

SHUFFLEBOARD RULES

(Source: www.mastersgames.com)

The game is played with two sets of four disks in contrasting colors – yellow and black being the traditional shades. The cues that are used to slide the disks must be shorter than 6 ½ feet long.

1. Players slide disks alternately, starting with yellow.
2. The four yellow disks are placed within the left half of the 10-off area and black disks within the right side. The small thin triangle in the middle is the middle boundary.
3. Each disk must be played with a cue and the sliding motion must start within the 10-off area and finish within the scoring triangle.
4. If a disk does not reach the furthest dead line, it is immediately removed from play. Any disk that tips off the edge of the court is also immediately removed from play.
5. Players will aim both to push their own disks into the scoring areas or strategically advantageous positions while also attempting to knock opponent's disks out of play or into the 10-off area.
6. Penalties:
 - a. Disk touching 10-off area line before being played – 5 off.
 - b. Disk touching sideline or side of triangle while being played – 10 off.
 - c. Any part of a player's body going beyond or touching the baseline while playing a disk – 10 off.
 - d. Shooting an opponent's disk – 10 off.
7. Disks that are played illegally are immediately removed from play. Any disks that were displaced by an offending disk are also immediately removed. Any such opponent's disks are given back to the opponent to be replayed. For any disks so removed that had been lying within the 10-off area prior to the foul shot, the offender is penalized 10 points.
8. Scoring occurs once all eight disks have been played and is according to the areas marked on the court.
 - a. A disk must be entirely within one of the five areas and not touching the outside lines of that area in order to score the amount marked within.
 - b. Disks that lie beyond the 10-off area are ignored.
 - c. The small triangle that delineates the left and right halves of the 10-off area is ignored.
 - d. Disks still score if they are on top of another disk.
9. The game is won by the first person to reach 75 points although this cannot be achieved during a game. All eight disks of the final game must be played and the scores calculated before a player can claim victory.