



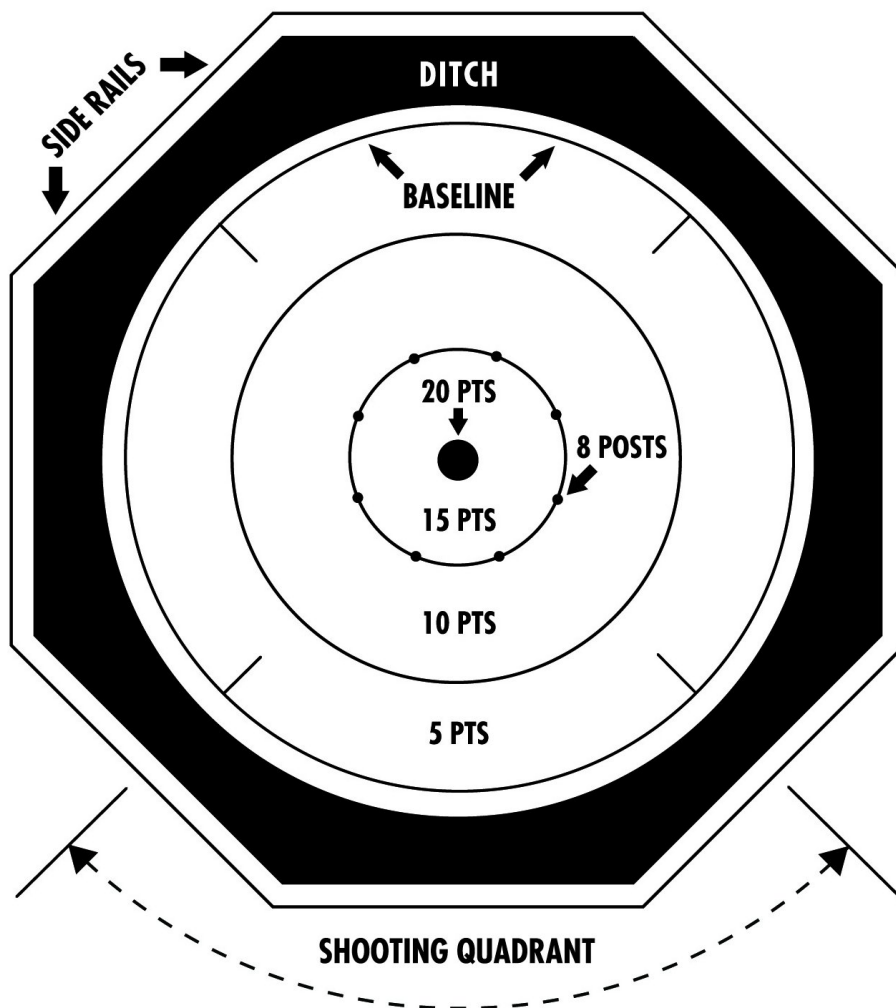
# TOURNAMENT RULES

~ **AMERICAN SOUTHWEST PICHENOTTE** ~

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### YES:

- 1) Shoot from any comfortable position. You may stand or move your chair at any time.
- 2) Use a bubble level and wedges to level the board
- 3) Summon a referee to clarify issues, or if you need help in any way.
- 4) Using a flashlight will help to resolve 'close-to-the-line' issues. Referee is available if needed.
- 5) Spray wax may be used before any game, but not during a game. Avoid inexpensive silicone-based waxes like Pledge, because they contain abrasives which damage the surface. (Best choices: Guardsman or Formby's).

## **NO:**

- a) No mobile device use during play. **Penalty:** forfeit game.
- b) Remove any jewelry that may damage the gameboard during play.
- c) Players may not intentionally move the gameboard or the table, unless mutually agreed upon.  
**Penalty:** forfeit the game. If accidentally moved, no penalty, but consult the referee if needed.
- d) No banging on the board with pucks or hands.
- e) While opponent is shooting, do not touch board or table, and do not place pucks on the board.
- f) Do not intentionally wave, shout or engage in any other activity that distracts your opponent.
- g) No 'do-overs'. Once a puck leaves your finger, and crosses the baseline, a shot has been made.

## **RULES OF PLAY FOR TOURNAMENTS**

### **R-1) Formats:**

A) The tournament may be single-elimination, double-elimination or round-robin

B) Matches:

- Singles = 8 games = 12 pucks each = First shot alternates back and forth regardless of score
- Doubles = 4 games = 6 pucks each = teammates have same color = First shot rotates clockwise
- A Match is won by the player or team with the most points. Ties broken by 20's shootout of 12 pucks each.

### **R-1-A) Deciding who will shoot first:**

Any common method such as coin toss, or choosing a hand with a hidden puck.

The winner chooses to play first or second.

The first shot in each game is called **The Breaker**.

The last shot in each game is called **The Hammer**.

### **R-2) Rotation of Play:**

**Singles:** After the Breaker, play alternates back and forth, one shot each, until all pucks have been played. The player with The Hammer is the Breaker of the next game.

**Doubles:** After the Breaker, play is clockwise, one shot each, until all the pucks have been played. The next Breaker is the person sitting clockwise to the previous Breaker.

**R-3) Shooting Zone:** Puck must touch the baseline. Puck may touch, but not go beyond, either quadrant line.

**R-4) Regulation Shot:** Puck must be placed flat on the board in your shooting zone. Some part of the hand or wrist must rest on the gameboard, and not be 'free-floating' in the air. Using any finger or thumb, alone or in combination, flick the side of the puck, not the top, without your hand moving forward. No 'pushing' is allowed.

**R-5) Scoring Lines:** A puck must be completely within a scoring zone to be valued at that score. Any puck touching a line is valued at the lower score. Look at the bottom of the puck to determine if it is touching a line. If there is space between the line and the puck, it is not touching the line. If there is no space, it is touching the line, and counts for the lesser score. Use a flashlight or call a referee if needed.

**R-5A) The baseline is out of bounds:** After a shot is completed, any puck touching the baseline is removed to the Ditch. A puck may 'wobble' around the baseline, essentially going in and out of bounds. Where it finally comes to rest determines whether it is ON or OFF.

**R-6) In a close line call, both players must AGREE** whether a Puck is ON or OFF. Any disagreements are decided by a referee.

**R-7) Removing a contested puck early:** forfeit the game.

### **(R-8) WHEN OPPONENT'S PUCKS ARE ON THE BOARD = TWO CHOICES**

#### **CHOICE (A): PUCKS MUST MAKE CONTACT:**

One of your pucks must make contact with one of your opponent's pucks.  
If not, the shooting puck (only) is removed.

**OR:**

#### **CHOICE (B): STATE CLEARLY THAT YOU ARE 'GOING FOR A TWENTY' :**

If you "Call a Twenty", any one of your pucks must land flat in the Center Hole. You can change your mind, as many times as you want, but your last decision is final.  
If you fail to make a twenty, but your shooting puck remains on the board, your opponent has the option to either leave your shooting puck on the board, **OR** remove that puck to the Ditch. The opponent either removes the puck, or signals to the shooter that it is OK to remove the puck. The shooter must not automatically remove the puck.

*< This unique 'American Southwest' rule increases the risk of 'calling a twenty'. Sometimes it will be to your opponent's advantage to leave the puck on the board; For example, he/she may be able to use it as a 'backboard' to score a 'twenty'. Other times, it will be to his/her advantage to remove the puck. >*

Rule and Hint : Once you decide to either leave or remove your opponent's puck, you cannot change your mind. Take your time and think carefully before deciding to leave or remove your opponent's puck.

### **R-9) WHEN OPPONENT'S PUCKS ARE NOT ON THE BOARD:**

This is called a **"Free Shot"**.

- a) The player may shoot from his/her quadrant to anywhere on the board, however the puck must at least be fully in the '10 point' zone. It may also go beyond that line and remain on the board.
  - b) The player may shoot into one of his/her own pucks, but this must cause the puck being hit to 'improve' from one scoring zone to a higher zone. For example a '10' becomes a '15'.
- If neither of these happen, the shooting puck is removed to the ditch. If any of the shooter's pucks land flat in the center hole, the puck counts for 20 points, and is placed on top of the rail or into a clearly-visible-to-all 'twenty-holder'.

### **R-10) 'REBOUNDS' and 'DAMAGE':**

Sometimes during play, pucks will cross over the ditch, hit the rail, and rebound back onto the board. Rebounding pucks are considered "OFF" and removed to the ditch, even if they land in the 20 center hole. The rebounding puck(s) may also cause 'damage', moving other pucks on the board. Whatever 'damage' they cause is allowed to stand on the board. If the rebounding puck causes any other puck to land in the 20 center hole, this puck will count for twenty, whether it is the shooter's puck or the opponent's puck.

**R-10-A) If a puck flies completely off the board during play,** players may not intentionally direct the puck back onto the board. It must be retrieved and placed in the ditch before the next shot is played. If a player makes a shot while the puck is being retrieved, the shooter forfeits the game.

**R-10-B) When a puck makes contact with your hand during play** - For example, a puck rebounds off a rubber post and inadvertently makes contact with your hand before you are able to move your hand away. If it is your own puck, the puck is removed to the ditch. If it is an opponent's puck, the puck is allowed to remain on the board.

### **R-11) SCORING - at end of each game**

Do not remove any pucks from the game board until both players agree to the score.

20 points for each displayed twenty (pucks that went in the center hole during the game)

15 points for the circle inside the posts.

10 points for the middle circle.

5 points for the outermost circle.

0 points for pucks in the Ditch.

#### **Rare, but possible points:**

- A puck leaning against a post and touching the board = 25 points.

- A puck resting entirely on top of the post = 50 points.

### **ADDITIONAL RULES:**

**A-1) All "Twenties" must be displayed** on the top of any rail or in a clearly-visible-to-all 'twenty holder'. **Failure to display:** they count for zero points at the end of the game.

**A-2) Pucks must NOT be removed to the Ditch until they come to a complete STOP.**

If a player touches a puck before it stops moving, the penalty is loss of 20 points.

**A-3) Once a puck is in the ditch,** it may NOT be removed from the ditch until the round is over.

**A-4) If a puck stands vertically, OR at an angle, in the Center Hole,** it does not count for 20, but treated as 'in the 15-point-zone' like any other puck 'in the 15-point-zone'.

**A-5) At the end of the match,** both players or teams must agree as to the score, and are equally responsible for accurately reporting the score to the 'official' scorekeeper for the tournament.

## **Recommendations / Observations:**

**S-1) Before the tournament, a '20's shootout contest'** helps players 'warm up'.

**S-2) Each player keeps their own scorecard,** making it easy for the referees to verify the scores.

### **S-3) Averages -**

- Singles game - 2 players - 1 game - 12 pucks each = 3 minutes
- Singles match - 2 players - 8 games - 12 pucks each = 24 minutes
  
- Doubles game - 4 players - 1 game - 6 pucks each = 7 minutes
- Doubles match - 4 players - 4 games - 6 pucks each = 28 minutes
  
- Average singles match played to 500 points = 9 games = 27 minutes

## **CAUTION: GAME-PIECES ARE A CHOKING HAZARD**

### **YOUNG CHILDREN SHOULD ALWAYS BE UNDER ADULT SUPERVISION**

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We realize these rules are unique and you may or may not like all of them.

We encourage people to play with rules that make sense to them and that they enjoy.

Over many years, these rules represent the consensus of many players out here in the high desert of New Mexico under serious and cooperative tournament conditions.

If you have any comments, questions or want to help us in any way with tournaments, websites, photographs, videos, instructions, donating a gameboard to a charity, school, boy's club, girl's club, or firehouse please don't hesitate to contact us !

We can always use more of everything !

Have fun and keep on flicking !

In future editions, we will highlight the many differences between American Southwest Pichenotte and Canadian Crokinole. Stay Tuned !