

Shuffleboard

What kind of equipment do you need?

One cue (also called a tang) per player and eight discs (also called biscuits; four discs per player or team)

How many people are on a team?

The game of Shuffleboard is played by two people (singles) standing on the same side of the court OR by four people (doubles) with one partner at the Head of the court and the other partner directly across at the Foot of the court).

Rules

- (1) A coin flip determines which player goes first (yellow). Alternatively, players may shoot one disc each, with the disc nearest to the far Dead Line determining who will have color choice for the initial Frame.
- (2) Play begins from the Head of the court (side where the scoreboard is located). Place all discs within the Kitchen (area labeled -10). Yellow should always be played from the right side of the Head of the court and from the left side of the Foot of the court (side opposite the scoreboard). When at rest and before shooting, keep your discs in the Kitchen on your side of the shooting triangle.
- (3) To start a game, the yellow disc is shot. Play alternates yellow then black until all discs are shot.
 - a. **When shooting, do not strike the disc with the cue – cradle it, then move the cue forward.**
 - b. **The claw of the cue should never touch the ground except when shooting. Use the handle end rather than the claw end when casually moving discs into place.**
 - c. When shooting, a player must not touch any part of his/her body on or over the Base Line (the lower, longer line of the Kitchen) or an extension of the Base Line at any time while executing a shot. While held, and during the shot, the cue may drift over the Base Line into the court of play. A player may also stand behind the Base Line extension in the alley before or while shooting.
 - d. In SINGLES, after all discs are played from the Head, constituting a half round (or Frame), the players walk to the opposite end of the court (the Foot) and take account of the score, recording it on the scoreboard. Players then begin the second Frame from the Foot, with color lead changing to black. Players record updated score after each Frame. Color lead changes after each Frame.
 - e. In DOUBLES, after all discs are played from the Head, players take account of the score, recording it on the scoreboard. A new Frame is then played from the Foot by the partners, with each partner using the same color discs that his/her partner used during the initial Frame from the Head. Yellow goes first again in this second Frame. Color lead does not change until both ends have played (one round total → two Frames). Players record updated score after each Frame. Color lead changes after every two Frames.
 - f. No Hesitation Shots or Hook Shots are allowed – forward motion of cue and disc must be continuous or accelerated, and the shot must be delivered in a straight line.
 - g. No points are awarded or subtracted for Dead Discs:
 - i. A disc that clearly leaves the court beyond the farthest Base Line or goes off the sides of the court is a Dead Disc.
 - ii. A disc touching the alley is a Dead Disc and shall be removed from the court of play.
 - iii. A disc not crossing the farthest Dead Line is a Dead Disc and pulled from the court (if it is touching the Dead Line, it remains in play).
 - iv. A disc which stops less than 8 inches beyond the farthest Base Line shall be removed so as not to allow a subsequent disc to ricochet off of it back into the court of play.
 - h. It is legal and, in fact, sometimes strategic to aim for an opponent's disc with your own.

Scoring

- (1) Scoring is tallied at the end of each Frame. Scoring zones are clearly labeled as 10, 8, 7 and -10. A disc must be wholly inside a scoring zone at the end of a Frame to register as points – a disc touching a line does not count for or against the player (the one exception is the triangle in the Kitchen, which is disregarded in scoring and only serves to separate colored discs before shooting). When judging if a disc is touching a line, players should sight directly down to make the determination.
- (2) There are two traditional ways to win a match.
 - a. Option 1: Contestants agree to play to a set number of points, with the first player (Singles) or team (Doubles) to reach that number declared the winner (In tournament play, a winner is declared after reaching 75 points).
 - b. Option 2: Alternatively, players may choose to play a match with a set number of Frames, and then the player (Singles) or team (Doubles) with the most points at the end of the chosen Frame will be declared the winner. Some of the most popular contests include matches to 8, 12, or 16 Frames. When playing a set number of Frames, it is customary for players to change disc color after the midpoint Frame.
 - c. If a tie game results at game point or over (or the game is tied at the end of the specified number of Frames in Option 2), then play is continued in regular rotation until 4 Frames in Doubles or two Frames in Singles are completed. At that time, the side with the highest score wins. Repeat for subsequent ties.

*** These rules are adapted from the USA National Shuffleboard Association (<http://www.national-shuffleboard-association.us>). Feel free in recreational play to adjust them as you see fit to achieve maximum fun!