



# SHUFFLE BOARD RULES

## 1. GAME

The game of shuffleboard is played by either two (2) persons (called singles), or by four (4) persons (called doubles).

The object of the game is to propel discs by means of a cue onto scoring diagram at opposite end of court - to score, to prevent opponent from scoring, or both.

## 2. EQUIPMENT

Discs shall be made of composition not less than 9/16" and not more than 1" in thickness, 6" in diameter, and not less than 11 1/2 ounces in weight. New discs shall weight 15 ounces.

Four (4) discs shall be colored yellow, four (4) colored black. These eight (8) discs comprise a set. (Other colored combinations may be used, as white, red, blue, etc., as long as there are two contrasting colors.) Care should be taken that all discs in a set shall be uniform in weight and thickness.

The cue shall not have an overall length of more than six feet, three inches (6'3"). They may be shorter. No metal parts on cue shall touch playing surface of court.

Players shall not be required to play with discs, new or old, that are not in satisfactory condition. Defective discs will be replaced by good discs, if available. Any change of discs must be made before the first (1st) game begins. New discs are not to be used in tournament play, unless thoroughly broken in.

## 3. PLAYING RULES

In doubles, partners shall play on the same color at both ends of the court.

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 the head of the court, and left side of foot of the court.

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 front or back lines, penalty 5-off disc played touches side line, or triangle, 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. Any 10-offs the offender had on the court that were displaced will be removed before further play and also be deducted from offender's score.

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.

A disc that does not reach (at least touch) the farthest dead line will be removed from the court.

A disc that is leaning over edge of court and touching the alley shall be immediately removed.

## 4. SCORING

Scoring diagram - one 10 - point area; two 8 - point areas; two 7-point areas; one 10-off area.

After both players have shot their four (4) discs, score all discs on diagram within and not touching lines; separation triangle in 10-off area not considered.

Judging disc: when judging disc in relation to lines, the official shall position himself-herself with the disc between him/her and the line and 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.

No artificial aid or cue shall be used in judging discs. Use eyesight only, except in judging lagging discs. Penalty 5-off.

Play continues until all discs have been shot in that half-round, even if game has been reached.

If a tie game results at game point or over, play is continued in regular rotation of play, until two full rounds in doubles or one full round in singles are 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.

Games are usually played to 75 points, however, players may agree to play to a smaller number, such as 50. An alternate game is to play an agreed-upon number of rounds, such as 10 or 16.

## 5. VIOLATIONS AND PENALTIES

Shooting opponent's disc 10-off

Discs not in starting area 5-off

Played disc touching front or back line 5-off

Players stepping on or over baseline while in the act of shooting 10-off

Player must not touch any part of body on or over baseline any time while executing a shot 10-off