

## W8701 Shuffleputt Rules

**Court Layout and Definitions** - A shuffleboard court is a long rectangle with scoring areas at either end. Scoring areas are drawn at both ends, including a "10 Off" area. The edges of the 10-off area are reduced slightly by two slanting lines at the same angle as the scoring triangle described next. The second line forms the base of an isosceles triangle and the scoring area. The triangle is divided into five areas: the tip and the small triangle is marked "10"; the remaining area of the scoring triangle is bisected both horizontally and vertically to form four areas. The two areas next to the 10 area are marked "8" and the two areas next to the 10 off area are marked "7". Toward the middle of the court are two Dead Lines.

Two sets of 3 golf balls (included) in contrasting colors are used to play the game. Putters (not included) are used to strike and roll the balls from one end to another.

**Play** - Players putt balls alternately, until all 6 balls have been shot and a turn has been completed. The youngest player, or team with the youngest player, shoots first to start the game. On subsequent turns, the team with the highest score shoots first. When a player is shooting/putting their ball, the ball must start inside the "10 OFF" area (Ball in "A" position). Their feet can be located anywhere on or off the playing court.

If a ball is putted toward the other scoring area at the other end of the mat does not cross the Dead Line that is furthest away, it is immediately removed from play (ball "C" would be removed). Any ball that is completely off the court is also immediately removed from the general play area to prevent it from accidentally coming back into play.

Naturally, players will aim both to push their own balls into the scoring areas or strategically advantageous positions while also attempting to knock opponent's balls out of play or into the 10-off area.

### Scoring

Scoring occurs once all six balls have been played and is according to the areas marked on the court with 10 points being deducted for any balls in the 10-off area. Balls that are in contact with a scoring area are eligible to score points. If in contact with more than one scoring area, the ball receives the lowest possible scoring value. Judges should position the eye directly above any disks that are controversially positioned in order to decide whether or not a line is being touched.

Scoring examples:

- Ball "D" = 0 points (and removed from play immediately)
- Ball "E" = 10 points
- Ball "F" = 8 points
- Ball "G" = 7 points
- Ball "H" = subtract 10 points

The game is won by the first person, or team, to reach 75 points although this cannot be achieved during a turn - all 6 balls of the turn must be played and the scores calculated before a player can claim victory. If both team reach 75, the team with the higher total wins. If both teams have the same score, then another turn is played until one team has more points.

