



Official Rules of Crokinole

Produced by the National Crokinole Association

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The goal of the National Crokinole Association (NCA) is to foster the development of crokinole. The NCA supports existing local clubs and the formation of new clubs and organizes a series of NCA tournaments called the NCA Tour.

The following are the official rules of the National Crokinole Association which shall be followed by all players at NCA Tour events. Requests to deviate from these rules for a tournament must be made during the tournament application process. At the discretion of the NCA Board, a tournament with alternate rules may be rated as an Experimental tournament.

Basic Rules of Play

1. Getting Ready
 - a. A player or team's initial order of play, colour of discs, and seating position, shall be determined by chance or by the organizer(s) of a club or tournament.

2. How to play
 - a. A "round" shall proceed as follows:
 - i. Each player, in turn, proceeding clockwise around the board, shall attempt to make a "valid shot". (See Rule 3)
 - ii. After each turn, any 20s sunk shall be removed and placed in a designated area visible to all players and must remain there until the end of the round.
 - iii. At the end of the round, the score on the board shall be counted along with the 20s, before any discs may be moved.
 - iv. The player or team with the higher score shall receive 2 points. If the round is tied, each player or team shall receive 1 point.

- b. A "game" shall consist of 4 rounds.
 - c. The number of games in a "match" shall be determined by the tournament rules.
3. Valid Shot
- a. Definition
 - i. If any opposing discs are in play, at least one of the shooter's discs must strike an opposing disc either directly, or by bumping one of his/her discs already in play into an opposing disc.
 - ii. If there are no opposing discs in play, then the shooting disc or at least one disc struck during the shot must end up touching or within the 15 line. (The No Hiding Rule) (A 20 is considered within the 15 line)
 - b. If on any turn, a valid shot is not made, then the shooting disc and all of the other discs that were struck, including any 20s made, shall be removed, considered out-of-play, and shall not score.

Additional Rules

4. Singles
- a. Opponents shall sit on opposite sides of the board and each have a different colour of discs. Players shall each begin with 8 discs, and shall alternate turns.
 - b. In each of the rounds in a game, players shall alternate starting. In each of the games in a multi-game match between 2 players, players shall alternate starting.
5. Doubles
- a. Partners shall sit on opposite sides of the board and play the same colour of discs, which shall be different from the colour of their opponents' discs. If a team is chosen to play first, the partners may decide which of them shall start. Players shall each begin with 6 discs.
 - b. In each subsequent round in a game, the obligation to start shall move one player clockwise around the board. In each of the games in a multi-game match between 2 teams, the teams shall alternate starting.
6. Scoring
- a. The centre hole shall count 20, the region around it 15, the next region (outside the pegs) 10 and the outer region 5.
 - b. A disc shall score the lowest value of any region of the board that it is touching.
 - c. In order to score 20, a disc must be completely in the centre hole and lying flat.
 - d. If a disc is touching a line, it scores the lower value of the two regions adjacent to the line.
 - e. If a disc is lying flat on the board, the determining factor in deciding whether it is touching a line is whether the bottom edge of the disc is over any part of the line (not by where the edge of the disc appears to be when viewed from above).
7. Shooting
- a. During an opponent's turn, a player may not touch the board, or table, or place a disc in position, or make any unusual noise or motion designed to distract that player.

- b. In preparation for their shot, a player may move any objects from the ditch, table, or floor (eg. discs, 20s holders, clipboards, beverages, etc) that impact their ability to line up a shot, and may use their hand to clean wax off of their own shooting quadrant (not including inside the 15-point ring), provided none of these actions move the table, chair, board, or discs in play.
 - c. During a shot, only the player's shooting hand, and associated wrist, and forearm may touch the board or table.
 - d. Before shooting, a player must wait until all motion of the discs from the previous turn has ceased.
 - e. A disc must start from a flat, stationary position, and be touching some part of the outer boundary line of the player's quadrant, or touching both the outer boundary line and a player's quadrant dividing line.
 - f. A disc must be struck by one or more fingers. No aids, such as finger guards, are permitted.
 - g. Intentional or excessive shaking of the board with the shooting hand, or by any other means, is not permitted.
 - h. Once a player has his finger and disc in a set position in preparation for a shot, and the disc leaves his/her finger, a shot is judged to have taken place.
 - i. The board may not be moved while the game is in progress, except that a player may move the board at the end of the round to retrieve a disc that is lost underneath the board. If the disc is lost underneath the board during a round, the player should reuse an already used disc to ensure the correct number of shots are taken, provided that he/she clearly makes his/her opponent aware.
 - j. The chair of any player may not be moved while the round is in progress, except that a player may move his/her chair, if necessary, to pickup a disc that has fallen out of reach.
 - k. When a player is shooting, at least one portion of his/her posterior must be in contact with the seat of his/her chair.
 - l. Each leg of a player's chair must be in contact with the floor. (no leaning of the chair)
 - m. No part of a player's body except the feet may touch the floor. No other means of support may be utilized.
8. Other
- a. Coaching: A player is not allowed to receive coaching at any point through the duration of a game except from other players at the table. "Coaching" is to be considered as any advice or knowledge in regards to the game that may influence a players choices and play, whether that be directly given to them or advice said within earshot of the players.
 - Examples of disallowed coaching include:
 - Commentating for a livestream including strategy discussions where the commentary is audible at the table.

A spectator telling the player how many shots remain, who has hammer, the current score, recommending shots, etc (joking banter from the crowd notwithstanding).

Telling a player how they should have approached a shot between rounds

- b. Granular shuffleboard wax shall be placed in the ditch so that players may rub their disc in the wax prior to shooting. It may be applied to the playing surface by tournament officials (and only by tournament officials), if in their opinion, conditions warrant it. No other lubricant is allowed.
- c. Wax may be removed from the playing surface of the board between rounds at the agreement of all players at the table.
- d. If time runs out in a timed match, one additional shot will be allowed, if necessary, to equalize the number of shots.
- e. If a disc touches or crosses the outer boundary line it is out-of-play. (Subject to 8f)
- f. If a disc is out-of-play, it shall be placed in the ditch before the next player's turn, and must remain there until the end of the round.
- g. The Spinning Disc Rule - If a disc touches or crosses the outer boundary line and does not strike anything other than the playing surface while touching or across the outer boundary line, and returns under its own momentum to end up within the outer boundary line, it will be considered still in play.
- h. The Damage Stays Rule - If a disc touches or crosses the outer boundary line, strikes the backboard and/or out-of-play discs, then re-enters the playing surface this disc is out-of-play, but the altered position of any discs struck shall remain and any 20s made shall count. (except for an out-of-play disc)