of the Chairman, Dominion Command Member Sports Committee, the Chairman of the Local Arrangements Committee and the Tournament Chairman will resolve any dispute referred to them. The decision of the Rules Committee is final.
6. The Championship will be under the control of the Tournament Chairman during play. This person is appointed by the Local Arrangements Committee and is responsible to ensure that the Championship is conducted fairly, the rules are followed and disputes are resolved as quickly as possible.

## Championship Structure

7. Competitors will be grouped as follows:
  - a. Four Person Team-The team will consist of four players, two sections (A and B) of two players each. All members of the team must be from the same Branch within the Command they represent except as provided for in Chapter 2. Each Command may enter one four person team;
  - b. Doubles Event-Command may enter a two person team in this event. The players may be drawn from the four person team if desired. The competitors in the doubles event must be from the same Branch within the Command they represent;
  - c. Singles Event-Each Command may enter one player in this event. The player may be drawn from the four person or doubles team if desired.
8. Provincial Commands are authorized to substitute players should any Provincial winners be unable to attend the Championship due to injury or illness. Substitutes must be from the same Branch as the person replaced and meet the eligibility criteria shown in Chapter 2. Substitutes may not be named after registration has been completed.
9. Spares are to be named before the first level of competition. Spares are allowed to rotate in and out in all categories at the beginning of each new round.
10. A team with less than three members will not be permitted to participate in the four person team event.
11. The Tournament Chairman will determine the "sitting" and "moving" teams. The team defined as a moving team will move after each game.
12. Official scorecards and sheets will be designed by the Tournament Chairman and are the only ones to be used during the championship. The scorecards and sheets will be collected after each game.

13. A captain is to be named for the team and Doubles Events and may be the same person. Captains are responsible for the conduct of the competitors and are the only persons who may approach the Tournament chairman concerning disputes or technical interpretations of the rules.

### **Regulations**

14. A game will consist of two (2) "legs" and one point will be awarded for each leg won. A leg is completed when the first team /player obtains or exceeds 121 points. One additional point will be awarded for a "skunk", and a second additional point will be awarded for a "double skunk."

### **Format**

15. The format for the Championship shall be round-robin play; each group competes against all other groups once.

### **Event Winners**

16. The team event winner will be the team with the greatest combined total points from the A and B sections. In the event that teams are tied for first place, a play-off will be held to determine the winner and runner-up. The tie-breaking game will consist of three "legs". Should there be more than two teams tied, the play-off format will be determined by the Tournament Chairman and Captains of the applicable teams.

17. In the event of a tie for second place a play-off will be held to determine which team will advance. The play-off games will consist of 3 "legs"

18. The doubles event winner will be the team which accumulated the greatest number of points. Procedures to be followed in the event of a tie are the same as for team play.

19. The Singles event winner will be the competitor who accumulated the greatest number of points during round-robin play. Procedures in the event of a tie are as written for team play.

## **The Deal**

20. When playing the team and doubles event, one player from each pair will be designated to keep the score. The other member of the team will cut the deck of cards to determine who has first deal. The player cutting the lowest denomination card will deal first. The Ace is defined as the lowest possible card.
21. The player winning the deal will shuffle the cards and offer the player on his immediate right the opportunity to cut the deck. The playing cards will be dealt one at a time commencing with the player on the left of the dealer until each person has been dealt five cards. Upon completion of the deal, the deck of cards is to be placed on the table and not touched until all players have discarded one card to from the crib.

## **The Cut**

22. The dealer will offer the deck of cards to the player on his left to perform the cut. Upon completion of the cut, the dealer will take the top card off the portion of the deck remaining on the table and the player who performed the cut will replace the portion of the deck that had been cut. The dealer will place the playing card removed from the deck face up on the top of the deck of cards. The person performing the cut will not “flash” or look at the bottom playing card of the portion of the deck that was picked up during the cut. Should this card be “flashed” or looked at, the opponents may call a misdeal and the dealer will re-deal the playing cards. A penalty of two pegging points will be imposed against the person cutting the cards and his partner.
23. The above procedure is to be followed during the singles event; however, six cards are to be dealt.
24. The deal moves to the left.

## **The Count**

25. The recognized standard counting procedure will apply. A “Jack” turned up on the cut will count as two points for the dealer at all times and a game may be finished in this manner.
26. All players are responsible to check the scoring (pegging and card count) at all times. Any scoring irregularities must be pointed out immediately prior to the resumption of play. Players must place their cards face up on the table when counting in order to permit all other players to verify the count. The card count begins with the player on the left of the dealer and moves to the left, ending with the dealer. The dealer will count the points in his hand and the crib.
27. A player deliberately causing the count to be confused by knocking the cribbage board to the floor, turning the cribbage board over so the counting pegs fall out, or pulling counting pegs, will forfeit the game to the opponent regardless of the score at the time of the infraction.

## **The Go**

28. A player who calls “go” to an opponent when able to play a card may not correct this error after the next card is played.
29. A player who gains a “go” and fails to play additional cards when able to do so, may not correct this error after the next card is played.
30. In both instances, the card(s) withheld are “dead” as soon as seen by the opponents and the offending player may not play or peg with them. The offending player will be assessed a penalty of two pegging points.

## EUCHRE

### Regulations:

1. Games will be played in accordance with Alberta Command Sports guide.
2. Teams will consist of 2 players.
3. A game will consist of 2 legs. Each leg will consist of 10 points with a 30 minute limit.
4. Tournament winner will be determined by the team with the largest number of points.
5. Scoring for Legion Euchre shall be ten (10) points for the winner and the loser is awarded the number of points counted on the scorecard.
6. The tournament chairman will call for the Legs to begin. Any player or team not present at this time will forfeit that Leg to their opponents, at a score of 10 points to 0. Some compassion should be used if a player becomes ill during competition.
7. In the event of a tie for first place, a playoff will be held. The winner shall be determined by a 1 Leg game to 10 points no time limit. If more than 2 teams are tied for first place, a mini round robin shall take place, with a series of single Leg games to 10 points.
8. In the event of a tie for second place, follow the same procedure for Euchre regulation # 6

**NOTE:** This Alberta NWT Command Sports program guide is to be used as the authority in all sporting events from Branch level and up.

**TEAM ELIGIBILITY:**

1. Open to all members of the Legion in any membership category, plus the Ladies Auxiliary.
2. Eligibility criteria in accordance with Page 4, Para 9 of this Sports Guide.
3. Dues must be paid for the year in which the competition takes place.
4. Membership's cards will be checked at all levels of play.
5. Declaration for participation in a Legion Sport will be accepted if dated prior to the Branch playoffs or Area competition whichever occurs first.

**ENTRIES:**

Maximum number of teams that may be sent Branch to Area, Area to District, will be at the discretion of the District Commander. District to Command will be 2 teams.

**ENTRY FEES:**

Entry fees will be determined by Branch, Area, District levels. Fees at Command will be as determined from time to time by Command Council.

**AWARDS:**

Two pins, two crests and year tabs will be provided for the winners, two crests and year tabs for the runners-up at Command level.

## HOST BRANCH RESPONSIBILITIES

1. Appoint a Euchre tournament chairman who will be responsible for all aspects of the tournament. This chairman is to appoint other personnel to aid with the operation of the tournament. The name of the chairman is to be submitted to the Command Sports Officer.
2. Provide tables and chairs to accommodate up to 19 teams and sufficient area to allow Euchre players and official's to move about freely without interfering with games in progress. The area should be large enough to accommodate at least 50 people.
3. Provide sufficient playing cards to accommodate the tournament.
4. Provide a scoreboard or boards large enough to record results of each round robin event. The scoreboard's are to be displayed in an area, which is accessible for viewing by all participants and officials.
5. Host Branch is responsible for a draw master and 2 official referees. Provide personnel to record scores of each set of each Euchre plays.
6. Provide ID tags for all players and officials.
7. Provide registration table for the Command Sports officer and other officials. Registration must take place prior to the commencement of play.
8. Arrange for accommodations as close as possible to the Branch for players and officials attending. Payment for and the confirmation are the responsibility of the players attending.
9. Refreshments such as coffee, lunch and a wind-up supper (or banquet) to be provided at no charge to the participants at Command level only (part of registration fee) Spares Pay for their lunch and supper/banquet.
10. Registration on Friday from 1500 to 1745, Opening Ceremonies at 1800, play to commence at 1815.
11. Lunch will be made available at/or near noon whenever is acceptable to the event organizer.
12. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
13. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## EUCHRE RULES

- 1. Players:** 4 players in 2 partnerships.
- 2. Cards:** The pack of 24 cards. The rank of the cards is, in general: A (high), K, Q, J, 10, 9, but trump suit the Jack (called the right Bower) is elevated to the highest trump, and the second highest trump is the other Jack of the same color as the Right Bower (called the Left Bower). Example: If Hearts is trump: J Hearts (right), J Diamonds (left) A, K, Q 10, and 9.
- 3. Preliminaries:** Draw high card for the first deal, Ace High. The dealer shuffles the cards and **MUST** offer the cut to the player on their right. The cut must leave minimum of 4 cards in the deck.
- 4. Dealing:** Five cards are dealt to each player by 2 and 3 or 3 and 2. The cards are dealt in rotation to the left, beginning with the player to the left of the dealer. After dealing the last card to himself, the dealer places the pack face down on the table and turns over the top card face up. This turn up proposes the trump suit for the deal. If any card is exposed during the deal, the deal is voids and will be reshuffles and re-dealt by the same player. All cards are to be left facedown on the table until the dealer has completed dealing.
- 5. Making:** The person to the left of the dealer may "Pass" or may accept the turn up as trump. The latter choice is signified by saying "Pick it up, or Order it Up". Since the dealer alone had the right to take the turned up into his hand. If the first person passes, the person on their left then has the same option. If the partner of the dealer wishes to accept the suit of the turned up card as trump, the hand must be played alone without assistance from the partner. Should any player, including the dealer, accept the turn up as trump, the dealer will immediately discard one (1) card from their hand facedown to the bottom of the deck, and accept the trump into their hand. Any player ordering the dealer to pick it up or the dealer making the turn up trump must have a t least one (1) trump in their hand. The Left Bower is not considered trump until trump is made. If all four (4) hands, pass, the dealer will put the turned up card face up and crosswise below the deck, signifying that the purposed trump has been turned down. The person to the left of the dealer now has the right to "Name a Trump Suit", other than what has been turned down, or to Pass. If the first person passes, the person to their left then has the same option. If all four (4) pass again, in the second round, the cards are thrown in and the next dealer, shuffles, offers the cut, and deals out the cards.

6. **Playing alone:** The hand that makes the trump, whether in the first or the second round of bidding, had the right to declare "I Play Alone" The partner of the lone player then lays their cards face down on the table and does not participate in the play. The only words that will be heard during the bidding round will either be PASS or PICK IT UP, or ORDER IT UP.
  
7. The Call of "No Ace, No Face, No Trump" may be made prior to the first lead by any player, Once proven, the hand is considered a loss of deal, and the next dealer in sequence will shuffle, offer the cut and deal out the cards. **NO** points awarded.
  
8. **The Play:** The lead is always started by the player to the left of the dealer. A lead card, calls upon each hand to follow the suit led. If unable to follow suit led, a player may play any card from their hand. A trick is won by the highest trump played or by the highest card of the suit led. The winner of the trick shall lead to the next trick, and so on until the hand is complete. *All cards must be played out*, face up. The object of the play is to win a minimum of 3 tricks. If the making side fails to win 3 tricks, they are to be considered to have been Euchred. Only one (1) player from each team is allowed to lift in the tricks, each hand, so as to prevent confusion.
  
9. **Scoring:** The following table shows all the scoring situations:
 

a) Partnership making trump wins 3 or 4 tricks	1 Point
b) Partnership making trump wins 5 tricks	2 Points
c) Lone Hand making trump wins 3 or 4 tricks	1 Point
d) Lone Hand making trump wins 5 tricks	4 Points
e) Partnership making trump is Euchred	2 Points for opponent
f) Reneging on partnership hand	2 Points against offending Partnership
g) Reneging on lone hand	4 Points against offending Partnership
h) Exposed Hand	2 Point Loss / Loss of Deal

**10. Markers:** Typical the use of the 5" from the deck, are used for marking purposes. It is the responsibility of all players to see the scores are properly marked and maintained at all times.

At the completion of each game, the team Captain's will have their opponents initial their score sheets, prior to bringing their score sheets to the official scorekeeper for recording and verification.

The team Captains' are responsible for the conduct of their team, and are the only persons allowed to communicate with the referee for rulings.

## Irregularities

### 1. Misdeal:

There will be a new deal by the same dealer if a card is exposed in dealing or a card is faced in the deck, previous score stands. A deal by the wrong player may be stopped before a card is turned up, and returned to its correct player, however if the error is not noticed until later, the deal stands.

### 2. Error in Bidding:

A player, who orders it up when he is partner of dealer, is deemed to have accepted the turned up for trump. If a player names for a trump, the suit of the turned up, after it is turned down, it is a void call, and his team may not make the trump this hand.

### 3. Declaration out of turn:

If a player makes a declaration for trump out of turn, other than a "pass" it is void and his partner may not make trump.

### 4. Lead out of turn:

If a hand leads out of turn and all other hands play to the trick before the error is noticed, the trick stands. But if any hand has not played, the false lead must be taken back on demand from any player and becomes an exposed card. Any cards played to the incorrect lead may be retracted without penalty. The correct player will now continue by leading whatever suit they wish.

### 5. Exposed cards:

A card is deemed to be exposed, it is led or played out of turn, dropped face up on the table, except as a regular play in turn, played with another card intended to be placed; or named by a player as being in his hand. An exposed card **MUST** be left face up on the table and **MUST BE PLAYED** at the first legal opportunity.

### 6 Renege:

Failure to follow suit when able is a renege. A renege may be corrected before the trick is quitted, and if corrected is treated as an exposed card. Any cards played after the renege, if corrected, may retract their card and substitute it, if able to. If a player, so mixes the tricks, that a claim of renege against their side cannot be proven, the claim will be considered, to have been proved. Upon proof of a renege, the non-revoking side has the option of scoring the hand as played, or of taking the renege penalty score.

**7. Hesitation:**

Undue hesitation by any player, especially during bidding, can be considered a sign of indication, and can lead to loss of bidding privileges in the hand, by the offending team if hesitation persists in the game, notification should be given to tournament officials for official ruling and or repercussions.

**9. Indication:**

Anything that may be questioned as a sign of indication to the value of usefulness of the hand, such as hitting the table, tapping of the feet, or any other unnecessary sound or visual signs is strictly prohibited. Upon being brought forward to the attention of the referee, a verbal warning will be issued, and if repeated the offending team will be expelled from the tournament, and all opponents will be granted one win with 10 points to 0.

## **Darts**

### **Rules – Legion Darts**

#### **Eligibility**

1. Open to all Members and Ladies Auxiliary Members.
2. Eligibility criteria is in accordance with Page 4 Para 9 of this Sports Manual.
3. Dues must be paid for the year in which the playoffs take place.
4. Membership cards must be checked at all levels of play.
5. Declaration for Participation in a Legion Sport will be accepted if dated prior to the Branch playoff. "Cards" only will be accepted at Dominion playoff level.
6. Entry fees will be as determined by Branch, Area, and District and Command levels. There is no entry fee at Dominion level. Fees at Command level will be as determined from time to time by Command Council.

#### **Rules and Regulations**

1. Games will be played in accordance with the Alberta-NWT Command Sports Program Guide
2. All events shall be round-robin and a game will consist of 3 legs with one point awarded for each leg won.
3. Regulation clock, bull pattern board will be used.
4. Throwing distance will be 7 feet 9.25 inches. (237 centimetres)
5. The center of the board will be 5 feet 8 inches in height. (173 centimetres)
6. A team will consist of a maximum of four (4) players. Rotation of players may be changed after completion of a set. (3 games is a set)
7. Toe line shall be clearly marked and be at least 18 inches in length. Players must toe the line or stand behind it. One must not tread on the toe line. If this rule is not adhered to, the player's entire throw (3 darts) will be discounted.
8. All games 701 double in – double out.
9. The bull (double 25) shall be accepted to start or finish a game.
10. Order of play shall be toss of a coin by the Captains. The loser of the first game starts the second game following in rotation.

11. Toss of a coin will decide the start of the third game, start at the top of rotation.
12. Any normal darts may be used. Scoring will be by deduction.
13. A throw consists of three (3) darts, except when a game finishes.
14. No darts may be re-thrown and only darts, the points of which are in the board, will count. Darts must be in the board when the scorekeeper (marker) as referee, calls the score, otherwise it does not count. A dart counts from the point of entry.
15. A player may be told by the marker what number he has scored. The Team Captain, at the request of the player, may inform the player what double is required and how to achieve it.
16. When a player is throwing for a double to finish a game no player or spectator should be allowed within three (3) feet of the player (this applies during the entire game as well), nor will one person be permitted to pass any remarks concerning the play except the team captain.
17. Any player showing unsportsmanlike conduct shall be refused further participation in the tournament.
18. In the event of a tie for first place, a playoff will be held. The winner shall be decided on best two-out-of-three games (1 set). If more than two (2) are tied for first place the playoff will be decided by the Captains and the Tournament Chairman. (Suggest a draw be made to determine who plays who. Winners shall be decided on best two-out-of-three games. (1 set).
19. In the event of a tie for second place, a play-off will be held to determine which team will advance. The play-off will consist of 3 "legs".
20. In the event of a winning team being unable to continue play or defaulting, the runner-up team shall take its place.
21. All protests must be made in writing by the Team Captain and presented immediately to the Tournament Chairman.
22. All games are to be governed by an Official Referee appointed by the tournament Chairman. He or she must not be a member of a participating team.

23. An appeals Committee, comprised of a representative of the host Branch and, if dependent on level of play, Area, District or Command, shall be the deciding factor in any disputes or deviation from rules, or any unforeseen circumstances.
24. The command Championship must be played on a round-robin basis. Four (4) sets or more of play may be held on Friday evening at a time mutually agreeable to the host Branch and the Command Sports Officer.

### **Spares**

1. Spares are to be named before the first level of competition.
2. Spares are allowed to rotate in and out in all categories at the beginning of each new round.

### **Entries**

The maximum number of teams that may be sent: Branch to Area and Area to District will be at the discretion of the District Commander; District to Command – two (2).

**Note:** For dominion playoffs, this Command will be represented by four (4) players all from the same Branch. Doubles and singles will be drawn from this team. (The choice to be made by team players).

### **Awards**

Command will provide four (4) Pins and four (4) Crests for the winners at Command level. They will provide four (4) Crests only for runners-up at Command level. Spares of the winning team attending a Command level sport event receive crests and/or pins.

**N.B.** 180 pins will be awarded to eligible contestants for a perfect score at all playoff levels leading to and including Command playoff. Only one (1) pin per person per level.

**Note:** Final authority rests with the Dominion Command Sports Guide

## Host Branch Responsibilities

1. Any Branch in the command wishing to host Command Dart Championships will make application through the District Commander, at least one (1) year prior to the scheduled playoff date.
2. Appoint a Dart Tournament Chairman who will be responsible for all aspects of tournament. The name of the Chairman to be submitted to the Command Sports Officer and also to the Command Office.
3. Provide a minimum of ten (10) clock the bull pattern tournament dart boards and sufficient area to allow dart players and officials to move about freely without interfering with those games in progress (practice boards to be available, if possible.) The area should be large enough to accommodate at least one hundred (100) people at Command level only.
4. Scoreboards and chalk (no mechanical score boards to be used).
5. Personnel to act as Score Keepers, markers, etc.
6. Refreshments such as coffee, lunch and wind-up supper to be provided at no charge for dart players, officials and dignitaries at Command level only (spares will pay host branch for meals).
7. Food will be available at the branch from 11:00 a.m. for duration of the shoot.
8. Arrange for accommodation as near as possible to the Branch for upwards to one hundred (100) people. Payment and confirmation of accommodation are the responsibility of the dart players involved.
9. Provide a registration table for the Command sports Officer and other officials. Registration is to take place prior to the start of play.
10. Provide identification tags for players and officials, etc. involved.
11. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
12. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## **Rules – Mixed Senior Darts**

### **Eligibility**

1. Open to all members of the Legion in any category, plus Ladies Auxiliary.
2. Players must have reached 50 years of age prior to January 01 in the year of the playoffs.
3. Eligibility criteria is in accordance with Page 4, Para 9 of this Sports Guide.
4. Dues must be paid for the year in which the playoffs take place.
5. Membership cards must be checked at all levels of play.
6. Declaration to Participate in a Legion Sport will be accepted if dated prior to the Branch playoffs.
7. Entry fees will be as determined by Branch, Area, and District and Command levels. Fees at Command level will be as determined from time to time by Command Council.

### **Rules and Regulations**

1. All events shall be round-robin and a game will consist of 3 legs (3) with one point awarded for each leg won.
2. Regulation clock, bull pattern board will be used.
3. Throwing distance will be 7 feet 9.25 inches. (237 centimetres)
4. The center of the board will be 5 feet 8 inches in height. (173 centimetres)
5. Teams will consist of four (4) players, two (2) men and two (2) women, no exceptions, alternate rotation.
6. Toe line shall be clearly marked and be at least 18 inches in length. Players must toe the line or stand behind it. One must not tread on the toe line. If this rule is not adhered to, the player's entire throw (3 darts) will be discounted.
7. All games open 501 game and finish on a double.
8. The bull (double 25) shall be accepted to finish a game.
9. Order of play shall be toss of a coin by the Captains. The loser of the first game starts the second game following in rotation.
10. Toss of a coin will decide the start of the third game, start at the top of rotation.

11. Any normal darts may be used. Scoring will be by deduction.
12. A throw consists of three (3) darts, except when a game finishes.
13. No darts may be re-thrown and only darts, the points of which are in the board, will count. Dart must be in the board when the scorekeeper (marker) as referee, call the score, otherwise it does not count. A dart counts from the point of entry.
14. A player may be told by the marker what number he has scored. The Team Captain, at the request of the player, may inform the player what double is required and how to achieve it.
15. When a player is throwing for a double to finish a game no player or spectator should be allowed within three (3) feet of the player (this applies during the entire game as well), nor will one person be permitted to pass any remarks concerning the play except the team captain.
  
16. Any player showing unsportsmanlike conduct shall be refused further participation in the tournament.
17. In the event of a tie for first place, a playoff will be held. The winner shall be decided on best two-out-of-three games. (1 set).
18. In the event of a tie for second place, a play-off will be held to determine which team will advance. The play-off will consist of 3 "legs".
19. In the event of a winning team being unable to continue play or defaulting, the runner-up team shall take its place.
20. All protests must be made in writing by the Team Captain and presented immediately by the Tournament Chairman.
21. All games are to be governed by an Official Referee appointed by the tournament Chairman. He or she must not be a member of a participating team.
22. An appeals Committee, comprised of a representative of the host Branch and, if dependent on level of play, Area, District or Command, shall be the deciding factor in any disputes or deviation from rules, or any unforeseen circumstances.
23. The Command Championship must be played on a round-robin basis. Four (4) sets or more of play may be held on Friday evening at a time mutually agreeable to the host Branch and the Command sports Officer.

## **Entries**

The maximum number of teams that may be sent: Branch to Area and Area to District will be at the discretion of the District Commander; District to Command – Two (2).

## **Spares**

1. Spares are to be named before the first level of competition (Suggest 2 spares), one from each gender is allowed and substitution shall be of the same gender.
2. Spares are allowed to rotate in and out at the beginning of each new round.

## **Awards**

Four (4) pins and four (4) Crests will be provided for the winners and four (4) Crests only for the runners-up at Command Level. Spares of the winning team attending a Command Legion Sport event receive crests and or pins.

**N.B.** 180 pins will be awarded to eligible contestants for a perfect score at all playoffs leading to and including the Command playoffs. One (1) pin per person per level.

**Note:** This Alberta-N.W.T. Command Sports Program Guide is to be used as the authority in all sporting events from Branch level up.

### **Host Branch Responsibilities**

1. Appoint a Dart Tournament Chairman who will be responsible for all aspects of the tournament. This Chairman may appoint other personnel to aid with the operation of the tournament. The name of the overall Chairman to be submitted to the Command Sports Officer and also to the Command Office.
2. Provide a minimum of ten (10) clock, the bull pattern, tournament dart boards and sufficient area to allow dart players and officials to move about freely without interfering with those games in progress (practice boards to be available, if possible). The area should be large enough to accommodate at least one hundred (100) people.
3. Scoreboards and chalk (no mechanical score boards to be used).
4. Arrange for a Draw master and Official Referee. Provided personnel to record the scores of each set.
5. Refreshments such as coffee, lunch and wind-up supper to be provided at no charge for dart players, officials and dignitaries at Command level only (spares pay the host branch for meals).
6. Arrange for accommodation as near as possible to the branch for upwards to one hundred (100) people. Payment and confirmation of accommodation are the responsibility of the dart players involved.
7. Provide a registration table for the Command Sports Officer and other officials. Registration is to take place prior to the start of play.
8. Provide identification tags for players and officials, etc. involved.
9. Food will be available at the branch from 11:00 a.m. during the games.
10. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
11. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## **Rules – Mixed Darts**

### **Eligibility**

1. Open to all members of the Legion in any membership category, plus Ladies Auxiliary.
2. Eligibility criteria is in accordance with Page 4, Para 9 of this Sports Guide.
3. Dues must be paid for the year in which the playoffs take place.
4. Membership cards must be checked at all levels of play.
5. Declaration to Participate in a Legion Sport will be accepted if dated prior to Branch playoff.
6. Entry fees will be as determined by Branch, area, District and Command levels. Fees at Command Level will be as determined from time to time by Command Council.

### **Rules and Regulations**

1. All events shall be round-robin and a game will consist of 3 legs with one point awarded for each leg won.
2. Regulation clock, bull pattern board will be used.
3. Throwing distance will be 7 feet 9.25 inches. (237 centimetres)
4. The center of the board will be 5 feet 8 inches in height. (173 centimetres)
5. Teams will consist of four (4) players (two men and two (2) women, no exceptions) and must play alternately.
6. Toe line shall be clearly marked and be at least 18 inches in length. Players must toe the line or stand behind it. One must not tread on the toe line. If this rule is not adhered to, the player's entire throw (3 darts) will be discounted.
7. All games open start 701 game and finish on a double.
8. The bull (double 25) shall be accepted to finish a game.
9. Order of play shall be toss of a coin by the Captains. The loser of the first game starts the second game following in rotation.
10. Toss of a coin will decide the start of the third game, start at the top of rotation.
11. Any normal darts may be used. Scoring will be by deduction.
12. A throw consists of three (3) darts, except when a game finishes.

13. No darts may be re-thrown, and only darts the points of which are in the board, will count. Darts must be in the board when the scorekeeper (marker) as referee, calls the score, otherwise it does not count. A dart counts from the point of entry.
14. A player may be told by the marker what number he has scored. The team Captain, at the request of the player, may inform the player what double is required and how to achieve it.
15. When a player is throwing for a double to finish a game no player or spectator should be allowed within three (3) feet of the player (this applies during the entire game as well), nor will one person be permitted to pass any remarks concerning the play except the team captain.
16. Any player showing unsportsmanlike conduct shall be refused further participation in the tournament.
17. In the event of a tie for first place, a playoff will be held. The winner shall be decided on best two-out-of-three games. (1 set) If more than two (2) are tied for first place, the playoff will be decided by the Captains and the tournament Chairman. (Suggest a draw be made to determine who plays who). Winners shall be decided on best two-out-of-three games. (1 set).
18. In the event of a tie for second place, a play-off will be held to determine which team will advance. The play-off games will consist of 3 "legs".
19. In the event of a winning team being unable to continue play or defaulting, the runner-up team shall take its place.
20. All protests must be made in writing by the Team Captain and presented immediately to the Tournament Chairman.
21. All games are to be governed by an Official Referee appointed by the tournament Chairman. He or she must not be a member of a participating team.

22. An appeals Committee, comprised of a representative of the host Branch and, if dependent on level of play, area, District or Command, shall be the deciding factor in any disputes or deviation from rules, or any unforeseen circumstances.
23. The Command Championship must be played on a round-robin basis. Four (4) sets or more of play may be held on Friday evening at a time mutually agreeable to the host Branch and the Command Sports Officer.

### **Entries**

The maximum number of teams to be sent: Branch to area, Area to District will be at the discretion of the District Commander.

District to Command – two (2)

### **Spares**

Spares are to be named before the first level of competition (suggest 2 spares), one from each gender is allowed and substitution shall be of the same gender. Spares are allowed to rotate in and out at the beginning of each new round.

### **Awards**

Four (4) pins and four (4) Crests will be provided for the winners and four Crests only for the runners-up at Command Level. Spares attending a Command level sport event receive crests and/or pins.

**N.B.** 180 pins will be awarded to eligible contestants for a perfect score at all playoff levels leading to and including the Command playoffs. Only one (1) pin per person per level.

**Note:** This Alberta-N.W.T. Command Sports Guide is to be used as the authority in all sporting events from Branch level up.

## Host Branch Responsibilities

1. Appoint a Dart Tournament Chairman who will be responsible for all aspects of the tournament. This Chairman may appoint other personnel to aid with the operation of the tournament. The name of the overall Chairman to be submitted to the Command Sports Officer and also the Command Office.
2. Provide a minimum of ten (10) clock, the bull pattern tournament dart boards and sufficient area to allow dart players and officials to move about freely without interfering with those games in progress, practice boards to be available, if possible. The area should be large enough to accommodate at least one hundred (100) people.
3. Scoreboards and chalk (no mechanical score boards to be used).
4. Arrange for a Draw master and Official Referee. Provide personnel to record the scores of each set.
5. Refreshments such as coffee, lunch and wind-up supper to be provided at no charge for dart players, officials and dignitaries at Command level only (spares pay host Branch for meals).
6. Arrange for accommodation as near as possible to the Branch for upwards of one hundred (100) people. Payment and confirmation of accommodation are the responsibility of the dart players involved.
7. Provide a registration table for the Command Sports Officer and other officials. Registration is to take place prior to the start of play.
8. Provide identification tags for involved players and officials, etc.
9. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
10. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

# Shuffleboard

## Rules

### Eligibility

1. Open to all members of the Legion in any membership category, plus Ladies Auxiliary.
2. Eligibility criteria is in accordance with Page 4, Para 9 of this Sports Guide.
3. Dues must be paid for the year in which the playoffs take place.
4. Membership cards are to be checked at all levels.
5. Declaration for Participation in a Legion Sport will be accepted if dated prior to the Branch playoffs.
6. Players who play in the Seniors Group must have reached 50 years of age prior to January 1 in the year of the playoffs.

### Spares

1. Spares are to be named before the first level of competition.
2. Spares are allowed to rotate in and out in all categories at the beginning of each new round.

### Entry Fees

Entry fees will be determined by Branch, Area, District and Command levels. Fees at Command level will be as determined from time to time by Command Council.

### Entries

Branch to Area optional, Area to District optional and District to Command, two in each event.

### Awards

1. Awards as determined at Branch, Area and District Levels.
2. Command will provide two (2) Pins and Crests to the winners and Crests only for the runners-up at Command level. Spares of the winning team attending a Command Level Sport event receive crests and/or pins. Spares of the runner-up team attending a Command Level Sport will receive crests.

## Regulations

1. All shuffleboard games shall be governed by the official rules and regulations of the Canadian Shuffleboard Congress.
2. Playoffs shall be decided on a round-robin basis one (1) leg consisting of one (1) game.
3. All games shall be played on a standard board having surface of 14 feet in length and 19 inches in width. All games shall be 21 points.
4. The Host Branch will supply a referee and Scorekeeper.
5. Teams shall consist of two players and will play in groups as listed below:
  - Mens' Doubles - 1 spare
  - Ladies Doubles - 1 spare
  - Mixed Doubles - Male and female (2 spares)
  - Senior Doubles - 1 spare

**Note:** This Alberta-N.W.T. Command Sports Guide is to be used as the authority in all sporting events from branch level up.

## Shuffleboard

1. Partners station themselves at opposite ends of the board and remain in such positions for the duration of the game.
2. The starting players will be determined by a flip of a coin. The winner shall choose the red, blue (or other color) rocks. The payer with the red rocks will shoot first, in the event of there being no scoring. The player who delivered the last rock shoots first.

### 3. Scoring:

Score One (1) point if the rock in the One Zone, but not touching the 30" line

Score Two (2) points if the rock is in the Two Zone, but not touching the Two Line. (If touching the Two Line score One (1) point.

Score Three (3) points is the rock is in the Three Zone but not touching the Three Line. (If touching the Three Line, score Two (2) points.

Any part of the rock which protrudes over the end of the playing surface is a Hanger and scores Four (4) points.

Whether or not a rock is resting on or touching a line must be determined by looking down directly over the top of the rock, preferably for the end of the board.

### 4. Spares:

Spares can be used throughout the entire event. Spares can come in at the beginning of a new game.

### 5. Fouls:

A player shall not walk past the Foul line of the table or it constitutes a foul.

**PENALTY:** Warning for the first offence and the loss of one point for each succeeding offence in the same game.

Players shall remove any wearing apparel that may come in contact with the playing surface. In addition, at no time during the game shall a player allow their hands or fingers to touch the playing surface. **PENALTY:** Warning for the first offence and the loss of Two (2) Points for each succeeding offence in the same game.

While delivering a rock the lower half of the player's body shall not exceed beyond the end of the shuffleboard table, both legs must be behind the end of the table. **PENALTY:** No warning the rock is declared dead.

6. If a player accidentally delivers an opponents rock, it shall be exchanged for one of the Deliverer's remaining unplayed rocks without penalty.
7. A player who delivers out of order shall finish the frame in such rotation.
8. Coaching during play is permitted and only when their turn for delivery.
9. While a player is in position to deliver a rock, the other players shall remain behind and clear of the delivering player. PENALTY: Warning for the first offence and the loss of one (1) point for each succeeding offence in the same game.
10. If a delivered rock does not completely cross the Foul Line, it shall be declared dead and removed from the playing surface.

## Host Branch Responsibilities

1. Appoint a Shuffleboard Tournament Chairman who will be responsible for all aspects of the tournament. This chairman may appoint other personnel to aid with the operation of the tournament. The name of the Chairman to be submitted to the Command Sports Officer and also to the Command Office.
2. Command Shuffleboard - Provide a minimum of three (3) standard boards having a playing surface fourteen (14) feet in length and nineteen (19) inches in width.
3. District Level – The number of boards shall be at the discretion of the District Commander.
4. Arrange for a Draw master and Official Referee. Provide personnel to record the scores of each set.
5. Provide identification tags for players and officials, etc.
6. Provide a registration table for the Command Sports Officer and other officials. Registration is to take place prior to the start of play.
7. Arrange for accommodation as near as possible to the branch for upwards of one hundred (100) people. Payment and confirmation of accommodation are the responsibility of the players involved.
8. Refreshments such as coffee, lunch and wind-up (or banquet) to be provided at no charge to the participants at Command Level only(spares pay host branch for meals)
9. See that play starts on time the days of play as arranged by the Host Branch and the Command Sports Officer.
10. Food will be available at the Branch from 11:00 a.m. during the games.
11. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
12. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## **8 Ball Pool**

### **Rules**

#### **Eligibility**

1. Open to all members of the Legion in any membership category, plus Ladies Auxiliary.
2. Eligibility criteria is in accordance with Page 4, Para 9 of this Sports Guide.
3. Dues must be paid for the year in which the playoffs take place.
4. Membership cards are to be checked at all levels.
5. Declaration for Participation in a Legion Sport will be accepted if dated prior to the Branch playoffs.

#### **Spares**

Spares are to be named before the first level of competition.

Spares are allowed to rotate in and out in all categories at the beginning of each new round.

#### **Entry Fees**

Entry fees are to be determined by Branch, Area, District and Command Levels. Fees at Command Level will be as determined from time to time by Command Council

#### **Entries**

Branch to Area optional, Area to District optional and District to Command, two in each event are eligible for Command 8-Ball Pool.

#### **Awards**

1. Awards as determined at Branch, Area, and District Levels.
2. Command will provide Pins and Crests to the winners, and Crest only for the runners-up at command level.

Spares of the winning team attending a Command level sport event receive crests and/or pins.

## Regulations

1. The updated valley National 8-Ball Association rules to be used, providing that the Alberta-N.W.T. command Sports Guide does not cover a particular situation.
2. Playoffs shall be decided on a round-robin basis.
3. All games shall be played on 4' X 8' or 7' X 3.5' or combination thereof.
4. The host Branch will supply a judge and scorekeeper and table size information.
5. ***Playoffs will be held in three categories: Singles, Doubles and Team. The Doubles and Team may consist of a spare.***
6. 8-Ball Pool to be played as a 2 leg round-robin event!!
7. The cue ball shall be the same size as the object ball.
8. ***Scoring for all 8-ball pool shall be as the VNEA rules. The winner of the game shall receive 10 points and the loser shall receive points according to the number of legally pocketed balls.***

**Note:** This Alberta-N.W.T. Command Sports Guide is to be used as the authority in all sporting events from Branch level up.

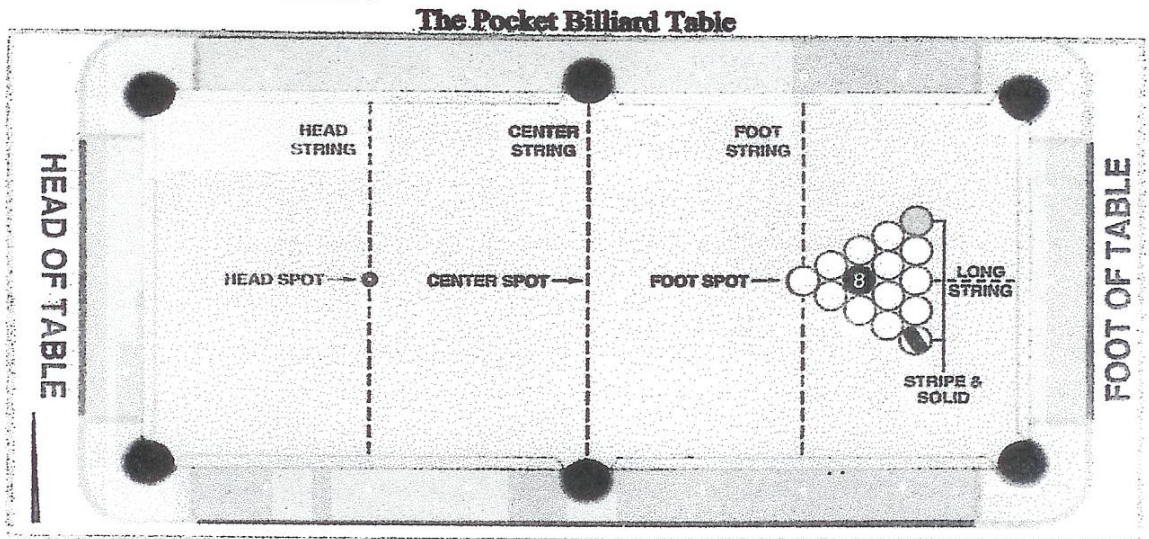
## Host Branch Responsibilities

1. Appoint a 8-Ball Pool Tournament Chairman who will be responsible for all aspects of the tournament. Chairman may appoint other personnel to aid with the operation of the tournament. The name of the Chairman to be submitted to the Command Sports Officer and also to the Command Office.
2. Provide a minimum of three 8-ball tables (4' X 8' or 7' X 3.5' playing surface) or a combination thereof. 4 tables preferred.
3. Personnel to act as Score Keepers, markers, etc.
4. Refreshments such as coffee, lunch and a wind-up supper to be provided at no charge for pool players, officials and dignitaries at Command level only (spares pay host branch for meal).
5. Arrange for accommodation as near as possible to the branch for upwards of one hundred (100) people. Payment and confirmation of accommodation are the responsibility of the players involved.
6. Provide a registration table for the Command Sports Officer and other Officials.
7. Registration is to take place prior to the start of play.
8. Provide identification tags for the players and officials, etc.
9. Registration for all Command Sports will commence on Friday at 1600 hours to 1745 hours. Opening Ceremonies will be at 1800 hours, play to commence at 1815 hours.
10. ***Awards and Closing ceremonies will be conducted immediately following the banquet.***

## 8-Ball Official Rules of Play

For handicap and scoring procedures see “handicapping and scoring” in the VNEA Rules booklet, Page 26.

### A. BALLS AND RACKING



1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack on the footspot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally Pocket the 8-Ball which then wins the game.

## B. Break Shot

1. Start of play-the home team breaks first and writes their line-up down first. The break will alternate thereafter. During International competition, the teams will flip a coin to determine home team.

2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker rebreak.

3. Stopping or deflecting the cue ball prior to hitting the racked balls is considered fouls and loss of turn. The opponent will receive cue ball in hand behind the headstring.

4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).

5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8-ball), (2) it is a foul, (3) the table is open.

**Please Note:** Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.

The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.

6. With an 8-ball pocketed on the break, the breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8 or reracking and assuming the break. Should the incoming player decide to spot the 8, he must shoot from behind the headstring. A game cannot be won or lost with an 8 on the break, regardless of what is pocketed on the same shot.
7. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
8. If a player jumps an object ball off the table on the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting.

### **C. Open Table**

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa.

**Note:** The table is always open immediately after the breakshot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The table is always open immediately after the break shot. The choice of group is determined only when a player legally pockets a called object ball after the break shot.

## D. Play

1. If a shooter inadvertently pockets his opponent's ball, it remains down; however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls. Should a player fail to pocket his designated group ball, he loses his turn.
3. If a player fails to hit or make the 8-ball while shooting at it, the game continues.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
6. **Slow Play Rule:** Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. Timing for slow play begins when all balls on the table cease moving timed.
7. **Stalemated Game:** If in 3 consecutive turns at the table by each player (6 turns total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be reracked and the breaker of the stalemated game will break again.  
**Please Note:** Three consecutive fouls by one player is not a loss of a game.

## E. Loss of Game

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same strokes as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while (pocketing) the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Pocketing the 8-ball and the cue ball on the break stroke. (This varies, if your league considers an 8-ball break a win.)
8. Not correctly marking the pocket while pocketing the 8-ball

**Note:** All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

## F. Game

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponent's right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious and both the object ball and the pocket must be called or it is a loss of turn. When calling the shot, it is never necessary to indicate details such as the number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a (called pocket). Any player performing a break shot in 8 ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all of the balls in his group, he then shoots at the 8-ball, designating his pocket by a pocket call. Scratching when the 8-ball is his legal object ball is ball in hand for the opponent.

## G. Legal Shots

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, (2) cause the cue ball or any other ball to contact a rail.

- (There are two groups of balls: stripes and solids)

**Please Note:** It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, or the cue ball or any other ball must contact a rail.

**“Safety” Shot:** For tactical reasons a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a “safety” to his opponent. If this is not done, and one of the shooters object balls is pocketed, the shooter will be required to shoot again. Any ball pocketed on a safety shot remains pocketed.

## H. Fouling

All fouls must be called and acknowledged before next shot is taken.

(exception: scratching)

The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into a pocket or off table.
3. It is a foul when a player scratches on the break, or deflects the cue ball prior to hitting the racked balls. The incoming player receives (Cue ball in hand behind the headstring.)
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. If a ball is frozen on a cushion, (the opposing player must notify the player shooting before the shot) the player must contact the frozen ball and then:

- (1) pocket the frozen ball, or any other object ball,
  - (2) cause the cue ball to contact a cushion, or
  - (3) drive the frozen ball to another cushion, or
  - (4) Cause another object ball to contact a cushion. Failure is a foul.
7. ACCIDENTLY moving or touching any ball is not a foul unless the ball is the cue ball (cue ball only fouls). Only opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball; it will be considered a foul. However, if you accidentally move an object ball during a shot and it makes contact with the cue ball it is considered a foul.
  8. Picking up or shooting the cue ball while any balls are still in motion is a foul.
  9. Push shots and or double hits will be considered fouls. (See def. Page 24 VNEA Rules booklet)
  10. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.
  11. The slow play rule will be enforced; taking longer than ONE MINUTE between shots is a foul. Timing for slow play will start when all balls on the table cease moving.
  12. Jumping object ball off the table.
  13. After a scratch on a legal break, if a player positions the cue ball, completely and obviously outside the kitchen and shoots it is a foul.
  14. If your opponent commits a foul and you do not receive his/her acknowledgment of such foul prior to touching the cue ball you have committed a foul. (exception: scratching)
  15. Illegal jumping of ball ( See page 24, #9 VNEA Rules booklet)
  16. ***The team event winner will be the team with the greatest combined total points from the A and B sections. In the event that teams are tied for first place, a play-off will be held to determine the winner and runner-up. The tie-breaking game will consist of three “legs”. Should there be more than two teams tied, the play-off format will be determined by the Tournament Chairman and Captains of the applicable teams.***

## **I. Penalty for Fouling**

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).
2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

## **J. Protest Procedure**

1. A game may be played and finished under protest, which may alleviate the original protest.

## **K. VNEA Definition of Rules (From the VNEA Rule book)**

**FOULS BY DOUBLE HITS** – It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgement, the cue ball has left initial contact with the cue tip and then is struck a second time in the course of the same shot, it shall be a foul. (Note: this can be a difficult call in officiating because on shots where the distance between the cue ball and the object is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through stroke.) Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contact of the cue ball by the cue tip on a stroke, the stroke is a foul and must be so called.

**7. PUSH SHOT FOULS** – It is a foul if the cue tip pushes the cue ball with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such are usually referred to as push shots.) With a cue ball and object ball frozen, shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called.

**8. JUMPED CUE BALL** – When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table onto the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not considered a foul.

**9. ILLEGAL JUMPING OF BALL.** – It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not to be considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft makes contact with the cue ball in the course of the shot.