



# Shuffleboard Rules

**OBJECT OF THE GAME.** The winner is the player with the highest score after 10 complete rounds.

---

## PLAYERS

Shuffleboard is played by either two players (singles play, one against one) or four (doubles, two against two).

The player who goes first (usually decided by coin toss) uses the yellow pucks with the player going second using black.

## SCORING

Players alternate “sending” the biscuits with the aim of getting as many into the scoring zones as possible. Scores are counted only after all eight (four each) pucks have been shot and the puck must be wholly inside the scoring zone to register – those touching the line do not count.

It is legal to aim your own shots at a player’s puck with the goal of removing them from the scoring zone or even into the 10 OFF zone, for which a player receives a penalty of minus 10 points. If a player’s puck is on the 10 OFF line then the player receives a five point penalty.

## WINNING THE GAME

The winner is the player with the highest score after 10 complete rounds. If both players are level at this point, a sudden death puck will be played, the highest score on this puck will be the winner.

Semi-Final 15 ends.

Final 20 ends.

## RULES OF SHUFFLEBOARD

- The player to go first is decided by a coin toss and then the player who scored highest in the previous round goes first.
- Players shoot one puck at a time and take alternate goes.
- Play begins at alternating ends so you start at the end of the court at which the previous game finished.

If playing doubles, one player from each team is at each end, ends are not changed.