

Heron Cay – Shuffleboard League

Shuffleboard season is full swing. We are always looking for substitutes. You do not need to be an experienced player.....maybe you've never played at all.....don't let that stop you from joining in the fun.

Games are played on Thursdays at 9:30 am. Play continues through March 2026.

For further information, contact Patti Kemp at 772-321-1954.



See below for information on How to Play Shuffleboard.

Shuffleboard Video

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>

Equipment

Cue and pucks are kept inside the clubhouse in the hallway next to the stage. Come early to gather your equipment and wax the pucks.

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 using a cue.

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 is determined by their position on the schedule. The first numbered team for that lane on the schedule will play the yellow pucks that week.

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 from the 10 off area to the opposite scoring area starting with the yellow disks. Light is always played from the left side and Dark from the right side of the 10 off area. The teams alternate, 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 teams 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. A running total is marked for each team on the scoreboard at the head end of the court.

Continue play until the total of 100 points is exceeded by one team. If both teams have scores beyond 100 points, the higher score wins.