

THE GAME OF CROKINOLE

A Canadian Family Tradition Since 1876



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CROKINOLE

OFFICIAL CROKINOLE RULES

RÈGLEMENTS DE BASE DU CROQUIGNOLE (P. 9)

The object of the game is to shoot your disc attempting to knock your opponent's disc into the ditch or into a lower scoring position.

Discs are to be shot only with a finger unless participating in a game designated for use of cues. No finger guards may be used. During a shot only the shooting hand and associated arm can come into contact with the board or table. Players can not intentionally move the board, table or chair in an attempt to gain an unfair advantage.

Contestants must initiate all their shots from between their quadrant lines and touching the outer ring. A disc may exceed the quadrant line of the contestant but must remain touching the contestant's quadrant line.

A shooting disc cannot be placed on the board until it is your turn. All shots must be initiated from a flat position. Once your hand is in a shooting position and the disc leaves your finger or cue, a shot is judged to have taken place. Play progresses clockwise around the board.

A disc that at any time leaves the perimeter of the raised playing surface is deemed to be officially out of bounds and must remain in the ditch until the end of the round.

A disc that stops on the playing surface and is touching the outer line is deemed out of play and must immediately be placed in the ditch.

Neither the board nor the chair of any player may be moved while the game is in progress. This includes no tipping of the chair. When a player is shooting, at least one portion of the posterior (the "one cheek rule") must be in contact with his/her chair. At no time may any part of the body, except the feet, touch the floor. No other means of support is allowed while taking a shot.

STARTING THE PLAY

Players take turns attempting valid shots, shooting one disc per turn, proceeding clockwise around the board. After each turn 20's sunk will be removed and placed in a designated area visible to all players for scoring at the end of the round (20s cup is supplied). A round ends when all players have shot the designated number of discs. First shot for each subsequent round will alternate between players/teams.

Before shooting a player must wait until all motion of the discs from the previous turn has ceased.

Your non-played discs are to be kept outside of the board on the corner of the table.

At the end of the round the value of the discs on the board, including 20's, are totalled before any discs may be moved. (See Scoring)

A VALID SHOT

If any opposing discs are in play at least one of the shooter's discs must strike an opposing disc, either directly or in combination, by bumping one of his/her discs already in play into an opposing disc.

If there are no opposing discs in play then a player's shot must "play to the middle". This means at the end of this shot at least one of the player's discs involved in the shot must be at least touching the 15 line or remain inside the 15 circle. This would include a 20 in the centre hole. This can be achieved by a direct shot or in combination with discs already in play.

If a valid shot is not made then the shooter's disc and all the other discs of the same colour that were struck, including any 20's, shall be removed from play.

DAMAGE RULE

An out-of-bounds disc that re-enters the playing surface must be removed from play. Any discs on the playing surface that were moved by the re-entering disc will remain in their new position and any 20's made will count.

THE SPINNING DISC RULE

If a disc touches or crosses the outer line but does not leave the raised playing surface and returns under its own momentum to end up inside the outer line, it will be considered still in play.

RULES FOR TOURNAMENT PLAY

Players in the "cue" category must supply their own cue designed for crokinole and must shoot a disc only with their cue.

Only tournament organizers will apply fast shuffleboard wax. Wax will be placed in the ditch area so that players can rub their disc in the wax prior to shooting, if they desire. Contestants are not allowed to apply lubricants of any type to the board.

Contestants are not allowed to be coached by anyone in any way while a match is in progress. If coaching occurs the offending party will be warned and, if they persist, the contestant receiving the coaching may be disqualified. (Doubles players are allowed to talk to their partner during the game). Game time limits must still be observed.

Careless or deliberate contravention of the rules may result in the forfeiture of a round or a game and possible disqualification from the tournament. If any unusual situation not covered in these rules occurs, the head referee will make a ruling after reviewing it with players involved. In all cases the decision of the referee will be final.

Strict timing for the games must be observed. A buzzer will be used to begin and end play. If some discs have not been shot when the ending buzzer sounds they will remain non played. However, if a player or team has had one less shot, they will be allowed to take one last shot immediately after the buzzer to even out number of shots taken. The round will be scored by the discs on the board at that time. The opposing player and referees will monitor players delaying the game.

SCORING

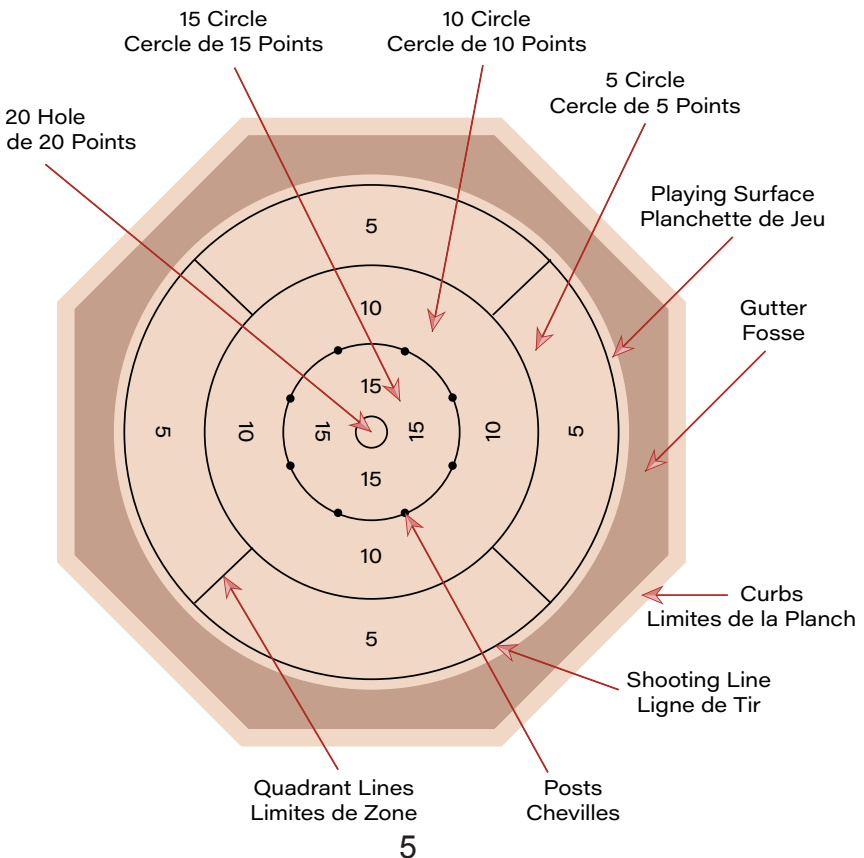
The value of a disc flat in the centre hole is 20; inside the pegs is 15; outside the pegs is 10; and the outer circle is 5.

A disc touching the line of a dividing circle is counted at a lower value.

After all discs have been shot, players / teams add up the value of all of their discs, including 20's. The player / team with the higher points is the winner of the round.

The player / team with the higher score after a round shall receive two points. If the round is tied, each player / team shall receive one point. Zero points for a loss.

A "game" shall consist of 4 rounds, other than where exceptions are made for Tournaments Championships. The number of games in a "match" is normally 10. However, this can vary in tournament play.



TOURNAMENT SCORING INFORMATION

All tournament games will use a point-scoring system. For any round where no discs are shot before time expires, both teams will record a zero for that round.

The following breakdown will be used in the various categories:

Competitive and Recreational Doubles

6 discs each per round X 4 rounds = 1 game - 6 games = a match

Cue Doubles

5 discs each per round X 4 rounds = 1 game - 6 games = a match

Adult and Recreational Singles

8 discs each per round X 4 rounds = 1 game - 10 games = a match

Cue Singles

6 discs each per round X 4 rounds = 1 game - 10 games = a match

Junior and Intermediate

6 discs each per round X 4 rounds = 1 game - 6 games = a match

A championship match will be played best two out of three games in order to establish a winner. If after 4 rounds (a game) the player's scores are tied, a 5th round will be played as a winner has to be determined in these games.

Scorecards are handed to the opponent before the beginning of play for the game. The player will mark his/her opponent's score and record the number of 20's after each round. After four rounds (a game) have been played, opponents will total each other's scores, record their ID number and initial. At the close of tabulation the scorecard is given back to the owner for verification before moving to the next game.

Scorecard must be completed legibly in ink. Any corrections made on your score card must be initialled by a referee.

Scorecards that are missing full name, ID #'s, category name or are illegible may be voided at the scoring table.

TIE-BREAKING PROCEDURE

In the preliminary rounds:

The player with the higher number of 20's in the match will place higher.

If there still is a tie, a shoot out will be conducted. (See shoot-out rule below.)

In a round-robin playoff:

The head-to-head tie-breaking procedure will be used.

(See head-to-head rule below.)

If the score is still tied after the head to head, the player with higher number of 20's in that round will place higher.

If a tie still exists, a shoot out will be conducted.

(See shoot-out rule below.)

HEAD-TO-HEAD TIE BREAKER

If two players are tied in total points. Head to head means that only the scores between the two players during the round robin will be looked at. The player who won the game between the tied players will receive the higher position.

If more than two players are tied in total points. Players add their points just from the games when they played the other players with whom they are tied. The person with the higher total points between all of the tied players will be placed higher. If there are remaining ties between two players, they will be broken by repeating the head-to-head process between those two players.

SHOOT-OUT PROCEDURE

All tied contestants will use 12 opportunities (6 each for doubles) to shoot for the "20" at the same board.

Each disc will be removed from the board after each shot and recorded as a "20" if successful.

All attempted shots will count as an opportunity even if they don't reach or remain in the 15 circle.

Top scorer(s) after all shots are taken will advance. If still tied, repeat shoot out from the beginning.

MAINTENANCE TIPS

Visit this page to see our full list of maintenance tips:
<https://crokinole.ca/pages/crokinole-board-maintenance>

To clean and polish the board, and to remove rubber marks left by cues use Old English Furniture Polish: <https://www.etsy.com/ca/listing/607460756/lemon-oil-crokinole-board-polish>

To remove pen marks from a Crokinole Board, apply hairspray to the affected area, let sit for a minute or two, and wipe away vigorously. Use dish soap and apply the same way for pencil crayon marks.

When storing the board, keep it in a room temperature location and store as vertical as possible to prevent warpage.

ABOUT US

Crokinole Canada currently carries boards made in Nova Scotia, Ontario, and abroad. We are dedicated to providing a wide selection of top-quality boards made to last for generations. We also strive to provide top quality customer service and include a 1 year limited warranty on all our boards. In addition to the 1 year warranty, we also carry a lifetime bumper replacement guarantee in the event that your bumpers wear out or fall out and need to be replaced. This is a mailout service only, not an installation or repair guarantee.

Our supplier list is growing. Contact us at 519-276-8030 if you would be interested in supplying crokinole boards. Be prepared to have photos to show us and details like cost and description worked out.

Please note that we personally do not make the boards but help with the sales and distribution of the boards you see on our website and in this manual.

RÈGLEMENTS DE BASE DU CROQUIGNOLE

Nombre de joueurs : De deux à quatre

Éléments : Planchette de jeu Croquignole — 24 jetons de deux couleurs différentes

Note : Installer le jeu sur une surface plane

BUT DU JEU

Chaque joueur doit placer ses jetons dans une position qui lui permette d'accumuler le plus de points à chaque ronde de jeu. Le lancer s'effectue en posant le bout de l'index ou du majeur sur le bord du jeton en le propulsant d'un mouvement sec sur la planchette de jeu. Chaque joueur tentera d'atterrir sur « 20 », au centre de la cible sur la planchette de jeu. S'il réussit, son jeton est retiré du jeu et placé à un endroit déterminé en bordure de la planchette de jeu. À la fin de la ronde, ce jeton aura une valeur de « 20 ». À la fin de chaque ronde, on additionne et on enregistre le pointage. Tous les jetons qui tombent sur une ligne de pointage recevront la valeur la moins élevée. Les rondes sont menées successivement jusqu'à l'obtention du pointage total de 100, de 200 ou plus, selon ce que les joueurs ont décidé en début de partie. Chaque joueur essaie d'envoyer les jetons de ses adversaires dans la fosse, tout en conservant ses propres jetons en jeu.

RÈGLEMENTS DU JEU

Lors d'une partie opposant deux adversaires, chaque joueur reçoit 12 jetons d'une même couleur.

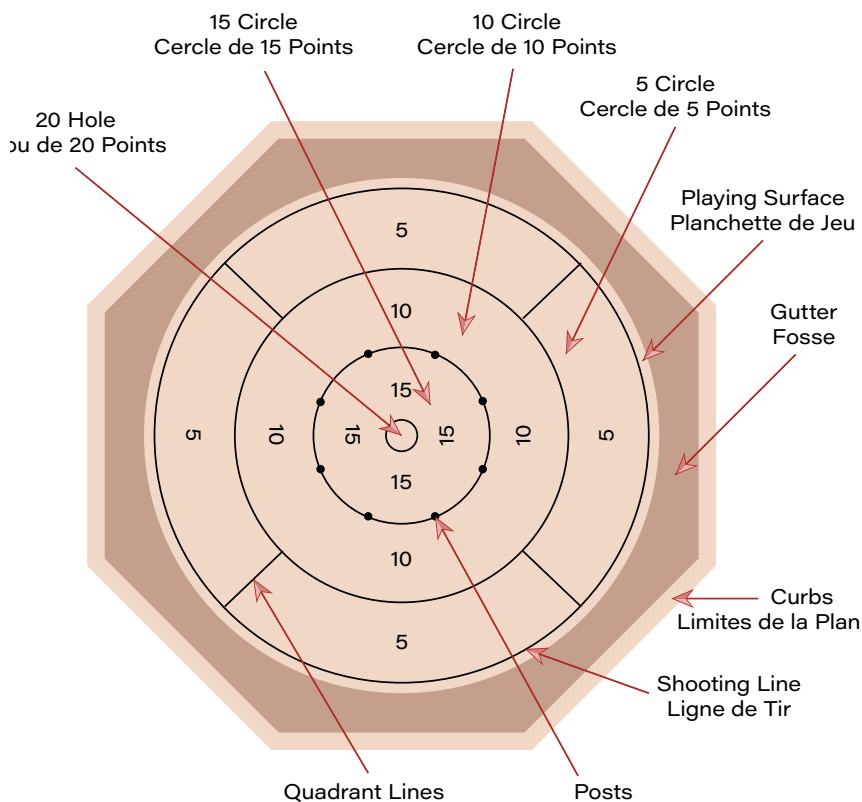
Lors d'une partie opposant quatre adversaires, former deux équipes ; chaque joueur reçoit 6 jetons de la même couleur que ceux de son partenaire. Les partenaires d'une même équipe seront assis face à face. Choisir l'équipe qui commence, puis procéder dans le sens des aiguilles d'une montre.

Tous les joueurs doivent garder les doigts, les mains et les jetons restants à l'extérieur de la planchette de jeu jusqu'à ce que ce soit à leur tour de jouer. Il est défendu de déplacer la planchette de jeu ou de changer de place durant la partie.

Suite à la page suivante.

Pour tirer, placer le jeton sur la ligne de tir située à l'intérieur de la zone correspondante (voir le schéma à l'endos). Chaque joueur devra lancer ses jetons à partir de la zone qui lui a été attribuée.

Le premier joueur essaie de placer son jeton sur le chiffre « 20 », au centre du jeu. S'il réussit, son jeton est retiré du jeu et aura une valeur de « 20 » à la fin de la ronde. S'il échoue, mais que le jeton termine quand même sa course sur la surface de jeu, le prochain joueur doit viser ce jeton et essayer de le pousser dans la fosse. En cas d'échec, le jeton de ce joueur est placé dans la fosse. La partie se déroule ainsi, chaque joueur se rappelant que tant que ses adversaires ont un jeton sur la surface de jeu, ses propres jetons doivent entrer en contact avec les jetons de l'autre équipe ou se retrouver eux-mêmes dans la fosse.



CROKINOLE GAME & TOURNAMENT SCORE CARD

NAME:

CATEGORY:

ID #:

		ROUND 1	ROUND 2	ROUND 3	ROUND 4	POINTS TOTAL	20's TOTAL	OPPONENT'S INITIALS & ID #
GAME 1	POINTS							
	20's							
GAME 2	POINTS							
	20's							
GAME 3	POINTS							
	20's							
GAME 4	POINTS							
	20's							
GAME 5	POINTS							
	20's							
GAME 6	POINTS							
	20's							
GAME 7	POINTS							
	20's							
GAME 8	POINTS							
	20's							
GAME 9	POINTS							
	20's							
GAME 10	POINTS							
	20's							

	POINTS	20's	OFFICIAL'S INITIALS
TOTAL SCORES:			

GET MORE SCORE CARDS AT WWW.CROKINOLE.CA

FREE!

CROKINOLE GAME & TOURNAMENT SCORE CARD

NAME:

CATEGORY:

ID #:

		ROUND 1	ROUND 2	ROUND 3	ROUND 4	POINTS TOTAL	20's TOTAL	OPPONENT'S INITIALS & ID #
GAME 1	POINTS							
	20's							
GAME 2	POINTS							
	20's							
GAME 3	POINTS							
	20's							
GAME 4	POINTS							
	20's							
GAME 5	POINTS							
	20's							
GAME 6	POINTS							
	20's							
GAME 7	POINTS							
	20's							
GAME 8	POINTS							
	20's							
GAME 9	POINTS							
	20's							
GAME 10	POINTS							
	20's							

	POINTS	20's	OFFICIAL'S INITIALS
TOTAL SCORES:			

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	20's							
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	20's							
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	20's							
GAME 5	POINTS							
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	20's							
GAME 9	POINTS							
	20's							
GAME 10	POINTS							
	20's							

	POINTS	20's	OFFICIAL'S INITIALS
TOTAL SCORES:			

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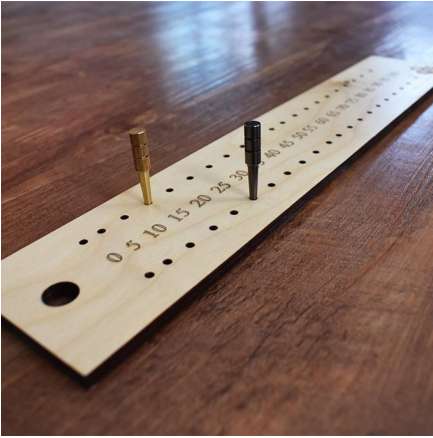
ID #:

		ROUND 1	ROUND 2	ROUND 3	ROUND 4	POINTS TOTAL	20's TOTAL	OPPONENT'S INITIALS & ID #
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	20's							
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	20's							
GAME 9	POINTS							
	20's							
GAME 10	POINTS							
	20's							

	POINTS	20's	OFFICIAL'S INITIALS
TOTAL SCORES:			

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SOME PRODUCTS WE SELL ON CROKINOLE.CA

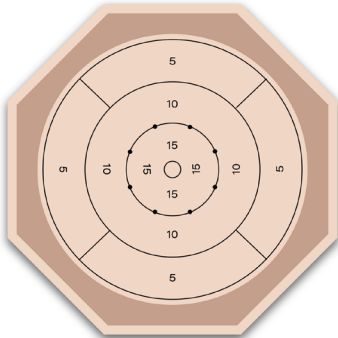


CROKINOLE POINT TRACKER

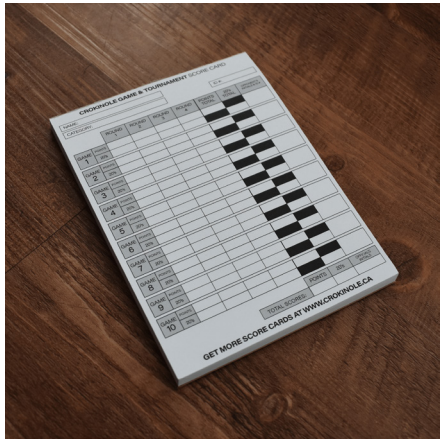


MAINTENANCE KIT

Crokinole Board Plans



CROKINOLE PLANS



SCORE PAD



DISC POUCH



REPLACEMENT POSTS

SOME PRODUCTS WE SELL ON CROKINOLE.CA

4 color crokinole game where each player plays a color!



CROKINOLE DISC PARTY PACK



REPLACEMENT POSTS



CROKINOLE CUES



CARRYING CASES



LAZY SUSAN



FAST SPEED POWDER

CROKINOLE BOARDS WE SELL ON CROKINOLE.CA



The World Champion - Best Quality

This beautiful tournament board is made with premium maple throughout. It has a built in wall hanger and uses brass tubing for the posts. Excellent craftsmanship.



The World Famous - Best Play

This board has the smoothest surface of all our boards. It is made of premium composite maple. It has a full 26 inch playing deck. Play speed is amazing.



Tourney Board - Meets NCA Specs

This board meets National Crokinole Association standards. It is the most common board used at tournaments. Perfect for competitors.



The Classic Board - Best Value

This board is perfect for family gatherings as it is smaller than a tournament board. It is very strong and made with traditional biscuit cuts. It is made of Canadian Birch.



The Baltic Bircher - Best Overall

This board is a large tournament size Crokinole board with an octagonal frame. It is much like the boards produced in the 1800s. It is rare to find this kind of board anymore since most are now round.

HIGH QUALITY, SHINY DISCS - TRADITIONAL & TOURNY



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PROMO CODE: 10DOLLARSOFF

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Call or text ahead to setup a visit.

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