

SHUFFLEBOARD GAME

Heron Cay Information - Shuffleboard

Games will begin Thursday, November 13th, 2025 and run through February 2026. You must sign up before October 30th, 2025. There will be sign-up sheets on the bulletin board at the back of the auditorium in the clubhouse to sign up for the fall/winter shuffleboard league.

Games will be played each Thursday at 10am. The league will be played with two members to a team. Teams will be formed by drawing names.

For questions or if you would like to volunteer as a substitute, please contact:
Patti Kemp

How To Play

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 light pucks the other the dark 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 light or dark plays.



Game will be played at 75 points. Cue and pucks are kept inside the clubhouse in the hallway next to the stage.



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.

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 push your own disc into the scoring area and to knock the opponents disks out of the scoring areas – particularly to put them into the **10 off** area.

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 a coin toss.

The Game

To start the game one each of the opponent players stand at the Head (scoreboard) end of the court and push their disks in the 10 off area to the opposite scoring area starting with the light disk. Light is always played from the left side and Dark from the right side of the 10 off area. Players alternate turns, light then dark. After all 8 disks are played the score is calculated.

The other opponent players stand at the Foot of the court and shoot towards the Head end of the court. Whoever scored the most points in the last round will go first and so on. If the score is tied in a round, the team that went first in that round will go first again.

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.

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 or falls off 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 thinner 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 75. A running total is marked for each team on the scoreboard at the head end of the court.

Continue play until the total of 75 points is exceeded by one team. If both teams have scores beyond 75 points, the higher score wins.