

SHUFFLEBOARD RULES OF PLAY

SECTION 1 – COMMON COURTESY

- A. All generally accepted rules of good sportsmanship and good conduct will apply at all times in league play.
- B. It is to be considered common courtesy for each player to step back from the board after he delivers a weight in order to give his opponent freedom of the board in every respect, without interference while shooting. The player not having the last shot shall stay at his end of the board until his opponent has delivered his last weight

SECTION 2 – GENERAL RULES OF PLAY

- A. For the purpose of official league play, the following definitions will apply:

“Match” – The total contest between two teams consists of 4 games.

“Game” – Will consist of 11 points. You must win by 2 points.

“Round” – When all eight weights have been delivered from one end of the board, a round will have been completed and scores noted.

- B. A team will consist of at least 2 players and up to a maximum of 6 eligible players.
- C. All games will be played as double contests, with one member of each team at either end of the board at a time.
- D. A flip of the coin shall determine which team goes first. Winner of the coin-toss will determine order of play as well as which team plays with which puck/quoints color.
- E. At the completion of a round of play, play is resumed at the opposite end of the board, with the player whose partner won the previous round shooting first.
- F. Any team, which causes a delay of 15 minutes at the start of any match, will forfeit all four games.

SECTION – HOW TO SCORE

- A. Weight must clear centerline in order to be counted. If not, weight will be removed from playing surface.
- B. Weights touching or in front of the deuce line and completely clearing the foul line score one point.
- C. Weights touching or in front of trey line, and not touching the deuce line, score 2 points.

SHUFFLEBOARD RULES OF PLAY

- D. Weights between the trey line, and the end of the board but not touching the trey line, score 3 points.
- E. In case of doubt as to whether a weight is a “scoring hangar”, the referees should use the following method: Take a regular weight and place its playing surface (bottom) against the end of the playing field. If the scoring weight is moved by the testing weight, it is considered a “hangar” and is scored 4 points.
- F. All team players should have equal playing time. The same playing schedule should be followed during the entire 4 games.
- G. If a wrong colored weight is delivered and no other weights hit, there is no penalty. The correct colored weight should be inserted in the same position.
- H. If a wrong colored puck/quoits is delivered and hits another puck/quoits that puck/quoits should be removed and one penalty point is given to the team delivering the wrong puck/quoits.