

N o r t h C a r o l i n a

S e n i o r G a m e s

2012

Official

Rules Book



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TABLE OF CONTENTS

Summary of Rule Changes3

Introduction.....4

General Rules and Regulations.....5

Official Sports:

- Archery8
- Badminton.....9
- Basketball Shooting..... 11
- Basketball Tournament..... 13
- Billiards..... 16
- Bocce 19
- Bowling.....22
- Cornhole23
- Croquet24
- Cycling.....27
- Field Events (Discus, Shot Put, Running Long Jump, Standing Long Jump).....29
- Football Throw31
- Golf.....32
- Horseshoes.....33
- Race Walking.....38
- Racquetball39
- Shuffleboard43
- Softball Throw.....44
- Softball Tournament47
- Spin Casting.....49
- Swimming..... 50
- Table Tennis51
- Tennis 53
- Track Events55

Appendix A: Address of National Organizations.....56

Appendix B: 2011 ASA List of Non Approved Bats.....58

N.C. SENIOR GAMES OFFICIAL RULES BOOK

Summary of 2012 Senior Games Rules Book Changes & Additions

(Changes and additions and/or words that have changed are underlined and highlighted).

(Deletion of rules are ~~marked through and highlighted~~.)

General Rules and Regulations: Age Groups: Addition to 1. Doubles Sports: The age of the *youngest* player will determine the age group. A player may compete in only one age group. The age groups are the same as in individual sports. **Doubles Partners – If an individual's partner cannot come to State Finals, that person may select another partner who qualified in that event at a Local Games. For example, a participant that qualified in Bowling Doubles may select another partner who qualified in Bowling Doubles, but not from Bowling Singles or Bowling Mixed Doubles.**

General Rules and Regulations: 1. Age Groups: Change in Team Sports to allow more flexibility in teams pickup of players: Team Player Pickup – A maximum of three (3) players for Basketball and five (5) players for Softball may be added to team rosters following qualification if they meet the following requirements: (1) In order to be added to a team's roster, a player must have registered for and competed in that event at a Local Game in North Carolina in the same qualifying year; (2) **A player may only be added to another team's roster if the team captains of both teams (the qualifying team and the adding team) approve in writing.** Also, a player may only be added to another team's roster if the team with which they qualified is not going to compete at State Finals.

General Rules and Regulations: Addition to Equipment Requirements

Participants may use their own equipment provided the Event Manager determines it meets the official standards with the following exceptions:

- a. Game Balls for Basketball Tournament, Billiards, Bocce, Croquet, Racquetball, Softball Throw, Softball Tournament, Table Tennis and Tennis.
- b. Shuttlecocks
- c. Shuffleboard Discs
- d. **Bags for Cornhole**

Cornhole: Added Cornhole Rules:

See page 23. All rules are new for this new event.

Softball Tournament: Change in Rule 17 to comply with ASA: **NCSG highly recommends that catchers provide and wear a protective mask, but it is not required.**

Softball Tournament: Change in Rule 18 to comply with ASA: Softballs: The Men's divisions will play twelve (12") inch slow-pitch. The Women's divisions will play eleven (11") inch slow-pitch. Only restricted flight softballs with a Ball COR of **.52, and a Ball Compression of 300** or under, shall be used. White or optic yellow balls may be used. **If the 11" Women's .52 COR and 300 compression ball is not available, a Ball COR of .44, and compression of 375 will be used in the Women's division.** Optic yellow balls will be used at State Finals.

Softball Tournament: Addition to Rule 19 All bats must bear a 2000 or 2004 ASA Certification Mark. **No bat used in competition can appear on the 2011 "ASA Non-Approved Bat List" or the most recent "ASA Non-Approved Bat List". The 2011 list is Appendix A in the NCSG Rules Book.** The No Ultra or Ultra II bats will be allowed. Officials should check bats prior to each game. If a team suspects a batter is using an illegal or altered bat during a game, the captain should protest while the batter is at the plate. If the Protest Committee determines the bat to be illegal or altered, an out is recorded and that player is ejected from the game. The illegal or altered bat will then be kept in the possession of tournament officials for the remainder of the offending team's participation in the tournament.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

INTRODUCTION

Your interest in Senior Games is appreciated! The North Carolina Senior Games Rules Book is the official rules book of Senior Games in this state. Local Games must offer at least one-half (50%) of the official sports to be sanctioned as a North Carolina Senior Games program. The rules and regulations in the North Carolina Senior Games Rules Book must be adhered to so that quality and consistency can be assured statewide. The selection of a Coordinator and Sports Director with the expertise to insure compliance with rules, facilities, and equipment is of utmost importance for each Local Game.

The North Carolina Senior Games Sports Management & Procedures Manual is a companion publication that provides information on organizing and developing Senior Games sports. It is available from a Local Senior Games Coordinator via the Password Protected Area of the NCSG web site. The Senior Games Planning Guide is a publication about the total Games program and discusses all committees and their responsibilities. **The NCSG Official Rules Book is available (for reference or download) on the "Sports & Events" section of the NCSG web site.**

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In Appreciation

The content and design of the North Carolina Senior Games Rules Book is the result of much hard work and many long hours invested by the following individuals:

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N.C. SENIOR GAMES OFFICIAL RULES BOOK

GENERAL RULES AND REGULATIONS

Eligibility

1. A person must be 55 years of age or better as of December 31, 2012 to participate. A participant's age on December 31, 2012 determines the age category in which they will compete at the Local Game and State Finals. Local programs will have the responsibility for determining the age classification. A Photo I.D. is required at registration to verify eligibility and shall be checked at each activity every day.
2. A participant must be a N.C. resident for a minimum of three consecutive months of the calendar year.
3. There is a registration fee that entitles participants to enter the activities of their choice.

Competition

1. Age Groups:

Individual Sports: participants will compete in age groups based on 5-year increments. (55-59, 60-64, 65-69, 70-74, 75-79, 80-84, 85-89, 90-94, 95-99, 100+).

Doubles Sports: the age of the *youngest* player will determine the age group. A player may compete in only one age group. The age groups are the same as in individual sports. **Doubles Partners – If an individual's partner cannot come to State Finals, that person may select another partner who qualified in that event at a Local Games. For example, a participant that qualified in Bowling Doubles may select another partner who qualified in Bowling Doubles, but not from Bowling Singles or Bowling Mixed Doubles.**

Team Sports:

Team Player Pickup – A maximum of three (3) players for Basketball and five (5) players for Softball may be added to team rosters following qualification if they meet the following requirements: (1) In order to be added to a team's roster, a player must have registered for and competed in that event at a Local Game in North Carolina in the same qualifying year; (2) A player may only be added to another team's roster if the team captains of both teams (the qualifying team and the adding team) approve in writing.

- a. the age group of a team is determined by the age of the youngest team member. At State Finals, the team will compete in the age group in which it qualified at the Local Game, unless that team adds a player from a younger age group. If a team adds a player from a younger age group, that team will compete in the age group of the player added.
- b. a player may compete on only one team per sport per Local Game and may only compete on one team at State Finals.
- c. age groups for team sports are:
Basketball Tournament - Women 55+, 60+, 65+ & 70+; Men 55+, 60+, 65+, 70+, 75+ & 80+.
Softball Tournament - Women 55+, 60+, 65+ & 70+; Men 55+, 60+, 65+, 70+ & 75+.

Senior Games officials reserve the right to combine age groups if fewer than three participants are registered in an age group in any sport/event.

2. A participant may not duplicate any one event in two different age groups.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

3. All entries must be received before the draw is made for each event requiring a draw.
4. All match schedules will be available at the event sites.
5. The North Carolina Senior Games programs are governed by the rules in this book and those of National Governing Bodies referenced herein. Where different, NCSG rules take precedence; interpretations shall be made by the Event Manager for each individual event.
6. All starting times are forfeit times.
7. The safety and sportsmanlike conduct of *everyone* is of paramount concern. Senior Games Officials have the authority to disqualify, and/or remove, from current and future NCSG programs, *anyone* who exhibits inappropriate behavior or a condition of medical concern. Falsifying information in the registration process will not be permitted and may result in disqualification from current and future Senior Games activities.
8. North Carolina Senior Games is committed to creating a healthy and safe environment for all participants, staff and spectators. All activities will be held in a smoke-free environment.
9. All appeals must be made within 30 minutes of the conclusion of the game, match, heat, or event under appeal to a Sports Director, or the right to appeal will be forfeited. All decisions made by a Sports Director are final and not subject to further appeal.
10. Several Local Games may choose to combine the operations of various activities for ease of management...i.e., road races, bike races, art shows, golf, etc. (any activity where participant numbers are usually low and the activity takes a large amount of staff/equipment/time to run correctly). It will be the responsibility of each Local Game to insure that their qualifiers are submitted to NCSG on the proper forms via the Local Game Computer Program within ten (10) days of the conclusion of the activity.
11. All Senior Games qualifying sports/events must be promoted, registered for, and operated as a Senior Games activity. For example: a community road race promoted by another organization may not be used to qualify Senior Games participants, unless Senior Games is co-sponsor/presenter and registration is handled separately.
12. Each event must be offered as a separate event, not combined with another event in the same sport (i.e. three separate bowling events; the 1500 Meter Walk, Run and/or Fun Walk must be conducted separately from the 5K Walk or Run, not as a portion of the longer events. Times may not be taken at several points of an 800m race to get 400m and 200m times).
13. Local Games must hold all qualifying activities for State Finals between February 1 and June 15. Coordinators will receive the coming year's information by late January. These dates were chosen because June 15th insures participants an opportunity to register by the Early Bird Deadline for State Finals.
14. In fairness to Local Games and State Finals qualifiers, the rules in this book are in effect for the calendar year.

Awards

N.C. SENIOR GAMES OFFICIAL RULES BOOK

1. **A participant must *complete and score in an activity*** to be eligible for an award and to qualify for State Finals (no score is necessary for tournament or team sports). Awards will be presented by age group / sex to the first three places (or more).
2. At Local Games, the top three places must be determined in each event in each age group (i.e. ties must be decided), with the exception of cycling, race walking, swimming and track events. In these events, when two or more competitors tie for any place, duplicate awards shall be given to each of them. In such cases, no awards shall be given for the place or places immediately following the tied positions. If two tie for 1st place, no award for 2nd place; if three tie for 1st place, no award for 2nd or 3rd, and so on. State Finals may allow ties in other events as determined by the Sports Director.

Officials

A registered participant in an activity should not be in a "decision-making" role in that same activity in their sex and age category. A "decision-making" role is any role that could influence the outcome of the results. For example, a track participant could be in the 100m dash and officiate in any heat that is not his or her age/sex category for that event. Refer to the NCSG Sports Management & Procedures Manual and various National Governing Organizations Rules for specific guidelines regarding officials.

Equipment

Participants may use their own equipment provided the Event Manager determines it meets the official standards with the following exceptions:

- e. Game Balls for Basketball Tournament, Billiards, Bocce, Croquet, Racquetball, Softball Throw, Softball Tournament, Table Tennis and Tennis.
- f. Shuttlecocks
- g. Shuffleboard Discs
- h. Bags for Cornhole.**

N.C. SENIOR GAMES OFFICIAL RULES BOOK

ARCHERY

Equipment

1. National Archery Association (NAA) equipment rules apply to the conventional bow shooter. National Field Archery Association (NFAA) equipment rules apply to the compound bow shooter.
2. The center of the Gold on the target shall be 51.25 inches from the ground.
3. Should equipment failure occur, a 5-minute repair time is allowed the archer. The end will then be completed.
4. Field glasses or scopes are permitted for spotting arrow hits.
5. No broadheads will be permitted.

The Game

The "600" American Round will be used for State Finals competition.

1. There will be six divisions:
 - Conventional - Recurve Bare Bow
 - Conventional - Recurve w/ site
 - Conventional - Recurve w/ site and Release Aid
 - Compound - Bare Bow
 - Compound - w/ site
 - Compound - w/ site and Release Aid
2. 60 arrows will be shot as follows:
 - 20 arrows from 60 yards (4 ends of 5 arrows)
 - 20 arrows from 50 yards (4 ends of 5 arrows)
 - 20 arrows from 40 yards (4 ends of 5 arrows)
3. Each END will consist of 5 arrows and 50 seconds will be allowed for each arrow to be shot.
4. NAA Target Rules of Shooting will apply.

Scoring

1. Regulation 122 cm. (48") 5 color target face will be used. Scoring values: gold (10-9), red (8-7), blue (6-5), black (4-3), white (2-1) -- 10 ring scoring. Note: each color is divided into 2 scoring areas by a thin black line.
2. The arrow shaft must only touch the color or dividing line between scoring zones to score the higher value.
3. Winner shall be the archer(s) scoring the highest number of points in a single round of 60 arrows.
4. In case of a tie, NAA rules will apply:
 - greatest # of scoring hits
 - greatest # of 10's
 - greatest # of 9's
5. In scoring disputes or questionable arrow value, the decision of the Event Manager will be final.
6. Arrows that hit the target but bounce out will be scored as hits if confirmed by the official according to NAA rules.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

BADMINTON

Events

Singles
Doubles
Mixed Doubles

Equipment

Participants must use U. S. Badminton Association or International Badminton Federation approved equipment. Shuttlecocks must be approved, tournament grade, medium weight, nylon or feather, and either white or yellow. Yellow feather shuttlecocks will be used at State Finals.

Rules

1. All badminton matches will be conducted in accordance with U.S.A. Badminton rules.
2. Serve - Only one service is allowed to put the shuttle into play. The serve must be taken from entirely within the proper service court. **The serve must be contacted at a point below the server's waist with the racket head entirely below the hand holding the racket. The server's feet must be stationary during the serve, and no feints may be used.** The shuttle may touch the net on a serve.

Scoring System

A match consists of the best of 3 games of 21 points. The side winning a rally adds a point to its score. At 20 all, the side which gains a 2 point lead first, wins that game. At 29 all, the side scoring the 30th point, wins that game. The side winning a game serves first in the next game.

Intervals and Change of Ends

When the leading score reaches 11 points, players have a 60 second interval. A 2 minute interval between each game is allowed. In the third game, players change ends when a side scores 11 points.

Points - Singles

At the beginning of the game and when the score is even, the server serves from the right service court. When it is odd, the server serves from the left service court. If the server wins a rally, the server scores a point and then serves again from alternate service court. If the receiver wins a rally, the receiver scores a point and becomes the new server.

Points - Doubles

There is only one serve in doubles. The service passes consecutively to the players as shown in the attached diagram. At the beginning of the game and when the score is even, the server serves from the right court. When it is odd, the server serves from the left court. If the serving side wins a rally, the serving side scores a point and the same server serves again from the alternate service court. If the receiving side wins a rally, the receiving side scores a point. The receiving side becomes the new serving side. The player of the receiving side who served last stays in the same service court from where he served last. The reverse pattern applies to the receivers partner. The players do not change their respective service courts until they win a point when their side is serving. If players commit an error in the service court, the error is corrected when the mistake is discovered. *Diagram on page 10.*

N.C. SENIOR GAMES OFFICIAL RULES BOOK

In a Doubles match between A & B against C & D. A & B won the toss and decided to serve. A to serve to C. A shall be the initial server while C shall be the initial receiver.

Course of action / Explanation	Score	Service from Service Court	Server & Receiver	Winner of the rally		
	Love All	Right Service Court. Being the score of the serving side is even.	A serves to C A and C are the initial server and receiver.	A & B.	C	D
					B	A
A & B win a point. A & B will change service courts. A serves again from Left service court. C & D will stay in the same service courts.	1-0	Left Service Court. Being the score of the serving side is odd.	A serves to D	C & D.	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	1-1	Left Service Court. Being the score of the serving side is odd.	D serves to A.	A & B.	C	D
					A	B
A & B win a point and also right to serve. Nobody will change their respective service courts.	2-1	Right Service Court. Being the score of the serving side is even.	B serves to C	C & D	C	D
					A	B
C & D win a point and also right to serve. Nobody will change their respective service courts.	2-2	Right Service Court. Being the score of the serving side is even.	C serves to B	C & D	C	D
					A	B
C & D win a point. C & D will change service courts. C serves from Left service court. A & B will stay in the same service courts.	3-2	Left Service Court. Being the score of the serving side is odd.	C serves to A	A & B	D	C
					A	B
A & B win a point and also right to serve. Nobody will change their respective service courts.	3-3	Left Service Court. Being the score of the serving side is odd.	A serves to C	A & B	D	C
					A	B
A & B win a point. A & B will change service courts. A serves again from Right service court. C & D will stay in the same service courts.	4-3	Right Service Court. Being the score of the serving side is even.	A serves to D	C & D	D	C
					B	A

Note that this means

- the order of server depends on the score odd or even same as in singles.
- The service courts are changed by the servicing side only when a point is scored. In all other cases, the players continue to stay in their respective service court from where they played previous rally. This shall guarantee alternate server.

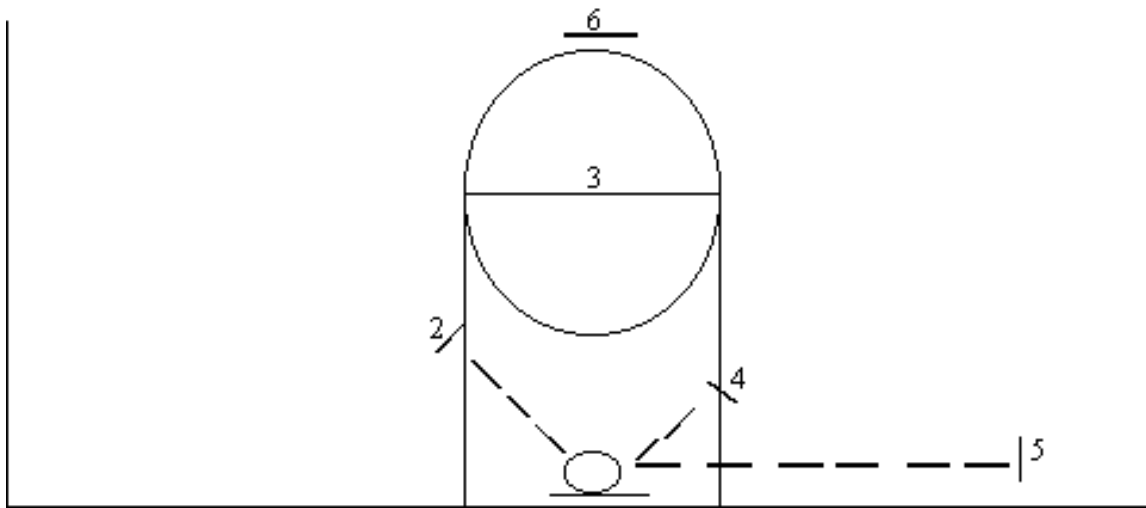
N.C. SENIOR GAMES OFFICIAL RULES BOOK

BASKETBALL SHOOTING

Court

1. The basket will be 10 feet in height.
2. The court will be designed, as in the diagram given, to accurately reflect distances from the basket to the shooting lines.
3. Measurements made for the free throw and top of the key shot are made from the backboard. All other measurements are made from the center of the basket (use a plumb line or pole to locate that point on the floor) to the inside edge of the **2-inch** tape lines.

Court Diagram



Shots

- #1 Lay up (either side)
- #2 9' shot (from the center of the basket)
- #3 free throw (15' from the backboard)
- #4 6' shot (from the center of the basket)
- #5 10' shot (from the center of the basket)
- #6 Top of Circle (19' 11" from the backboard)

Equipment

All participants may use either the men or women's regulation basketball. Participants may use their own properly inflated basketballs.

The Game

1. The players will shoot 3 shots from each of 6 designated areas of the court for a total of 18 shots (see diagram).
2. Each shooter will get 6 practice shots and 18 official shots. Participants may elect to "pass" any practice or official shot(s).
3. The referee will have the score sheet of the designated shooter and will mark it each time a shot is made or missed. The score will be totaled on the sheet to reflect the number of shots made out of the 18 official shots. The referee will announce the score after each attempt is made.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

4. The shooter must be behind the designated line (no part of his/her feet can touch on or beyond the line until the ball leaves his/her hands).
5. The lay-up may be taken from **EITHER** side of the basket (the only fault on the lay-up is a miss, and the participant may shoot from a stationary position OR moving). All other shots must be from the designated lines.

Scoring

1. The participant will receive one point for each shot that is made.
2. In case of a tie for a medal, the better score will break the tie first from line 6, then line 3, then line 5, then line 2. If the tie remains, State Finals will award tied places, but Local Games must conduct a shoot-off of a round of 6 or more shots (one from each of the 6 lines) until all ties are broken.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

BASKETBALL TOURNAMENT

The Game

Rules not covered below will be in accordance with NCAA rules.

1. Teams must be of all one sex.
2. Athletes may play on only one basketball team.
3. Played on half court by two teams of three players each, with a maximum of six (6) substitutes.
4. Playing time shall be two halves of ten (10) minutes, running time, with an intermission of five (5) minutes. In the last two minutes of the game, the clock will not be a running clock, but will stop in accordance with normal basketball rules. At State Finals, a 25 second shot clock will be used. A 25 second shot clock should be used, where available, at Local Games.
5. A tie score at the end of regulation time will result in a one (1) minute stop clock overtime period with ball possession determined by a coin flip. If still tied, subsequent one (1) minute periods are to ensue until tie is broken.
6. Two (2) timeouts are permitted per team per half (one (1) additional for entire overtime). Timeouts are thirty (30) seconds in duration.
7. Substitutions may be made after a basket, a foul shot or any stoppage of play.
8. The winner of the coin toss shall take first ball possession and the loser shall take ball possession to start the second half. Ball possession changes hands after each basket unless a foul is awarded.
9. The imaginary check line shall be the three-point line, free throw lane extended. For Males and Females, the three-point line will be 19'9". To start each half, after a score or after a foul is awarded, a player must put the ball in play from the check line. On defensive rebounds or stalls, the ball must be returned to the check line and the player in possession of the ball may maintain control and attempt to score.
10. The game shall be played using the three-point line as the "check line". The ball shall be returned to a point behind the check line after each change of possession as follows:
 - a) After a made basket and all dead ball situations, the ball shall be placed in play from the top of the key. The ball must be advanced into play by means of a pass to a teammate. The teammate receiving the pass may be in front of or behind the check line.
 - b) After a turnover or defensive rebound, the ball may be returned to any point behind the check line. The player returning the ball behind the check line shall be in possession of the ball with both feet behind the line. The penalty for failure to be in possession of the ball with both feet behind the line shall be loss of possession. The player who returns the ball behind the line may maintain possession and attempt to score.
11. Following a made basket or dead ball, the ball shall be put in play within five seconds. If the ball is not put in play within five seconds it shall be a violation, and possession shall be awarded to the defense with no change in the possession arrow.
12. A player is disqualified on his/her 5th foul. Technical fouls will be assessed in accordance with NCAA rules. The penalty for an unsportsmanlike technical foul is two free throw attempts and ball possession.
13. All common personal and technical fouls shall be counted against a team total. After the seventh team foul, a bonus shall be awarded for the remainder of the game, as set forth in #16 below.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

14. Players occupying the two inside lane spaces during foul shots will be permitted to position themselves to the farthest edge of the block nearest the end line. **Women Only:** Two defensive players, two offensive players and the shooter are permitted on the lane during a free throw. The first lane space is eliminated.
15. *Prior to the seventh team foul:* a) any common foul shall result in loss of possession for the offending team; b) any offensive foul shall result in loss of possession; c) any shooting foul with a missed basket shall result in a two shot foul along with retained possession; d) any shooting foul with a converted basket shall result in the basket being awarded along with a one shot foul and retained possession; and e) a player control foul shall result in disallowing a converted basket.
16. *After the seventh team foul:* a) any common foul shall result in a single foul shot along with retained possession for the offended team; b) any offensive foul shall result in a single foul shot which, if made, shall entitle the shooter to a second foul shot, along with retained possession for the offended team; c) any shooting foul with a missed basket shall result in a two shot foul along with retained possession; d) any shooting foul with a converted basket shall result in the basket being awarded along with a one shot foul and retained possession; and e) a player control foul shall result in disallowing a converted basket.
17. *After the tenth team foul:* a) any common foul shall result in two foul shots along with retained possession for the offended team; b) any offensive foul shall result in a two foul shot, along with retained possession for the offended team; c) any shooting foul with a missed basket shall result in two shot foul along with retained possession; d) any shooting foul with a converted basket shall result in the basket being awarded along with a one shot foul and retained possession; and e) a player control foul shall result in disallowing a converted basket.
18. During the last two (2) minutes of the second half, and any overtime period, automatic possession after foul shots does not apply (the bonus free throw rules will apply).
19. Team clothing must be of like design and color. Shirts must be numbered on front & back. If the referee determines that uniforms of two teams are too similar, one of the two teams must wear “pinnies” or vests as determined by tournament officials.

Legal Numbers for Shirts – Following is a list of recommended legal numbers, according to NCAA Rules and Regulations: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. Numbers should be *at least 6 inches high* on the back and *at least 4 inches high* on the front and *should not be less than 3/4 inch* in width.

Eligibility and Team Conduct

1. Each team must designate an eligible member of the roster to serve as the Team Captain. The Team Captain is responsible for sharing **all** information with **all** team members. The Team Captain is responsible for submitting the team roster card prior to each game to the scorer. At State Finals, the Team Captain must also attend a required Team Captain's Meeting.
2. Only bench personnel (players and a maximum of two coaches as denoted on the State Finals Team Roster Card) may occupy the “team bench” during a game. NCAA rules will govern conduct of bench personnel.
3. Individuals must enter at least one game on the local level to be eligible to participate in State Finals.
4. Teams must complete a minimum of three (3) games at the local level to qualify for State Finals. Two or more Local Games may combine for competition.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

Rule Clarifications for Officiating

1. The official will *not* administer the ball after a basket is made. The team receiving the ball is responsible for taking it behind the check line.
2. After any violation or timeout (anytime a whistle is blown), the ball should be given to the official.
3. When passing the ball in from behind the check line after a made basket, the player has the flexibility to move from side to side to pass the ball inbounds. After a violation or timeout (anytime a whistle is blown), the player may not move when inbounding the ball.
4. The player inbounding the ball has 5 seconds to advance the ball.
5. The court boundaries will be the sidelines, the baselines, and the half court line.
6. When shooting a free throw, all players except the shooter must be behind the three-point line and behind the foul line extended, except in the live rebounding situation.
7. NCAA rules will be enforced for intentional, flagrant, and hard fouls.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

BILLIARDS

Equipment

Play will take place on regulation tables, 9' x 4 1/2'; the cue may weigh a minimum of 10 oz. to a maximum weight of 25 oz.; and balls will be Regulation Billiard Balls #1 - #15 with cue ball. Players may use their personal or borrowed legal cue sticks.

Match

A match shall consist of the best 2 of 3 games, or 3 of 5 games, announced by the Event Manager prior to play.

The Game

1. Object of the Game - The game is played with a cue ball and fifteen object balls, numbered 1 through 15. One player must pocket balls of the group numbered 1 through 7 (solid colors), while the other player has 9 through 15 (stripes). The player pocketing his or her group first, and then legally pocketing the 8-ball, wins the game.
2. The Rack - The balls are racked as shown in the illustration at the end of the Billiards Rules. Except as shown, all other balls may be placed entirely at random.
3. Opening Break - The break of the first game of each match is determined by the flip of a coin and the winner of the flip has the choice of who breaks. During individual competition, on each subsequent game, the winner of the previous game gets to break. If both players agree, an official may be allowed to break. If a ball is pocketed on the break, the player who won the toss would then shoot. If no ball is pocketed, the loser of the toss would then shoot.
4. 8-Ball Pocketed on Break - In individual competition, pocketing the 8-ball constitutes a win unless there is also a scratch. Scratching on the break and pocketing the 8-ball constitutes a loss.
5. Legal Break Shot (Defined) - To execute a legal break, the shooter must shoot the cue ball from behind the headstring, the head ball must be struck first and at least 4 object balls must be driven to rails or a ball must be pocketed. The choice of group is determined when a player legally pockets an object ball **AFTER** a break shot. While the table is Open, a ball of one group may be contacted first to pocket a ball of the other group. The 8-ball may be part of such a combination if it is not the first ball contacted by the cue ball. When a player fails to make a legal break and the incoming player has the option of (1) accepting the table in position and shooting, OR (2) having the balls re-racked and having the option of shooting the opening break, OR (3) allowing the opponent to re-rack and break again, OR (4) taking the cue ball in hand and placing it anywhere on the table.

Note: When a player makes a ball(s) on the break without committing a foul, table remains open and the player continues to shoot.

6. If a player jumps an object ball or cue ball off the table on the break shot, it is a foul. A foul on a legal break will result in ball-in-hand anywhere on the table for the breaker's opponent. Pocketed balls stay down, except the 8-ball.
7. Legal Shot (Defined) - On all shots, the shooter must hit one of his/her object balls first and, (1) pocket an object ball, or (2) cause the cue ball or any object ball to contact a rail.

Note: It is legal for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, an object ball must be pocketed, OR the cue ball or any object ball must contact a rail. If a player scratches on a legal shot, the opponent's ball(s) and shooter's ball(s) will remain pocketed. Anytime a ball other than the cue ball is moved by a player's body or his cue stick while shooting, it is a foul, the official will put ball back at original spot.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

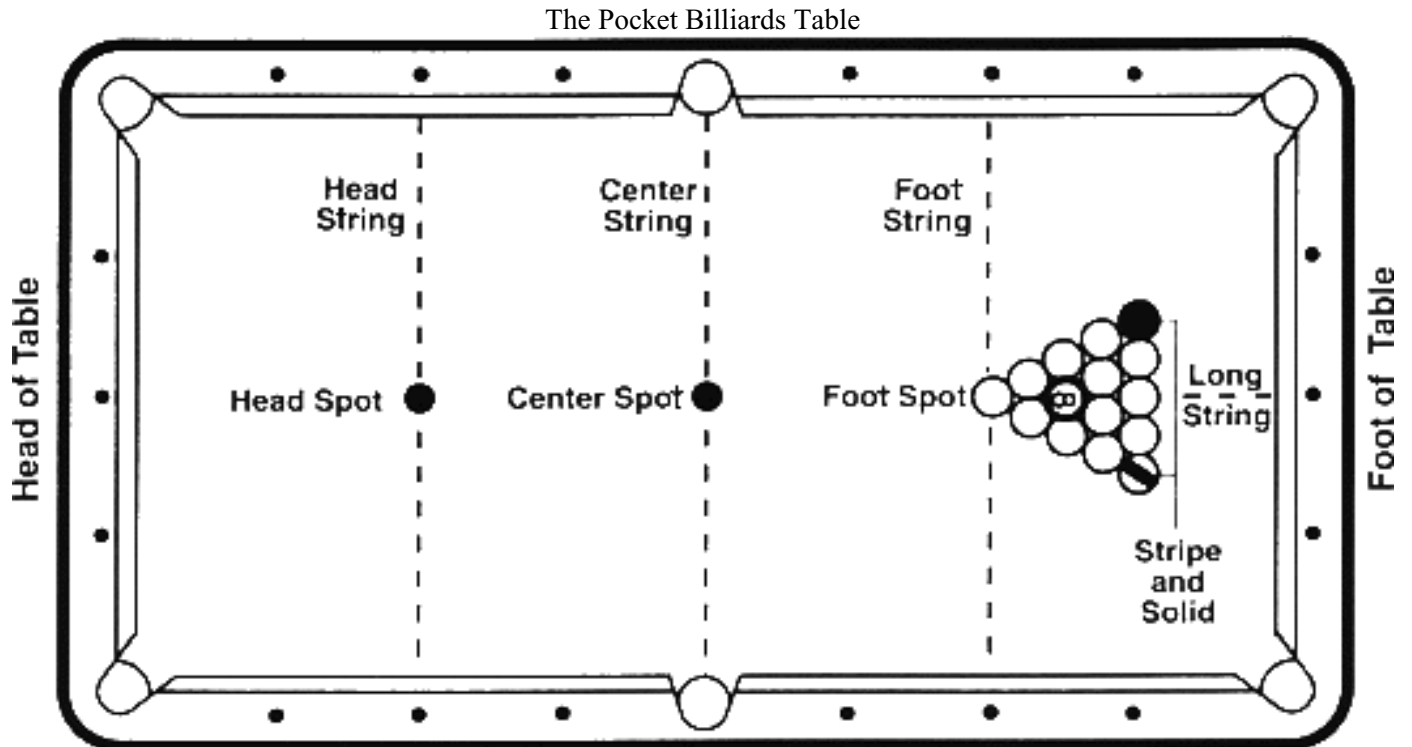
8. Scoring - A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.
9. Fouls - The following infractions result in fouls:
 - a. Failure to execute a legal shot as defined above.
 - b. A scratch shot (shooting the cue ball into a pocket) or shooting the cue ball off the table.
 - c. Shooting without at least one foot touching the floor.
 - d. Shooting a jump shot over another ball by scooping the cue stick under the cue ball is illegal.

Penalty - Cue ball in hand and placing it anywhere on the table.

10. Combination Shots - Combination shots are allowed if you hit your ball first; however, the 8-ball may not be used as a first ball in the combination. The 8-ball is not neutral.
11. It is a foul when you hit your opponent's ball first and then your ball goes in a pocket; your ball will be spotted.
12. Object Balls Jumped Off Table - If any object ball is jumped off the table, it is a miss or loss of turn, not a foul. The shooter's object ball(s) is spotted on the footspot and any of the opponent's jumped balls will be pocketed. The cue ball remains in same spot.
13. Spotting Balls - Whenever an object ball is to be spotted, the object ball is spotted on a line directly behind the spot as close to the foot spot as possible.
14. Playing the 8-Ball - When playing the 8-ball, the shooter is to call and point to the designated pocket. Shooter is responsible for making sure that the table official and opponent are aware of what pocket is being designated. Designation of the pocket that the 8 ball is to be pocketed will then be announced by the official to the competitors. If the official neglects to ask for a pocket designation, the shot will be replayed from the original positions of the balls on the table.
15. Loss of Game - A player loses the game if he/she commits any of the following infractions:
 - a. Pockets the 8-ball when it is not his/her legal object ball.
 - b. Pockets the 8-ball on the same stroke as the last of his/her group of balls.
 - c. Scratches when the 8-ball is his/her legal object ball.
 - d. Pockets the 8-ball out of turn or jumps the 8-ball off the table at any time.
 - e. Pockets the 8-ball in a pocket other than the one designated.
 - f. Fouls the cue ball and then pockets the 8-ball.
16. Time Limit - The Event Manager may impose the Time Limit Rule PRIOR to the beginning of play. This is not required. If the Event Manager chooses to impose the Time Limit Rule, games will not last over 15 minutes, **except for medal matches**. The Time Limit Rule will extend to 25 minutes in medal matches. The player with the most balls pocketed at the end of the Time Limit will be declared the winner. In non-medal matches tied at the end of 15 minutes, all balls will be removed except the 8-ball. In medal matches tied at the end of 25 minutes, all balls will be removed except the 8-ball. The 8-ball is spotted and the cue ball is shot from behind the headstring. First shot will be determined by a coin toss. The winner of the coin toss may then choose to shoot at the 8 ball or have the opponent shoot.
17. No Coaching - Spectators on the sidelines are not allowed to advise or coach a player during competition. If after asking a spectator not to coach, and he/she continues to do so, the referee should have the spectator leave the tournament area.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

18. The use of electric headgear, other than hearing aids, are not permitted. Use of cell phones or headphones is prohibited. Cell phones may be on the belt or in a pocket, but may not be accessed for conversation or messages during a match. All ringers and audible notification tones must be turned off while in the facility. Emergency communication is permitted at any time.
19. A player shall not physically or verbally interfere with the play of an opponent. Such interference may result in a warning or disqualification by the official, and the player will be allowed to take the shot over as determined by the official. The balls will be placed as close to the original position as possible.



N.C. SENIOR GAMES OFFICIAL RULES BOOK

BOCCE

Event

Singles

Equipment

A set of bocce balls consists of eight large bocce balls, four balls each of two different colors, and a smaller pallino. Ball sizes may be from 107 mm (4.20") to 110 mm (4.33") and the pallino may be from 48 mm (1.875") to 63 mm (2.5").

Playing Surface

The playing surface shall be reasonably flat and level and may consist of packed dirt, fine gravel, artificial surface or short grass.

Court Dimensions

Court dimensions may range from 60' to 95' long and 12' to 15' wide. The recommended size is 60' long and 12' wide. The foul line range is 4' to 10', relative to the total length of the court.

Rules

The following rules will apply, revised from the Bocce Standards Association.

Coaching

Spectators on the sidelines are not allowed to advise or coach a player during competition. Only participants of the match in progress and officials are allowed on the courts. If the referee requests a spectator not to coach or to stay off the courts, the spectator shall leave the match area if he/she does not comply. Someone may pick up balls for a competitor, but not provide advice or instruction.

Coin Toss

1. Begin the match with the flip of a coin between the two players. The winner of the coin flip has the first toss of the pallino and chooses the color of the balls he/she will play.
2. In subsequent games, the winner of the last game throws the pallino to start the next game.

Pallino Throw

1. The pallino is the first ball put into play and is thrown underhand from behind the foul line. The pallino may be bounced off the sideboards. The pallino may not cross the center line in the air.
2. The pallino must end up on or across the center line and at least 12 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this, the throw goes to the other player. Pallino toss attempts will then alternate until a legal pallino toss is made.
3. If a player throws the pallino and/or the first ball out of turn, the balls are returned and the frame starts over.
4. Once the pallino is in play, the pallino may be knocked anywhere on the court except back over the center line or out of the court (If this happens, the frame ends, play resumes at opposite end, and the same player throws the pallino).

N.C. SENIOR GAMES OFFICIAL RULES BOOK

Bocce Ball Throws

1. The pallino thrower with a legal throw always throws the first bocce ball. All balls are thrown underhand. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the player throws again until a ball is in play.
2. All bocce balls are thrown from behind the foul line. Foul Line rules apply (see below).
3. Each subsequent ball is thrown by the player who does NOT have a ball closest to the pallino. If a player's ball ties the opponent's closest ball, he/she must throw again. The "IN" player (player with the closest ball to the pallino) only throws if the opponent has thrown all 4 balls, and may then throw all remaining balls. Note: Participants may not leave the throwing area to look at balls during an inning.
4. Balls may be bounced off or played against the sideboards.
5. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play. Standard Penalties apply. (see below).
6. If a player throws the wrong color ball, it is replaced with a correct color ball after the ball comes to rest (see below).
7. If a player's legally thrown ball is interfered with while moving by someone or something not on the playing surface before the throw, the ball is returned to be thrown again. If possible, any balls moved by the throw are reset to their approximate original position.
8. If a player's legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player or referee before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is sufficiently moved that the approximate original position can not be determined, the offended player has the option to leave the balls as they lay or replay the frame.
9. If a player moves his or her own ball from its resting position (accidentally or intentionally), the ball is removed from play. Standard Penalties apply (see below).
10. The referee, when making measurements, should press and rotate balls and the pallino before measuring to mark their original position on the court surface. If a ball or pallino is accidentally moved while measuring, it is replaced to its original marked position.
11. A bocce ball that goes out of the court, for any reason, is a dead ball and is removed from play for that frame.
12. Volo shooting (lofting the ball in the air beyond center line of the court) is not permitted.
13. If a player throws out of turn, all balls are placed back in their original position. If not possible, the inning starts over.

Foul Lines:

1. Foul lines must be clearly indicated by marks or posts at the sideboard or a chalk line for foul line violations to be officially called and penalties applied.
2. Players may step ON but NOT OVER the foul line before releasing the pallino or a bocce ball. The toe of the foot may not exceed the width of the foul line.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

3. If a player steps beyond the foul line before releasing a ball (bocce or pallino), one warning will be given per game. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. Standard Penalties apply.

Standard Penalties:

1. For the violation of any rule that requires the removal of a bocce ball from play, that ball is immediately removed from play until that frame has been completed. The violation must be called and the ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.
2. If possible, any balls moved because of the action of the violation ball are reset to their approximate original position.

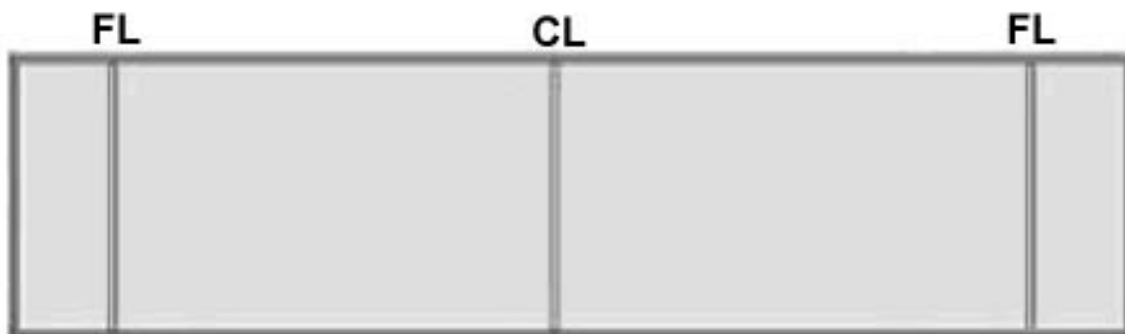
Scoring:

1. Matches may consist of a single game or 2 out of 3 games.
2. Each game is divided into a maximum of 6 frames **OR** first person to score 9 points, whichever comes first. If the score is tied after 6 frames, one additional frame will be played. In inclement weather, game score can be reduced to a maximum of 4 frames or 6 points at the discretion of the Event Director.
3. The official score for a frame is determined after all 8 balls have been played and measured to the players' satisfaction. One point is awarded for each ball of the closest player that is closer to the pallino than the opponent's closest ball (1 to 4 points).
4. The player who scores in the last frame throws the pallino in the next frame and play continues as above.
5. If each player's closest balls are tied, no score is made and play continues at the opposite end with the player scoring the point(s) in the previous frame delivering the pallino.

Local Rules

1. Specific local "ground rules" may be added for local conditions relative to safety, behaviors, equipment use, court grooming, noise, footwear, attire, etc. These rules should be announced or posted.

Diagram:



CL = Center Line FL = Foul Line
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For the construction of courts, please refer to the Bocce Standards Association web page: www.boccestandardsassociation.org and click on "Court Standards."

BOWLING

Events

Singles
Doubles
Mixed Doubles

Equipment

United State Bowling Congress approved equipment must be used by participants.

Officials

A scorer may be used for each pair of lanes. The Tournament Director will make rulings when needed. When using automatic scoring, officials should be provided to monitor scoring, one for every 6-8 lanes.

The Game

1. United State Bowling Congress rules will govern this event. Best total pinfall will determine the winners in all events (except in Doubles where both persons must score to win). Three games will be scheduled per event.
2. Doubles: Same sex pairs may compete in Doubles. Opposite-sex pairs may compete in Mixed Doubles. In both events, both bowlers' scores are combined for a team score for three games. Total pins determine the winners.

Tied Scores

Ties for the first three (3) places must be broken. When ties occur in Singles, the bowler with the highest single game score wins the higher place. In Doubles, the team with the highest combined game score wins the higher place. If the tie still stands, three frames are bowled to break the tie (and additional frames as necessary in a "sudden-death" manner with each bowler completing each frame).

Note:

Handicap competition may also be conducted and awards presented in Local Games. However, qualification for State Finals must be based upon *scratch score* medal winners only.

CORNHOLE

Events:

Singles

Equipment and Distance:

Boards shall be 24" x 48". The hole shall be 6" in diameter, centered 9" from the top of the board and 12" from each side edge. The front of the board is 3"-4" from bottom to top. The back of the board is 12" from bottom to top. The angle of the back legs of the board to the board should be approximately 109 degrees. The playing surface should be finish-sanded to a smooth texture. There should be no blemishes in the surface that might disrupt or distort play. The playing surface can be painted with a high gloss latex paint or varnish. The surface should allow bags to slide when thrown, but not so slippery that bags slide back down the platform. There shall be 8 bags; 4 each of two different colors. The bags shall be 6" x 6" square and weigh 1 pound each and the preferred (not required) filling is corn. A canvas like durable material is recommended.

For Men 70+ and all Women, the boards shall be measured to be 20' apart (front of board to front of board). For Men 55-69 the boards shall be measured to be 24' apart (front of board to front of board).

The Game

1. Matches will be best 2 out of 3 games.
2. Each game is divided into a maximum of 7 frames **OR** first person to score 21 points, whichever comes first. If the score is tied after 7 frames, one additional frame will be played to determine game winner.
3. The choice of throwing side and choice of who throws first will be determined by a single coin toss. Throwing side choice will alternate at the start of the second game. If the match goes to a third game, throwing side choice and who throws first will be determined by another single coin flip. The person who wins the round will have honors, and throw in the subsequent round. The person who wins the game, will have honors, and throw first in the subsequent game.

Scoring

1 point per bag on board

3 points per bag in hole

Note: Bag cancellation method will apply. Example: If both players have 1 bag each in the hole, zero points are awarded for those 2 bags. If one player has 1 bag in the hole and the other individual has 1 bag on the board, 2 point will be awarded to the player with the bag in the hole.

A bag that comes into contact with the ground before the board is not a legal throw and will be removed from play and point consideration. A bag that is touching the ground while also sitting on the board will also be removed from play and point consideration. A bag must completely clear the hole to be in the hole. A bag hanging partially in the hole is a bag on board, not in the hole.

Fouls

1. Thrower stepping over the plane of the front of the board extended.
2. Thrower throwing out of turn.
3. When alternating turns, a player tosses his/her bag before the previously thrown bag comes to rest on the board.

Penalty for Fouls

One Foul: Warning and bags are returned to the thrower for re-throw.

Fouls after warning: Loss of turn, bag is removed from round.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

A. Rules

1. The order of play is determined by the sequence of the colors on the starting post from the top down. Colors are selected by drawing lots or coin toss.
2. The tour of the ball must go through wickets 1-7, strike the turning post, then return through wickets 7, 6, 8, 4, 9, 2, 1 (in proper sequence and direction), then strike the starting post to finish. The ball must pass **completely** through each wicket in the proper sequence and direction.
3. To start play, the ball is placed one-third the distance from the post to wicket #1, (28 inches) in a direct line with the post and the wicket.
4. The ball must be struck, not pushed, with the face of the mallet. It must also be a clean hit. If a ball is pushed or the mallet hits the ball more than once, all balls are returned to their original positions and that stroke is lost.
5. A stroke is counted if there is **any** contact of the mallet on the ball, even if there is no movement of the ball or if it rolls back to its original position. A swing and miss **does not** count as a stroke.
6. The wicket **may not** be touched by the mallet in playing the ball. If it is touched, all balls are returned to original positions and the stroke is lost.
7. The turning post **may** be touched or struck when playing the ball.
8. If a player plays out of turn or plays the wrong ball, all balls are returned to their original positions and the player loses his/her turn. Accidental mallet contact of an opponent's ball is considered "incidental contact," and no penalty is incurred. The opponent's ball is returned to its original position.

A player may forfeit the game at any time. If a player forfeits at the beginning of his/her turn, the player's ball is removed immediately from play for the rest of the game. If a player forfeits at any other time, the player's ball will remain on the field and in play until the beginning of that player's next turn at which time the forfeited player's ball will be removed from play for the rest of the game.
9. One (1) stroke is awarded for passing through each wicket in the correct sequence and direction. Two (2) strokes are awarded for passing through any 2 wickets in the correct sequence and direction in one (1) stroke.
10. One (1) stroke is awarded for striking the turning post in proper sequence, and must be taken from where the ball comes to rest or on the boundary line where it goes out of bounds.
11. No more than **two** (2) strokes may be accumulated at any one time. Passing through a wicket, hitting the turning post, or roqueting an opponent's ball cancels out all accumulated strokes.
12. If a player's ball passes **completely** through a wicket or strikes the turning post, in proper sequence and direction, as a result of being struck by another player's ball, credit for the wicket or post is given, but no strokes are awarded.
13. After roqueting an eligible ball, you **MUST** pick up **YOUR** ball and either place it one (1) mallet's head away from or against the roqueted ball. Picking up the wrong ball or contacting the ball with the mallet prior to placing it is an infraction. If there is an infraction following the roquet, the balls are placed as they were previous to the infraction, and the player loses his/her turn. The player is still dead on the roqueted ball.
14. A player **MUST** have legally passed through the first wicket in order to receive the award for a roquet (see Terms above). The opponent's ball **does not** have to pass through the first wicket to be roqueted.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

15. A player may not roquet the same ball a second time until he/she has legally passed through the next wicket or struck the turning post. The player is said to be “dead” on the ball he/she has roqueted.
16. Striking the ball that one is “dead” on is legal play, but there are no strokes awarded and all balls remain as they come to rest. Passing through a wicket or striking a post after such contact is legal and that player becomes “clear” on all opponent’s balls.
17. When a ball passes out of bounds, it is placed on the boundary line where it went out. If a ball is knocked out of bounds as the result of being roqueted, the roqueted ball is placed on the boundary line where it went out. The player receiving the award for the roquet plays the roqueted ball from where it has been placed on the boundary line. For a roqueted ball that has gone out of bounds and placed on the boundary line, the player playing the roquet may place their ball any where around the opponents ball for croquet or a roquet-croquet. If the player chooses to place their ball a mallet's head distance away from the roquet ball, they must do so on the boundary line or inside the boundary line.
18. When placing a ball following a roquet, a player may tap his/her own ball to firm its position. A player may **not** tap the opponent’s ball or strike his/her ball so hard as to damage the playing surface. The penalty for an infraction is loss of all accumulated strokes. The balls are left as they were placed following the roquet.
19. The only time a player is allowed to touch an opponent’s ball is when measuring a mallet’s head distance after a roquet and when executing a croquet or roquet-croquet.

B. Rule Combinations

1. If more than one opponent’s ball is roqueted in one stroke, the roquet is counted and played from the first “non-dead” ball struck.
2. If on one stroke a player’s ball completely passes through his/her next wicket in the proper sequence and direction and in the process strikes a bridged ball or a ball on the other side of the wicket that is less than a ball's width away from the wicket, the player receives the award of one (1) stroke for passing through the wicket and the player is no longer dead on any ball.
3. If on one stroke a player's ball passes completely through his/her next wicket in the proper sequence and direction and then roquets an opponent's ball, the player receives credit for the wicket and gets the award for the roquet, limited to 2 strokes total.
4. If a player's ball passes completely through his/her next wicket in the proper sequence and direction after roqueting an opponent's ball (which is not dead and does not pass through the wicket) the wicket does not count. The player gets the award for the roquet because the roquet happened first.
5. If an opponent's ball is roqueted and both balls pass completely through the player's next wicket in the proper sequence and direction, the player is awarded one (1) stroke for passing through the wicket, and the player is no longer dead on any ball.
6. If a player roquet-croquets and that player's ball passes completely through the player's next wicket in the proper sequence and direction, the player gets the award of one (1) stroke for passing through the wicket and the player is no longer dead on any ball.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

CYCLING

Events

1 Mile
5K
10K

Equipment

1. Participants shall provide their own bicycles. The bicycles will be non-motorized, with no device to reduce resistance, except that spoke covers may be used.
2. Spare tires and/or parts may be used; however, spare bicycles will not be used.
3. All riders must wear a protective helmet that is properly secured and approved by race officials.
4. Shirts or jerseys must be worn in all races and shall cover the shoulders.
5. All cyclists are responsible for the operation and mechanical safety of their bicycles.

Rules

Rules not covered below will be in accordance with U.S. Cycling Federation rules.

1. Depending upon the number of participants and quality of competition, the races may be either conducted on a track, or comparable area, where all participants can be monitored by the officials at all times, or on a specifically designated and measured loop course, with careful consideration given to all safety concerns.
2. Individual Time Trial
 - a. Courses may be out-and-back, around a circuit, or one way.
 - b. Starting order may be chosen by random selection, by numeric order, or by seeding (normally fastest last).
 - c. Starting times shall be equal intervals, normally one minute.
 - d. The rider shall report to the starter at least three minutes before his or her scheduled starting time and shall start at the scheduled time.
 - e. On an out-and-back course, riders shall stay to the right of the centerline at all times.
 - f. No rider shall take pace behind another rider closer than 25 meters (80 feet) ahead or 2 meters (7 feet) to the side.
3. Track Racing
 - a. The rider shall report to the starter at least three minutes before his or her scheduled starting time and shall start at the scheduled time.
 - b. Leaders must occupy the inside area of the track

N.C. SENIOR GAMES OFFICIAL RULES BOOK

- c. A competitor overtaking another must pass on the outside unless the rider ahead is NOT on the inside lanes of the track. A rider who passes another must not in any way impede the progress of the passed rider.
- d. In the homestretch on the last lap, the leader(s) must ride a straight line parallel to the edge of the track.
- e. When a rider has a crash that does not present a danger to the other riders, the race will not be neutralized. In case of a crash that causes a hazard to the other riders, the race may be neutralized by the starter. While the race is neutralized, all riders must ride slowly around the outside lanes of the track, maintaining their relative positions. Resumption of racing will be signaled by the starter when it becomes safe.

Scoring

1. One Mile Race

- a. Winners will be determined by the order in which they cross the finish line in each age/sex group for track races, or by fastest recorded time for individual time trials.
- b. Should heats be necessary for events run on the track, times will be taken to determine winners by age groups.

2. 5K and 10K Races

- a. Maximum safe allowable numbers per heat will be determined by the Event Manager (depending on size of track or raceway).
- b. For races run on the track, participants will be grouped in men's and women's divisions by age when possible. However, it is acceptable to combine sexes and/or age groups.
- c. Winners will be determined by the order in which they cross the finish lines in each age/sex group for track races, or by fastest recorded time for individual time trials.

- 3. Appropriate ground rules may be imposed, with specific time penalties, for course infractions (cutting inside designated course markings, drafting when not allowed, etc.). These penalties must be determined and made known to participants prior to the start of the race.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

FIELD EVENTS

Events

Discus Throw
Shot Put
Running Long Jump
Standing Long Jump

Facilities

USA Track and Field specifications are required for the *Discus Throw* and *Shot Put* circles. The *Standing Long Jump* should be taken from behind a two-inch line at the end of a Long Jump runway and land in the pit. The *Running Long Jump* requires a runway and a white take-off board 20 cm (8 inches) wide. For safety, the take-off board may be marked with white adhesive tape or paint within a meter of the landing pit (avoid enamel paint or any other slick surface). The landing pit must be level with the runway and consist of soft sand.

Equipment

<u>Sex/Age Group</u>	<u>Shot*</u>	<u>Discus</u>
Male 55-59	6 Kg	1.5 Kg**
Male 60-69	5 Kg	1.0 Kg
Male 70+	4 Kg	1.0 Kg
Male 80+ & Female 55-74	3 Kg	1.0 Kg
Female 75-79	2 Kg	.75 Kg

* The maximum diameter for all shots shall be 130mm for men and 110mm for women.

** Local Games may use the 1.6 Kg discus for Male 55-59, but must use the same weight for all competitors in the age group.

Rules

1. Each participant shall be given three attempts. However, a participant may choose to waive that right and stand on one or two performances.
2. An infraction or scratch disqualifies that attempt only.
3. **Discus Throw and Shot Put:**
 - a. The competitor may touch the inside of the iron band or stop-board, but may NOT touch the top of the circle or stop-board or the ground outside the circle until the discus or shot has landed.
 - b. The competitor may interrupt a trial once started, if no foul has been committed, and leave the circle from the rear half.
 - c. The competitor may not leave the circle until the shot or discus has LANDED, and then must leave from the rear half of the circle.
 - d. The shot must be put from the shoulder with one hand only; in preparation the shot must touch or be in close proximity to the neck or chin and SHALL NOT drop below this position in putting. The shot may not at any time be brought BEHIND the line of the SHOULDERS.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

4. Running Long Jump

- a. The following are fouls and count as trials:
 1. Touching the ground or runway beyond the take-off board or take-off board extended with any part of the body, during an approach, whether jumping or not.
 2. Taking off from either side of the take-off board.
 3. Touching the ground outside the landing area nearer the take-off board than the nearest break in the sand.
 4. When leaving the landing area, making first contact with the ground outside the pit closer to the take-off board than the nearest break made in the sand.
 5. Employing any form of somersaulting prior to contact in the landing area.

5. Standing Long Jump

- a. The jumper must take a two-foot take-off from behind the restraining line.
- b. No run or approach is allowed.

Note: Shoes are required to participate in Running Long Jump and Standing Long Jump.

Measurement

1. Shot and Discus - from the nearest mark made by the object to the inside circumference of the circle along a line from the mark to the center of the circle.
2. Standing Long Jump - from the edge of the restraining line farthest from the landing pit, perpendicular to the line, to the nearest break in the sand caused by ANY PART of the jumper's body.
3. Running Long Jump - from the edge of the take-off board nearest the landing pit or that line extended, perpendicular to the nearest break in the sand caused by any part of the jumper's body.
4. All distances shall be recorded to the nearest 1/4" BELOW the distance covered.

Scoring

Winners will be determined by best distances performed. In case of ties, the second-best performance, then third best will be used to break the tie.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

FOOTBALL THROW

Equipment

1. The target will be a circular opening, 30 inches in diameter, in a plywood board or ring with the **center** 6 feet off the ground. The plane of the target shall be perpendicular or near perpendicular to the ground.
2. Intermediate-size or high school footballs may be used.
Intermediate = 12-14 oz., 10-11 in. long, 19-20 in. short circumference.
High school = 14-15 oz., 10 7/8 - 11 7/16 in. long, 20 3/4 - 21 1/4 in. short circumference.

The Game

1. The objective of the game is to get the football through a round target 30-inches in diameter.
2. Two warm-up or practice throws will be allowed at each distance.
3. Each participant will make five throws from the following distances:

Male 55-69	10 yds. and 15 yds.
Male 70 and over	5 yds. and 10 yds.
Females	5 yds. and 7.5 yds.
4. There must be at least 10 feet of space behind the restraining line for the thrower's approach. It is a scratch on a throw if the participant touches the ground on or beyond the restraining line during the throw or follow-through. The follow-through is considered completed when, in the judgement of the official, the participant has regained balance and stopped all forward momentum. A scratch counts as a throw and scores no points.
5. The objective of the event is to score the highest possible number of points.
6. Participants must be provided an opportunity to practice prior to competition.

Scoring

1. TWENTY points will be awarded for each successful throw from the GREATER distance, and TEN points for each from the LESSER distance.
2. In case of a tie, the higher score at the greater distance will be used first to break the tie. If the tie remains, the 10th and final shot will determine the winner. If the tie remains, the last shot made of the remaining 9 shots will determine the winner. If the tie remains, State Finals will award the tie. Local Games MUST conduct a tiebreaker of five additional throws from the farthest distance to break the tie.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

GOLF

Equipment

United States Golf Association (USGA) approved equipment must be used.

Range Finders will be permitted for site and distance only.

The Game

Rules not covered below will be in accordance with United States Golf Association and local course rules.

Only participants are allowed to ride on the golf carts. Coaching or advising is not allowed during the progress of the tournament. At State Finals, spectators are not allowed on the course.

Scoring

Winners will be determined by low gross scores. Ties must be broken. Lowest score on holes 10-18 will determine the winner. If the tie remains, lowest score on holes 13-18 will determine the winner. If the tie remains, the lowest score on holes 16-18 will determine the winner. If the tie remains, lowest score on 18 will determine the winner. If the tie still remains, the winner is the low scorer on the #1 handicap hole. If the tie remains, the low scorer on the #2 handicap hole, then #3, etc., will be used to break the tie.

Pace of Play

USGA Rules regarding pace of play will be observed.

State Finals Qualification:

In Local Games, Handicap competition may also be conducted with additional awards presented in Local Games. However, a participant must finish 1, 2 or 3 **and** meet the following minimum performance standards to qualify in Golf for State Finals: Qualifiers will be determined by 18-hole for golfers ages 89 and under. Qualifiers for ages 90 and above will be determined by 9-hole score.

Golf Minimum Performance Standards for 18 Hole Round

Male:	55-59	(88)	Female:	55-59	(97)
	60-64	(91)		60-64	(99)
	65-69	(93)		65-69	(102)
	70-74	(95)		70-74	(105)
	75-79	(99)		75-79	(109)
	80-84	(103)		80-84	(113)
	85-89	(108)		85-89	(118)
	90+ (9 hole)	(57)		90+ (9 hole)	(61)

HORSESHOES

Court

1. Two stakes made of cold rolled steel thirty inches long and one inch in diameter should be placed forty feet apart (thirty feet apart for courts for women and men 70 and over). The stakes should protrude fifteen inches above the ground (pit surface) and have a three (3) inch incline toward each other.
2. Each stake should be placed in the center of an area 6 feet square call the "pitcher's box." In the center of the pitcher's box is the "pit" which is the area 31 to 36 inches wide and 43 to 72 inches long filled with clay, sand, dirt or a synthetic composition. This surface shall be a minimum of four inches deep; 8 inches deep is recommended. Note: surfaces in pit should deter bouncing or rolling.
3. The two hard-surfaced areas flanking the pit and occupying the remainder of the pitcher's box are the "pitching platforms." Each platform is eighteen 18 to 20½ inches wide and a minimum of six (6') feet long, extending three feet in front of the stake and may extend farther to accommodate shorter pitching distances.
4. There should be a two (2) inch foul line chalked or painted three feet in front of each stake. On forty (40') feet courts, foul lines for women 55-74 and men 70 and over should be marked ten (10') feet from the men's foul line. Women 75+ will pitch from behind a twenty (20') foot line.

For the construction of courts, please refer to the National Horseshoe Pitchers Association of America web page: www.horseshoepitching.com and click on "Court Construction."

Equipment

Official Shoe: Where measurements are maximum, there is no minimum. A shoe shall be made of metal and not exceed 7 1/4 inches in width, 7 5/8 inches in length, and shall not weigh more than two pounds ten ounces. On a parallel line 3/4 of an inch from a straight edge touching the points of the open end of a shoe, the opening shall not exceed 3 1/2 inches.

The Game

1. All matches are to be conducted in accordance with the National Horseshoe Pitchers Association Rules except where NCSG rules differ.
2. The pitching distance for men 55-69 is 40 feet from the bottom of the stakes where they merge from the ground, with the foul line 3 feet in front of the stake. Pitching distance for men 70 and over and women 55-74 is 30 feet, with the foul line 3 feet in front of each stake. When men 70 and over and women 55-74 play on a 40' court, foul lines shall be marked 10 feet in front of the men's foul line. Men 70 and over and women 55-74 may pitch from either distance or anywhere between the two lines. Women 75 and over may pitch 20 feet from the 40' court foul line.
3. In pitching the shoe, the pitcher must stand on the pitcher's platform on either side of the stake. Participants pitching from the shorter distance should also stand in what would be the pitching platform extended area if the platform surfaces are not available.
4. In delivering a shoe, the pitcher must not touch or exceed the foul line before the shoe has left the hand. This offense is considered a "foul shoe" by the referee and the shoe is to be removed from counting distance.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

5. Foul Shoes
 - a. Any shoe pitched by a participant which lands outside the pit area of the opposite pitching box is a foul shoe. Any shoe that lands in foul territory but hits the backstop or any other object that deflects the shoe back into the pit shall be declared a foul shoe.
 - b. Foul shoes shall be removed at the request of the opponent with the exception of a foot fault (covered in item 4 above).
 - c. If a shoe lands in fair territory and breaks then it shall be removed and another pitch will be allowed for that player.
 - d. A foul shoe is not scored, but is counted.
6. All measurements to determine points shall be made by the referee with a straight edge.
7. Choice of Pitch:
 - a. Choice of first pitch is determined by a coin toss or a flipped-up shoe. In successive games, the loser shall have the choice.
 - b. During match play, the player who scores begins the next inning. In case of a tie, the player who pitched last, pitches first the next inning.
 - c. A coin toss or flipped-up shoe decides who goes first in extra innings.
8. Participants are not to talk or move or do anything that may distract the opponent while in pitching position. Such an offense results in loss of scoring for the offender in that inning.
9. Participants are not to touch the shoes until a decision is made and points awarded by the referee. Such an offense results in the loss of points for the offender in that inning.
10. Participants shall not walk to the opposite stake or be informed of the position of shoes prior to the completion of an inning. Result: Loss of score for the offender.
11. A player, while not pitching, must remain on the opposite side of the stake from the player who is pitching and to the rear quarter of the pitcher's platform. If standing in back of the pitching platform, the toes of one foot must be touching that platform.

Scoring

1. The official scoring method will be the cancellation system.
2. A shoe must be within six inches of the stake to score.
3. Closest shoe to the stake scores 1 point.
4. Two shoes closer than the opponents scores 2 points.
5. One ringer scores 3 points.
6. Two ringers score 6 points.
7. One ringer and closest shoe of the same player scores 4 points.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

8. A player having two ringers to opponent's one ringer scores 3 points.
9. All equals count as ties. If each player has a shoe touching the stake or equal distance from the stake, then the closer of the other two shoes will be scored as one point, if within six inches from the stake.
10. If each player has a ringer, then the next closest shoe will score one point, if within six inches of the stake.
11. A leaning shoe has no value over one touching the stake.
12. Points will be awarded according to the position of the shoes at the completion of an inning.
13. Definition of a ringer: A ringer is declared when a shoe encircles the stake enough to allow the touching of both heel caulks with a straight edge, and permit a clearance of the stake.
14. When calling the score to the visual scorer, the referee should first call the name of the player scoring and then the score. In case of a tie, the referee should call "no score."
15. Score calling method:
 - No score 4 shoes - called as no score
 - 1 point - called as one point
 - 2 points - called as two points
 - 1 ringer - called as one ringer three points
 - 1 ringer, 1 point - called as one ringer four points
 - 2 ringers, 6 points - called as two ringers six points
 - 1 ringer each, no score - called as one ringer each no score
 - 1 ringer each, 1 point - called as one ringer each one point
 - 3 ringers, 3 points - called as three ringers three points
 - 2 ringers each, no score - called as two ringers each no score
16. Ringers should be recorded so that a player's ringer percentage may be tallied even if it was cancelled by an opponent.

Match Play

1. A match may consist of one game, the best of three games, or the best of five games.
2. Each game is divided into 10 innings and each inning constitutes the pitching of two shoes by each player.
3. Each game consists of 20 shoes (10 innings) or the first player to reach 21 points, whichever comes first. Example: If a player reaches 21 points after 10 shoes (5 innings) then the game is officially completed.
4. In case of a tie after each player has pitched 20 horseshoes: a two inning tie-breaker shall be played, using the same method of play that was used in the game. In the event of another tie, the same process shall be repeated and this procedure shall continue until the tie is broken.
5. Two matches may be conducted on the same court with one match played at each end. Players at the same end are competitors. Players should switch ends of the court after 10 shoes (5 innings) but should otherwise remain at the same end with their opponent throughout the game/match.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

RACE WALKING

Events

1500 Meter
5K

Rules

Rules not covered below will be in accordance with USA Track and Field rules.

1. The race shall be conducted on a track, or comparable area, where participants can be seen by judges at all times, and the safety of the participants is paramount.
2. Race Walking is a progression of steps taken so that unbroken contact with the ground is maintained.
3. These rapid steps must meet the rules for Race Walking which are as follows:
 - a. One foot must be on the ground at all times. This means that the lead foot must be in contact with the ground before the back foot can leave the ground.
 - b. The leg must be in a straightened position upon contact with the ground and remain straight until the body passes over it.
4. When, in the opinion of three judges, a competitor's mode of progression fails to comply with the definition of Race Walking, the competitor shall be disqualified and informed of the disqualification by the Chief Judge.
 - a. Each judge may caution an offending competitor, but the walker is not entitled to a second caution for the same reason.
 - b. Each judge's proposal for disqualification is called a warning. To disqualify a competitor requires a total of three warnings (disqualification cards) from at least three different judges.
 - c. Normally, an attempt will be made to provide a competitor a caution when the competitor is close to being in violation. It is possible that a competitor who is in clear violation may not receive any type of notification.
5. The following infractions of the rules will lead to a warning and/or eventual disqualification of an athlete during competition:
 - a. Warnings/Disqualification calls to be made only by Race Walk Judges.
 1. *Loss of Contact* - When a walker does not have continuous contact with the ground.
 2. *Bent Knee* - When a walker fails to straighten the leg from the point of contact until the body passes over the leg.
 - b. Calls that can be made by any assigned official. These disqualifications do not require three calls.
 1. *Encroachment* - If a walker makes physical contact with a competitor impeding progress.
 2. *Interference* - Crossing into a competitor's path if the action, in the opinion of the judges, causes the competitor to have to change speed or pace.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

6. Disqualification may be given immediately after the competitor has finished, if it is impractical to inform the competitor of the disqualification during the race.
 - a. A white sign with the symbol of the offense on each side, may be shown to the competitor, when a warning is given. A red sign symbolizes the disqualification of the competitor. The latter may only be used by the Chief Judge after being notified that a competitor has received three disqualifications from three different judges.
 - b. A competitor who is disqualified must immediately leave the track or course.
7. Race Walkers must wear attire that leaves the knees exposed or enables the judges to see knee extension.
8. If deemed appropriate by the Track Referee, a visually impaired competitor may be allowed assistance that does not give an advantage over other walkers.
9. If provided, numbers should be worn on the competitor's front and back.
10. Except as provided in road races and in long distance walking events, during the progress of an event a competitor who shall receive any assistance whatsoever from any other person may be disqualified by the Referee. "Assistance" is the conveying of advice, information or direct help to an athlete by any means, including a technical device. It also includes pacing in running or walking events by persons not participating in the event, by competitors lapped or about to be lapped, or by any kind of technical device. It does not mean participation of an officially designated pacesetter in the race.

Note 1: Pacesetting by a person entered in an event for that purpose is permitted.

Note 2: Competitors may carry or wear articles of personal equipment such as wrist chronometers and heart rate monitors.

Scoring

All competition will be judged by best time in each age/sex group.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

RACQUETBALL

Events

Singles

Equipment

1. Participants must use United States Racquetball Association approved equipment, as well as adhere to local facility regulations.
2. No dark-soled shoes may be worn on the court floor. The clothing may be of any color; however, a player may be required to change wet or extremely loose garments.
3. Wrist cords and eye guards or shatterproof glasses are mandatory.

Rules

1. United States Racquetball Association rules will govern competition.
2. Warm-up may be limited to 10 minutes.
3. Start of Match
 - a. The match will consist of the best 2 of 3 games, with games one and two being played to 15 points, win by one. The tiebreaker, if needed, is an 11-point game, win by one.
 - b. The referee will determine which player has the option to serve or receive for the start of the first game. The second game will begin in reverse order of the first game.
 - c. The player scoring the highest point total in games one and two combined will have the option to serve or receive for the start of the tie-breaker. In the event that the players score an equal number of points in the first two games, the referee will determine by a coin toss which player has the option to serve or receive.
4. Serves
 - a. The server may serve from any place within the service zone and must remain there until the ball passes the short line.
 - b. To start the serve, the ball must be bounced on the floor and struck by the racquet before it bounces a second time. The serve must strike the front wall first.
 - c. The server has two attempts to make a legal serve.
5. Defective Serves
 - a. Dead Ball Serves: (Re-serve with no penalty).
 1. Broken Ball: The ball breaks during the serve.
 2. Court Hinders: The ball bounces or caroms in an irregular manner after contacting any part of the court.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

- b. Fault Serves: (Still have one serve remaining)
 - 1. Foot Faults:
 - a) The server does not begin the service motion with both feet IN the service zone.
 - b) The server steps COMPLETELY OVER the service line (no part of the foot on or inside the service zone) before the served ball crosses the short line.
 - 2. Short Serve: Hits the floor on or in front of the short line.
 - 3. Long Serve: Hits back wall before it hits the floor.
 - 4. Ceiling Serve: Hits ceiling after hitting front wall.
 - 5. Three-wall Serve: Hits front wall and both side walls or front wall, side wall, and back wall before touching the floor.
 - 6. Screen Serve: Ball passes too close to server obstructing the view of the returning player.
 - 7. Illegal Drive Serve: A drive serve in which the player fails to observe the 17-foot drive service zone.
 - 8. Bouncing the ball outside of the service zone as a part of the serving motion.
 - 9. Serving before the receiver is ready.
- c. Loss of Serve/Out Serves
 - 1. Two consecutive Fault Serves
 - 2. Attempt to strike the ball that results in a total miss.
 - 3. Non-Front Serve: Hits ceiling, sidewall, or floor before hitting front wall.
 - 4. Touched Serve: Hits server or server's racquet on rebound from the front wall before touching the floor.
 - 5. Crotch Serve: Hits a crotch involving the front wall and sidewall, front wall and ceiling, or front wall and floor.
 - 6. Out-of-Court Serve: Hits the front wall first and before striking the floor either goes out of the court or hits a surface above the normal playing area of the court that has been declared out-of-play.
 - 7. Safety Zone Violations: Server enters safety zone before the serve crosses the short line.
 - 8. Fake or Balk Serve: Any movement of the racquet toward the ball during the serve which is non-continuous and done for the purpose of deceiving the receiver. If a balk serve occurs, but the referee believes that no deceit was involved, the option of declaring "no serve" and having the serve replayed without penalty can be exercised.

6. Legal Hit

- a. Striking the ball either before any bounce or after only one bounce and returning the ball to the front wall without allowing it to touch the floor again.
- b. The ball may hit either sidewall, the back wall or the ceiling either on its way to the front wall or on the rebound from the front wall.

7. Rest Intervals

The match will consist of the best 2 of 3 games, with games one and two being played to 15 points, win by one. The tiebreaker, if needed, is an 11-point game, win by one. Rest intervals of 2 minutes are allowed between games one and two, and rest intervals of 5 minutes between games two and three.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

SHUFFLEBOARD

Equipment

Players may bring their own cues. The cue shall not have an overall length of more than six feet, three inches (6'3"). No metal part of the cue shall touch the playing surface of the court.

Rules

Rules not covered below will be in accordance with National Shuffleboard Association rules.

1. Practice: four discs of each color are allowed for each player before play.
2. In shooting for color choice, players must shoot from the head of the court. To determine the color choice, two opposing players each shoot four discs to the far deadline. The players shoot alternately, first yellow (or substitute color), then black, then yellow, etc. The first three discs of each player are for practice and are removed progressively; the last disc of each player is left on the court. As between these two last discs, the disc nearer to the line determines who shall have color choice. The players then remain on the same color for the entire match. The measurement is from center of disc to center of line. If the last black disc shot touches or moves the last yellow disc, the color choice goes to the player of yellow.
3. To start a game, the YELLOW disc is shot first. Play alternates-yellow, then black-until all discs are shot. Yellow shall always be played from the right side of Head of court, and left side of Foot of court.

ERROR IN COLOR LEAD: Error in color lead shall be corrected if discovered before half-round play is completed; otherwise, play continues in the order started at the beginning of the game.

Correction means-half round played over with correct color lead.

IN SINGLES after all discs are played, constituting a HALF ROUND, the players walk to opposite end of court, or foot of court, and start play, with color lead changing to BLACK.

OR

After all discs are played at Head of court, players may remain in place and continue with BLACK shooting first, and alternating color lead each half-round, as well as alternating colors from right and left sides. The second game is started by the BLACK at the Head of the Court. The third game is started by the YELLOW at the Head of the Court.

4. Game is considered on 50, 75, or 100-point basis or specific number of frames (8, 10, 12, 16, or 20). Match play shall be on the basis of best two out of three games.
5. Players shall place their four (4) discs within and not touching lines of their respective half of 10-Off area. PENALTY-5 off. Penalty not applied to a player until he/she has played a disc.

Discs must be played from the clear from within the respective half of 10-off area.

If disc played touches sideline, or triangle-PENALTY-10 off, offender's disc is removed, and opponent is credited with any of his/her discs displaced.

DISC TOUCHING LINES: It is common practice with players to jockey or slide the playing disc backward and forward to see if there is sand which might interfere with disc sliding evenly. NO PENALTY is to be called on this practice if lines are touched or crossed while jockeying. Disc in motion may cross outside diagonal line. No penalty inflicted if disc being played STARTED in clear should touch or cross separation triangle.

All displaced discs shall be removed from the court immediately after scoring of opponent's displaced discs.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

6. No Hesitation shot allowed. Forward motion of cue and disc must be continuous. PENALTY-10 off, offender's disc removed and opponent credited with score of any of his/her discs displaced. All displaced discs shall be removed from the court immediately after scoring of opponent's displaced disc.
7. No Hook shot allowed. The shot must be delivered in a straight line with continuous forward motion of the cue and disc. PENALTY-10 off, offender's disc removed and opponent credited with score of any of his/her discs displaced. All displaced discs shall be removed from the court immediately after scoring of opponent's displaced discs.
8. Players shall not step on or over baseline of court, or extension of baseline, except to gather and place their discs. PENALTY - 5 off for this offense when not in the act of executing a shot.
9. Players must not touch a foot, hand, knee, or any other part of their body to the court on or over the baseline or extension of the baseline at any time while executing a shot. PENALTY-10 off.
10. Players may stand behind baseline extension in the alley between courts, before or while shooting, but not on adjoining court. PENALTY - 5 off.
11. In Singles, player must not cross the baseline to proceed to the other end of the court until Official has called "Play," or signaled, or otherwise authorized them to do so. PENALTY-5 off.
12. Players must not leave court without permission. PENALTY-10 off. A player or players leaving the court between games without permission, a 10 off penalty shall be applied to the player's score at the beginning of the next game.
13. Players shall not stand in the way of, or have a cue in the way of, or interfere with opponent while he is executing a play. PENALTY - 5 off.
14. Players shall not touch live discs at any time. PENALTY-10 off plus any 10-offs the offender has; opponent's good discs are credited, and that half round played over. An additional penalty may be invoked under #26 if necessary.
15. Players must not talk or make remarks to disconcert opponent's play. PENALTY-10 off.
16. Any disc that stops short of the farthest dead line is a dead disc and shall be removed before further play. If a disc is touching that line, it is in play.
17. A disc or discs returning or remaining on the court after having struck any object other than a live disc, shall be removed before further play. It is called a dead disc.
18. If a dead disc moves or displaces a live disc, the players shall be credited with the scoring of all discs, plus or minus, that were scored before the violation occurred, and that half round played over, unless it was the result of the last disc (8th) played in the half round, then the half round will not be played over, and the players shall be credited with all the discs scored, plus or minus, which were scored before the shooting of the last disc of the half round. This rule applies only to a disc which has been shot on the player's own court. The player shooting the offending disc is also given a 10 off penalty.
19. If a dead disc coming from another court moves or displaces a live disc, that half round shall be played over, with no score credited to any player.
20. A disc which stops in area between farthest deadline and starting area is dead, and shall be removed before further play.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

21. A disc which stops just beyond farthest baseline shall be removed at least eight (8) inches back from baseline.
22. A disc which is more than halfway over side of court, or which rests or leans on edge, shall be immediately removed.
23. Player shooting before opponent's disc comes to rest: PENALTY-10 off, offender's disc removed, and opponent credited with any of his/her discs displaced. All displaced discs shall be removed from the court immediately after scoring of opponent's displaced discs.
24. For intentional delay or stalling: PENALTY-5 off.
25. A cue slipping from a player's hand which touches or displaces any live disc, the player is penalized 10 off and opponent credited with any of his/her discs displaced and that half round shall be played over unless game point has been reached by offender's opponent. If cue does not touch or displace any live discs, no penalty.
26. In case of improper action of a player not specifically covered by the rules, or in a match to which a court referee has not been assigned, the Tournament Director will ascertain the facts and may assess a penalty. He/she will also just insure that the offender gains no advantage from his/her improper action and, in addition, imposes a 10-off penalty.

SCORING

1. After both players have shot their four (4) discs, SCORE ALL discs on court within and not touching lines; separation triangle in 10-off area is not considered.

JUDGING A DISC: When judging a disc in relation to lines, the official shall sight DIRECTLY DOWN.

A MOUNTED DISC, or disc resting on top of disc, happens sometimes when players use excessive force in shooting. Each disc shall be judged separately according to scoring rules.

2. Play continues until all discs have been shot in the half round, even if game point has been reached.
3. If a tie game results, play is continued in regular rotation of play, until one full round (8 discs each) is completed. At that time, the side with the higher score wins, even if it has less than 75 points or the number of points specified as game points. If the score is tied again, play continues again as above outlined.
4. If an error occurs in the recording of a score on the scoreboard at the end of a half round and it is discovered before the next round is completed, the error must be corrected. Otherwise the score as scored on the shown must stand, unless both sides are agreed in the correction.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

SOFTBALL THROW

Field Markings

1. Lines shall be 2 inches wide.
2. There must be at least 10 feet of space behind the restraining line for the thrower's approach.
3. The target line shall be a straight line perpendicular to the restraining line.

Equipment

Males will throw a twelve-inch regulation American Softball Association (ASA) softball. Females will throw an eleven-inch regulation American Softball Association (ASA) softball.

The Game

1. The objective is for men to throw a 12" softball for distance and accuracy and women to throw an 11" softball for distance and accuracy.
2. Each participant will be given two (2) warm-up throws followed by a minimum of three (3) consecutive throws or a maximum of (5) consecutive throws with the best throw recorded as the final score.
3. The longest net distance (distance of throw less deviation) will determine the winner.
4. It is a scratch on a throw if the participant touches the ground on or beyond the restraining line during the throw or follow-through. The follow-through is considered completed when, in the judgement of the official, the participant has regained balance and stopped all forward momentum. A scratch counts as a throw and is not measured.
5. It is a scratch, if in attempting a throw, the ball is dropped or travels backwards.

Scoring

The scoring for each throw will be determined by subtracting the deviation (distance perpendicular from the line) from the length of each throw. For example: a ninety foot throw that hits eight feet off the line results in a score of 82'. Scores should be recorded to the nearest 1/4" below the distance covered. Measurements should be taken from the outside edge of the target line.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

SOFTBALL TOURNAMENT

Rules not covered below will be in accordance with Amateur Softball Association rules.

1. **Commitment Line:** A three foot commitment line shall be marked perpendicular to the foul line and placed thirty-two (32') feet and six (6") inches from third base. Once a runner's foot touches the ground on or past the **Commitment Line**, the runner may **not** re-cross it in the direction of third base, i.e., the runner **must** continue on toward the **Scoring Plate**. Violations will result in an out.
2. **Scoring Plate:** A scoring plate shall be placed eight feet from the back tip of home plate on an extended line from the first base. A line shall be drawn from third base to the **Scoring Plate**. The **Scoring Plate** is for use by the **Offensive Player Only**. A runner attempting to score by touching anything other than the scoring plate shall be called out and is subject to ejection. Likewise, if a defensive player tries to tag a runner who has crossed the commitment line, the runner will be safe.
3. **Strike Zone Mat:** A strike zone mat will be used.
4. **Double 1st Base:** A double 1st base of equal size shall be used at 1st base, the double portion of the bag or mat being in foul territory abutting 1st base.
5. **Runners Line:** A runners line (three-foot line) measuring three (3") inches wide and thirty (30') feet long shall be marked parallel to the first base foul line in foul territory, extending from 1st base back toward home plate. Runners shall stay between this line and the foul line while running to first base. Failure to do so will result in the runner being declared out, unless he/she was trying to avoid contact with the fielder.
6. **Metal Cleats:** Metal cleats will not be permitted. Players found wearing metal cleats in a game will be ejected from the game and, if on base, a "dead ball out" will be called; any players on base at the time the ejected player came to bat must return to the base occupied at that time if there are less than three (3) outs.
7. **Players and Substitutes:** ASA rules for re-entry and extra player (EP) will apply. Extra players may play defense at any time provided the total number of defensive players on the field at one time does not exceed the total allowed for that age group.

American Disability Act Rule Summary:

As a result of a player's disability, that player can play offense or defense. When a team uses a physically challenged player on offense, the team will follow the EP rule as written. When a physically challenged player plays defense only, that player will be listed as the FLEX and placed last in the line-up. If a team starts the game with the FLEX option, the FLEX player can never play offense. When using the FLEX, it must be made known prior to the start of the game. Team captains are responsible for determining whether or not a player on their team is physically challenged and, if so, must indicate that the player is a FLEX player on the line-up card.

Men 55+ & 60+: Ten defensive players shall constitute a team. A team must have minimum of nine players at the beginning and end of the game. For any team playing with nine players, an out will be recorded when the tenth position in the batting order appears. A tenth offensive player may be added as he/she shows up for play; however, he/she must be listed as the tenth offensive player and bat after the other nine players. If an EP is used, a team must start and end a game with 11 players, including the EP. Failure to do so will result in forfeit. In addition, for teams using an EP, 10 players must play defense.

Men 65+, 70+, 75+ & all Women: Eleven defensive players constitute a team. A team must have a minimum of 10 players at the beginning and end of a game. For any team playing with ten players, an out will be recorded when the 11th position in the batting order appears. An eleventh player may be

N.C. SENIOR GAMES OFFICIAL RULES BOOK

added as he/she shows up to play; however, he/she must be listed as the eleventh offensive player and bat after the other 10 players. These teams may use up to two EP's. If EPs are used, teams must start and end a game with eleven players plus the number of EPs used. Failure to do so will result in forfeit. In addition, for teams using EPs, 11 players must play defense.

NOTE: The ASA Short-hand rule applies. A team may play with one less player than they started with if, due to anything other than ejection, a player leaves the game and cannot be immediately replaced. When the missing player would come to bat, an out will be recorded. Under no circumstances will a team be allowed to play with less than nine players unless they started with 11 or 12. Teams which start a game with 11 or 12 players will not be allowed to play with less than ten players.

8. The Team must be of all of one sex. Athletes may play on only one softball team.
9. **Line Up Cards:** Official line up cards must be presented to the opposing captain and scorekeeper ten (10) minutes prior to game time. Tournament line up cards will be furnished to all team captains.
10. **Runs per inning:** For all games, there will be a seven run per inning rule. Unlimited runs are allowed after the 7th or new innings after sixty minutes of play (1:00:00).
11. **Mercy Rule:** A **fifteen (15)** run mercy rule will be in effect after five (5) innings (4 1/2 innings if home team is ahead) thus ending the game. A **twenty (20)** run mercy rule will be in effect after four (4) innings (3 1/2 innings if home team is ahead) thus ending the game.
12. **Time Limit:** The length of a game will be seven (7) innings or one hour and fifteen minutes (1:15:00). All new innings begun after sixty minutes (1:00:00), will be played with no run limit. No inning may be started after one hour and fifteen minutes **except:**
 - a. Tie games after seven (7) innings will continue until one team is ahead after the completion of any subsequent inning.
 - b. Seven (7) innings is a complete game if one team is ahead regardless of the score or time.
 - c. There will be no time limit on Medal games.
13. **Courtesy Runner:** A courtesy runner may not be replaced by another courtesy runner except for injury causing removal of the original courtesy runner permanently from the game. A courtesy runner on base when it is his/her turn at bat will be declared out as the runner. Another courtesy runner may not be used to circumvent this rule.

Men 55+: One courtesy runner may be used in each inning and may be any player on the roster. Each player on the roster may be a courtesy runner only once per game. Any courtesy runner found running more than once per game will be called out.

Men 60+, 65+ & Women 55+, 60+, 65+: A courtesy runner may be used for a base runner at any time, but the same courtesy runner may not be used more than once in the same inning. Any courtesy runner found running more than once per inning will be called out.

Men 70+, 75+ & Women 70+: A courtesy runner may be used for any runner at any time. There is no limit on the number of times a player may be a courtesy runner in any inning.
14. **Overrunning:** A "run by" rule shall be in effect at 1st, 2nd, and 3rd base, e.g., a player may run past any base at any time. The runner shall be considered "safe" so long as he/she turns to the right after passing the base. Any attempt to advance, or to decoy the fielder, cancels the "run by" rule and the runner can be tagged out. **Sliding or Diving:** Sliding or diving into 1st base or into home plate when scoring is not permitted and such players will be called out; however, a player may slide or dive into 2nd or 3rd base and when returning to any base. Runners shall be called out for contact with a defensive player IF, in the

N.C. SENIOR GAMES OFFICIAL RULES BOOK

umpire's judgement, the contact was deliberate OR the runner could reasonably have been expected to minimize or avoid contact under the circumstances and failed to do so.

15. **Runner Hit by Fair Ball:** A runner is not out when he/she is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgement of the umpire, no other infielder had a chance to make an out.
16. **Team clothing** must be of like design and color. Shirts must have numbers on the back, a minimum of six (6") inches in height, with no players on the same team having identical numbers. Hats are not required.
17. **NCSG highly recommends that catchers provide and wear a protective mask, but it is not required.**
18. **Softballs:** The Men's divisions will play twelve (12") inch slow-pitch. The Women's divisions will play eleven (11") inch slow-pitch. Only restricted flight softballs with a Ball COR of **.52, and a Ball Compression of 300** or under, shall be used. . **If the 11" .52 COR, 300 compression Women's Ball is not available, a Ball COR of .44, and compression of 375 will be used in the Women's division.** White or optic yellow balls may be used. Optic yellow balls will be used at State Finals.
19. **All bats** must bear a 2000 or 2004 ASA Certification Mark. **No bat used in competition can appear on the 2011 "ASA Non-Approved Bat List" or the most recent "ASA Non-Approved Bat List". The 2011 list is Appendix A in the NCSG Rules Book.** No Ultra or Ultra II bats will be allowed. Officials should check bats prior to each game. If a team suspects a batter is using an illegal or altered bat during a game, the captain should protest while the batter is at the plate. If the Protest Committee determines the bat to be illegal or altered, an out is recorded and that player is ejected from the game. The illegal or altered bat will then be kept in the possession of tournament officials for the remainder of the offending team's participation in the tournament.
20. **Protests:** Any protest based on umpire interpretations should be made to the home plate umpire prior to the next pitch to a batter. Decisions on protest made by the Protest Committee are final. Eligibility protests will be decided by the protest committee.

Eligibility and Team Conduct

1. Each team must designate an eligible member of the roster to serve as the Team Captain. The Team Captain is responsible for sharing **all** information with **all** team members. The Team Captain is responsible for submitting the team roster card prior to each game to the scorer. At State Finals, the Team Captain must also attend a required Team Captain's Meeting.
2. Only bench personnel (players and a maximum of 2 coaches as denoted on the State Finals Team Roster Card) may occupy the "team bench" during a game. ASA rules will govern conduct of bench personnel.
3. Individuals must enter at least one game on the local level to be eligible to participate in State Finals.
4. Teams must complete a minimum of three (3) games at the local level to qualify for State Finals. Two or more Local Games may combine for competition.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

SPIN CASTING

Court

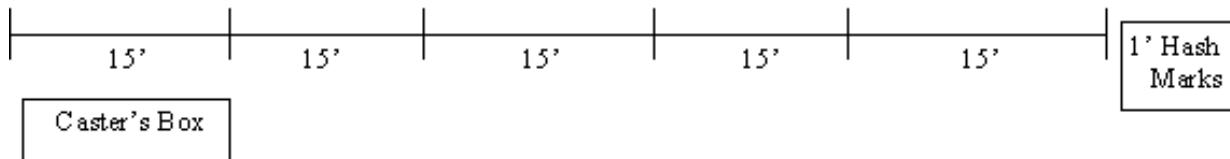
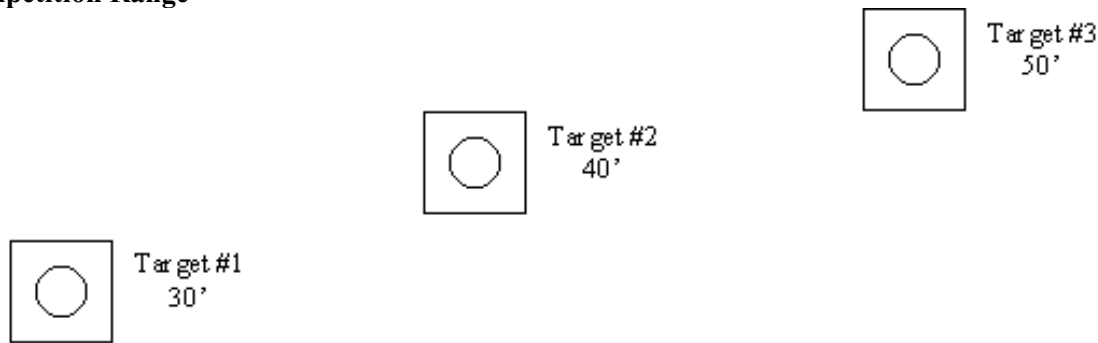
Court layout and targets - targets will be 4' x 4' squares with a 30" diameter circle in the center. The target should be elevated approximately 4" (use 2" x 4") in front and approximately 6" (use 2" x 6") in back. Three targets will be placed as follows:

Target #1: 30 feet distance from the caster's box to the center of the target.

Target #2: 40 feet distance from the caster's box to the center of the target.

Target #3: 50 feet distance from the caster's box to the center of the target.

Competition Range



Equipment

Plug: The plug shall be plastic or rubber practice casting plug weighing 3/8 to 5/8 of an ounce.

Reel: There are three types:

- open-faced
- closed-faced
- bait casting

Rod: There is no size limit on the length of the rod.

Line: Monofilament or nylon line shall be of the same diameter from the plug to the point where it is attached to the reel.

Trace: No shock or bumper lines allowed.

Casting Technique: Single or double-handed casts are legal.

Note: Participants may be required to provide their own equipment. All equipment must be approved by the Event Manager.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

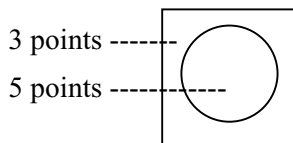
The Game

1. Casting accuracy is determined from three (3) distances utilizing a 3/8 to 5/8-ounce practice casting plug, attached directly to the line. No swivels are to be used.
2. All participants will be given two (2) warm-up casts (optional) at each target prior to their official casts if a practice range is available. If no practice range is available, a three (3) minute warm-up period will be given prior to the official casts.
3. Each participant will have five (5) casts at each target, for a total of fifteen (15) casts.
4. Forward motion of the casting hand from a casting position constitutes a cast regardless of where the plug lands.
5. The caster's feet must be behind the line until the plug has landed.
6. Infraction of rule 4 or 5 results in a scratch (the cast counts, no score).

Scoring

1. Points will be awarded in the following manner:

- 5 points- Plug **landing** within the 30" diameter circle.
Plug **landing** on the target and bouncing into the 30" circle **without** striking the ground.
- 3 points- Plug **landing** on the 4' x 4' square and **not** bouncing into the 30" circle. The plug may bounce off onto the ground.



2. The casting plug must **land in or on** the target to score. Plugs striking the ground **first** do not score.
3. In the event of a tie, the first tiebreaker is the higher score on target 3, then target 2, then target 1. If the tie remains, then the tie will be broken by each cast taken, beginning with target 3, cast number 5, counting back until decided.
4. A participant must score to win a medal.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

SWIMMING

Events

The following events will be available at State Finals:

50, 100, 200, 500 yd. Freestyle
50, 100, 200 yd. Backstroke
50, 100, 200 yd. Breaststroke
50, 100, 200 yd. Butterfly
100, 200 yd. Individual Medley

Entry Limit

No participant shall swim more than six events in a day.

Rules

Rules not covered here will be in accordance with USA Swimming rules, including the U.S. Masters Swimming Section.

1. All swimming events will be timed heats by age/sex division. When more than one heat is necessary, times shall be used to determine places (no preliminaries).
2. State Finals may seed heats based on entry times.
3. All races shall be started with a gun or sharp audible signal.
4. Each swimmer will be allowed one false start. A second false start in a heat will result in disqualification.
5. In all events, except backstroke, swimmers have their choice of an "in-water start" or "diving start" from the blocks or deck.
6. All backstroke swimmers must start in the water. Regardless of stroke, all in-water starts must keep one hand on the wall or block prior to the start, except in backstroke when both hands must be on the wall or block and the feet entirely beneath the surface of the water.
7. Freestyle: The swimmer may swim ANY style, except in a medley event, where freestyle means any stroke OTHER than backstroke, breaststroke or butterfly.
8. Backstroke: The swimmer must push off and continue swimming on the back throughout the race. During the turn, the shoulders may turn past the vertical toward the breast. If the swimmer turns past vertical, such motion must be part of a continuous turning action and the swimmer must return to a position on the back upon leaving the wall.
9. Breaststroke: All movements of the legs shall be simultaneous. The hands shall be pushed forward together from the breast and shall be brought back on or under the surface of the water. A part of the swimmer's head shall break the surface of the water at least once during each complete cycle of one arm stroke and one leg kick, except at the start and each turn, the swimmer may take ONE arm stroke and ONE leg kick while completely submerged. The head must break the surface of the water before the hands turn inward at the widest part of the second stroke.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

10. Butterfly: The breaststroke or whip kick may be used exclusively or interchangeably with the dolphin kick at any time during the race. However, when the breaststroke or whip kick is used, the arms must be recovered over the top of the water at least once per breaststroke or whip kick, except after the last such kick before the turn or finish. After the start and after each turn, if breaststroke or whip kick is used, only one kick is allowed prior to the arm pull that brings the swimmer to the surface.
11. Individual medley competition shall consist of four strokes - butterfly, backstroke, breaststroke, and freestyle. Above rules for individual strokes will prevail. The medley shall be run in the order listed above.
12. Touches at turns and at finish for breaststroke and butterfly must be two hands simultaneously with the shoulder in line with the water surface.

Scoring

All competition will be judged by visual finish and/or best time in each age/sex group.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

TABLE TENNIS

Events

Singles
Doubles
Mixed Doubles

Equipment

U.S.A. Table Tennis (USATT) approved equipment must be used by participants. Sandpaper paddles are **not** legal and the covering material of the racket faces shall be bright red on one side and black on the other. The ball shall be 40mm in diameter.

The Game

1. A match shall consist of the best two of three or three of five games. Game score is 11 points.
2. Rules not covered below will be in accordance with U.S.A. Table Tennis (USATT) rules.
3. Clothing: The official may require a change of attire if one's clothing is deemed a hindrance to the opponent. The main color of the shirt, skirts, pants or shorts, other than the sleeves or collar of a shirt and trimming along side seams or near the edges, shall be clearly different from that of the ball in use.
4. Selected USATT rules governing the SERVE:
 - a. At the start of service, the ball shall be stationary, resting freely on the flat open palm of the server's stationary free hand.
 - b. The server shall then project the ball near vertically upwards without imparting spin so that it rises at least 6 inches after leaving the palm of the hand and then falls without touching anything before being struck.
 - c. As the ball is falling, the server shall strike it so that it touches first his court and then, passing directly over or around the net assembly touches the receiver's court. In Doubles, the ball shall touch successively the right half court of the server and receiver.
 - d. From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server or his/her Doubles partner.
 - e. It is the responsibility of the player to serve so that the umpire or assistant umpire can see that he complies with the requirements for a good service.
 - f. If the umpire is doubtful about the correctness of a player's service, he may on the first occasion in a match interrupt play and warn the server without awarding a point.
 - g. If subsequently in a match a service by that player or his Doubles partner is of doubtful legality, for the same or any other reason, the receiver shall score a point.
 - h. Whenever there is a clear failure to comply with the requirements for a good service, no warning should be given and the receiver shall score, on the first as on any occasion.
 - i. Exceptionally, the umpire may relax the requirements for a good service where he is satisfied that compliance is prevented by physical disability.
 - j. If, in attempting to serve, a player fails to strike the ball while it is in play, his opponent will be awarded a point.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

5. In game two, the side that did not serve first in game one has first serve. If a third game is played, the side that served first in game one has first serve.

Scoring and Serves

1. A game shall be won by the first side to reach 11 points if ahead by two points. If tied at 10-10, play continues until one side goes ahead by two points.
2. After each 2 points have been scored, the receiving player or pair shall become the serving player or pair and so on until the end of the game unless both players or pairs have scored 10 points, when the sequence for serving and receiving shall be the same but each player shall serve for 1 point in turn.

Doubles

1. **Order of Play:** In Doubles, the server shall first make a good service, the receiver shall then make a good return, the partner of the server shall then make a good return, the partner of the receiver shall then make a good return, and thereafter, each player alternately in that sequence shall make a good return. Striking the ball out of sequence results in loss of the point.
2. **Service:**
 - a. The ball shall contact the table in the server's right-hand court and the receiver's right hand court. The centerline is a part of each court. Failure to serve in the correct court results in loss of the point. After the serve, the full table is in play.
 - b. In the first game of a match, the pair who has the right to serve first shall decide which of them shall do so and in the first game of a match, the opposing pair shall then decide which partner will receive first. In subsequent games of a match, the first server having been chosen, the first receiver shall be the player who served to him in the preceding game.
 - c. In Doubles, at each change of service the previous receiver shall become the server and the partner of the previous server shall become the receiver.
 - d. The player or pair serving first in a game shall receive first in the next game of the match. In the last possible game of a Doubles match the pair due to receive next shall change their order of receiving when first one pair scores 5 points.
 - e. The player or pair starting at one end in a game shall start at the other end in the next game of the match. In the last possible game of a Doubles match the players or pairs shall change ends when first one player or pair scores 5 points.
3. **Out of Order Play:** If by mistake a player serves or receives out of order, play shall be interrupted and the proper order at the score reached shall be re-established. All points scored before discovery of the error shall stand.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

TENNIS

Events

Singles
Doubles
Mixed Doubles

Equipment

1. United States Tennis Association (USTA) approved equipment shall be used by all participants.
2. The provision of balls should be determined in advance and players informed before the day of the tournament.
3. Net measurements shall be checked before all matches.

The Game

1. Rules not covered below will be in accordance with USTA rules.
2. Warm-up may be limited to a maximum of 10 minutes.

Scoring

1. All matches will be decided by an 8-game pro set or the best two (2) out of three (3) sets (as determined by the Sports Director). If players split sets, a Champions tiebreaker (first one to 10, win by 2) will be played.
2. When a set reaches 6-6 (8-8 pro set), a 12 point tiebreaker will be played according to USTA rules for such a tiebreaker. The rules are as follows:
 - Follow the same serving pattern with partners preserving the sequence of their serving turns. This means they may serve from the opposite end from which they normally served in the set.
 - The following sequence of play begins: A and C vs. B and D.
 - Player A serves 1st point from right court.
 - Player B serves points 2 and 3 from left and right courts.
 - Player C serves points 4 and 5 from left and right courts.
 - Player D serves point 6 from left court.
 - Teams change sides of court.
 - Player D serves point 7 from right court.
 - Player A serves points 8 and 9 from left and right courts.
 - Player B serves point 10 from left court.
 - Must continue until team wins 2 points.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

- Teams change sides of court.
 - Player C serves point 13 from right court.
 - Player D serves points 14 and 15 from left and right courts.
 - Continue in this sequence until one team reaches at least seven (7) points and has a margin of at least two (2) points.
 - At end of tiebreaker, teams change ends for one game to start the next set with team of players B and D to serve first. The team who served second in the tiebreaker set serves first in the next set.
3. When using no-ad scoring in Mixed Doubles, when the score is 3-all (deuce), the serve must be made to the court played by the receiver who is of the same sex as the server.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

TRACK

Events

100 Meter Dash	800 Meter Run
200 Meter Dash	1500 Meter Run
400 Meter Dash	5 Kilometer Run

Rules

1. USA Track & Field rules will govern these events, including Article VI, Section II (Masters Athletics).
2. Places are determined at the finish in the order in which any part of the participants' bodies (i.e. the "torso" as distinguished from the head, neck, arms, hands, legs, or feet) reaches the finish line.
3. All running events will be timed heats by age/sex division.
4. When more than one heat is necessary in an age/sex division, and runners in different heats are in contention for medals, the times recorded will be used to decide places for those competitors. Place judging within a heat (#2 above) remains the determinant of order of finish within a heat. If a tie results in this situation, the tie stands. State Finals may use entry times to seed heats. Local Games may use past records to seed heats.
5. Each participant will be allowed one false start and will be disqualified on a second false start. Starting command for dashes will be "On your marks," - "Set" - and firing of the starting gun. For the other running events, the command will be "Runners Set" and the firing of the starting gun.
6. If any participant is physically aided by another person during an event, he/she will be automatically disqualified immediately.
7. A participant who does not stay in the assigned lane in races contested in lanes will be disqualified, unless there is no advantage gained (i.e. on a straightaway, outside the outer line on a curve).
8. No competitor, after leaving the track or course, shall be allowed to rejoin a race either for the purpose of gaining a place or to pace or to assist another competitor.
9. Any competitor or participant jostling, running across, or obstructing another competitor or participant so as to impede his or her progress shall be liable for disqualification in that event.
10. Any competitor who shall refuse to obey the directions of the Official, or who shall conduct himself/herself in an unsportsmanlike manner, or who is offensive by action or language to the officials, spectators, or competitors at any competition may be disqualified by the Official from future competition at the meet, and if the Official thinks the offense worthy of additional actions, he/she shall promptly make detailed statement of the offense to the appropriate Local or State Official.

Scoring

All competition will be judged by visual finish and best time in each age/sex group.

N.C. SENIOR GAMES OFFICIAL RULES BOOK

APPENDIX A – ADDRESSES OF NATIONAL GOVERNING BODIES

ARCHERY	National Archery Association One Olympic Plaza Colorado Springs, CO 80909-5778 (719) 866-4576 http://www.usarchery.org
	National Field Archery Association 31407 Outer I-10 Redlands, CA 92373-9802 (800) 811-2331 http://www.nfaa-archery.org/
BADMINTON	USA Badminton One Olympic Plaza Colorado Springs, CO 80909 (719) 866-4808 http://www.usabadminton.org/
BASKETBALL TOURNAMENT	National Collegiate Athletic Association P. O. Box 6222 Indianapolis, IN 46206-6222 (317) 917-6222 http://www.ncaa.org
BILLIARDS	American Poolplayers Association (636) 625-8611 http://www.poolplayers.com
BOCCE	Bocce Standards Association Email: contact@boccestandardsassociation.org BocceStandards@aol.com http://www.boccestandardsassociation.com
BOWLING	US Bowling Congress 5301 S. 76 th Street Greendale, WI 53129 (800) 514-2695 http://www.bowl.com/
CORNHOLE	The American Cornhole Organization 1-888-563-2002 http://www.americancornhole.org/
CYCLING	USA Cycling One Olympic Plaza Colorado Springs, CO 80909 (719) 866-4581 http://www.usacycling.org/
GOLF	United States Golf Association P.O. Box 708 Far Hills, NJ 07931 (908) 234-2300 http://www.usga.org/

N.C. SENIOR GAMES OFFICIAL RULES BOOK

HORSESHOES	National Horseshoe Pitchers Association 3085 76 th Street Franksville, WI 53126 http://www.horseshoepitching.com
RACE WALKING	USA Track & Field One RCA Dome Suite 140 Indianapolis, IN 46225 (317) 261-0500 http://www.usatf.org/
RACQUETBALL	US Racquetball Association 1685 West Uintah St. Colorado Springs, CO 80904 (719) 635-5396 http://www.usra.org/
SHUFFLEBOARD	National Shuffleboard Association 6595 Seminole Blvd. Seminole, FL 33772 (800) 260-3834
SWIMMING	USA Swimming One Olympic Plaza Colorado Springs, CO 80909 (719) 866-4578 http://www.usaswimming.org
SOFTBALL TOURNAMENT	Amateur Softball Association 2801 N.E. 50th Street Oklahoma City, OK 73111 (405) 424-5266 http://www.softball.org/
TABLE TENNIS	USA Table Tennis One Olympic Plaza Colorado Springs, CO 80909 (719) 866-4583 http://www.usatt.org
TENNIS	United States Tennis Association 70 West Red Oak Lane White Plains, NY 10604 (914) 696-7000 http://www.usta.com
TRACK & FIELD	USA Track & Field One RCA Dome Suite 140 Indianapolis, IN 46225 (317) 261-0500 http://www.usatf.org/



ASA Non-Approved Bat List with ASA Certification Mark

This list depicts the previously ASA certified bats that failed an ASA sponsored field audit and that also carry the 2000 or 2004 ASA Certification Mark. This list is intended for informational purposes only.

Manufacturer	Bat Name
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Combat	VIRSP3 Lady Virus
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Easton	SCX2 Synergy
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Easton	SCX22 Synergy 2
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Louisville Slugger	FPC305 Catalyst (-8)
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Louisville Slugger	SB304
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Louisville Slugger	SB34 Genesis
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Louisville Slugger	SB404
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ASA Non-Approved Bat List with ASA Certification Mark

Manufacturer	Bat Name
Louisville Slugger	SB73V TPS Voltage
	
Miken	MSF Freak
	
Miken	Ultra
	
Miken	Ultra II
	
Miken	Ultra Maxload
	
Nokona	Tomahawk
	
Schutt	Red/Silver Schutt Bat
	
Worth	EST9
	



ASA Non-Approved Bat List with ASA Certification Mark

Manufacturer	Bat Name
Worth	QESTFP
	
Worth	SBWK(Wicked)
	
Worth	SBWKA
	
Worth	WWSC Wicked Comp. (SP Only)
	
Worth	WWSCA
	
Worth	XEST9X
	
Worth	XGold
	
Worth	XPST4
	



ASA Non-Approved Bat List with ASA Certification Mark

Manufacturer	Bat Name
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Worth

XRed



Worth

XWICKX Wicked (SP Only)



For a complete list of approved bats go to the certified equipment section of www.asasoftball.com

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