

(125) Crokinole

1. All contestants are to abide by the dress codes listed for non-athletic events in SECTION 1 of these guidelines. (Coats are not required for male contestants).
2. One match can be for 2 opposing players, or 4 players that make 2 opposing teams.
3. The object of play is to position shooting discs on the playing surface in such a manner that they remain within the highest scoring circles at the end of the round.
4. The game is won by reaching 100 points first.

The following rules will be observed:

When two players are playing, each player will have 12 discs of 1 color to shoot. They will oppose each other. When four players are playing, each player will have 6 discs to shoot. The players sitting opposite of each other will constitute a team, shooting the same color, and will oppose the other team.

Your shooting quadrant will be directly in front of you, you may not turn the board once game has begun.

- Youngest player shoots first.
- Play in clockwise fashion.
- To shoot, place disc on any portion of the shooting line within your pre- selected quadrant. A disc placed on the quadrant line must not be more than half over it.
- The first player will try to shoot into the 20 point hole. If it lands in the hole, it is removed and set aside to count as 20 points at the end of the round. If it does not land in the center hole, and yet is still on the playing surface, the next player must shoot at that opposing disc in effort to knock it into the ditch. If the player misses, their disc must come off the board. The opponents disc that was untouched remains on the board.
- The next player then gets to shoot for the center hole again since there are no opposing discs on the board. If he remains on the board the next opposing player must shoot and touch one of the two opposing discs remaining. If it touches one opposing disc, all stay on the board, if it misses, it must come off. If it hits and bounces into the ditch, or knocks any other discs into the ditch, all are out of play. And so on.
- A shot that goes off the playing surface and bounces back on is out of play.
- Any disc that touches the shooting line, after it was played, is removed to the ditch.
- When all players have shot all their discs, add up the points where the discs remain.

Scoring

- Center hole, 20 points
- Inner circle, 15 points
- Middle circle, 10 points
- Outer circle, 5 points

Tallying

- Add in any 20 point discs that were set aside.
 - Any disk on a line is tallied at the lower point value.
- Only the difference counts. If one team tallies 60 points, and the opposing team tallies 20, only the team that tallied 40 points counts towards the final count. So the score for round one would be 40 to 0, and so on, throughout each round until the total 100 points is reached.

Crokinole is a one game only elimination match with a possibility of losers selected for playback. At the discretion of the chief judge, contestants may be asked to play 2 of 3 matches for quarterfinals, semifinals, and finals.