

Indoor Shuffleboard – Rules (GA2038 / W2572 / W8731/W8854)

Court Layout and Definitions - A shuffleboard court is a long rectangle with scoring areas at either end. The official length for an outdoor court is 52 feet. Portable indoor courts range from 15' to 20' long. Scoring areas are drawn at both ends that include a "baseline" and an area from the end to the baseline is called the "shooting area". From this line to the next line is the "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". At the tip off each scoring area is an imaginary "dead line", shown as a dash line in the image to the right.

Two sets of four disks in contrasting colors are used to play the game. The cues that are used to slide the disks are in the form of a long pole with two short prongs at the end of it.

Play - Players slide disks alternately, until all 8 disc 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 they must stand behind and off the court and the disc must start behind the shorter horizontal line that forms the 10 OFF area (see disc "A"). Each disc must be played with a cue and the sliding motion must start in the 10-off area. The disc must be released, or the player must stop their sliding motion, before the disc crosses the nearest dead line (see disc "B"). If a disc does not cross a portion of the furthest dead line it is immediately removed from play (disc "C" would be removed). Any disk 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 disks into the scoring areas or strategically advantageous positions while also attempting to knock opponent's discs out of play or into the 10-off area.

Scoring

Scoring occurs once all eight disks have been played and is according to the areas marked on the court with 10 points being deducted for any disks in the 10-off area. Disc that are in contact with a scoring area are eligible to score points. If in contact with more than one scoring area, the disc receive 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:

- Disc "D" = 0 points
- Disc "E" = 10 points
- Disc "F" = 8 points
- Disc "G" = 7 points
- Disc "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 eight disks of the turn must be played and the scores calculated before a player can claim victory. If both team reach 75, the team wit h the higher total wins. If both teams have the same score, then another turn is played until one team has more points.

