

SHUFFLEBOARD GAME

The shuffleboard game is not a very physical game and is easy to learn. No experience is required.

If you have never played it before, this video will provide a good overview of the basics of how to play the game.

<https://www.youtube.com/watch?v=oPOt-DYWsiM>

Game Description

The game is being played in teams of two (2), each partner is playing on the opposite side. Each team plays four (4) pucks at each end. Player alternates pushing one puck at a time. One team plays the yellow pucks the other the black ones. Players use a cue to push their pucks down the court attempting to place their pucks within a marked scoring area at the far end of the court.



The marked area is divided into 6 scoring zones with different values as shown in the diagram. Once both players finishes at one end, the final score values of disks in the scoring zones are determined. Then the players at the other end play. The game always starts where the scoreboards are located (Head end). The board at one end is not only used to write the score, but also identifies if yellow or black plays.

Teams decide if game will be played at 50, 75 points or 1/2 or full board.

The game can also be played as singles. Complete rules are posted inside the clubhouse (where cue and pucks are kept) and near the courts and can be viewed below.



Contact: Coordinator Required

Heron Cay Basic Shuffleboard Rules

General Information

The regulation outdoor court is 52 feet long and 6 feet wide. Two large triangles point towards each other in the court 18 feet apart. The **Head** end is where the scoreboard is positioned and the **Foot** is the opposite end. A **Round** is when disks have been played from both ends of the court.

Players take turns with the various colored disks and push them from within their respective half of the “**10 off**” (-10) area in the court into the marked out court at the other end.

When shooting an important objective is to knock the opponents disks out of the scoring areas – particularly to put them into the **10 off** area.

Two (singles) or four (doubles) play with eight disks. Four dark disks are used by one team and four light disks by the other team. The choice of team color (dark or light) is determined by the player who in a preliminary contest pushes his disk closest to the farthest line without touching the other player’s disk. In doubles, elect 1 player to represent the team in competing for color choice.

The Game

To start the game, shoot the light disk from the Head (scoreboard end) of the court (right side) in the 10 off area. Alternate play – light, then dark until all disks are shot. Light is always played from the right side of the Head of the court and the left side of the Foot (end opposite scoreboard) of the court.

Singles

Players stand at the same end of the court and push their disks to the opposite scoring area starting with the light disk. Players alternate turns. After all disks are played constituting a half round, the players go to the Foot of the court and start play with the color lead changing to dark.

Doubles

After all disks are played at the Head of the court, start play at the Foot – light still leads and dark follows. Do not change color lead until BOTH ends (a round) have been played. Next round is led by dark and then alternate until the game is over.

Dead Disks

A dead disk is one which stops in the area between the far deadline and starting area or is one remaining in the court after having struck any object other than a live disk. Remove dead disks from play. If a dead disk moves or displaces a live disk, play that half round over.

Move any disk at least 8 inches back that stops beyond the farthest base line. Also remove any disk which is more than halfway over the side of the court or rests or leans on the edge.

Scoring

After both players have shot their four disks, add up the totals of the disks resting within their respective scoring areas and not touching the lines. If a disk touches a line, it does not score any points. Do not consider the separation triangle lines in the 10 off area as lines for scoring purposes. Points are awarded for landing in the 10, 8 or 7 sections of the triangles. Deduct 10 points for landing in the 10 off (-10) section. Deduct 10 points if a player shoots an opponents disk in error. The game is played up to 50. A running total is marked for each team on the scoreboard at the head end of the court.

Continue play until the half round is finished even if the total of 50 points is exceeded. If both teams have scores beyond 50 points, the higher score wins. In case of a tie, play one full found to decide it in singles or two full rounds in doubles. The winner is the best two out of three games.