SHUFFLEBOARD TABLE GAME RULES

Object:
The objective of the game is to slide, by hand, all four of one’s weights alternately against those of an opponent, so that they reach the highest scoring area without falling off the end of the board into the alley. A player’s weight(s) must be farther down the board than his opponent’s weight(s), in order to be in scoring position. This may be achieved either by knocking off the opponent’s weight(s), or by outdistancing them.

Points:
- The game is played to 21 points.

Basic Game Knock Off Rules:
- Players will play rocks, papers, scissors to determine who will shoot the first weight.
- One member from each team stands at opposite ends of the board
- Players should alternate evenly within their team when sliding the weight.
- The first player slides his first weight toward the opposite end of the board, which becomes the scoring end. His opponent then shoots his first weight in a similar manner, attempting either to knock off the other player’s first weight, or to outdistance it. The players continue shooting their weights alternately, until all eight weights have been shuffled. When this has been done, one round of play has been completed.
- The player whose leading weight is farthest down the board (away from the players) is the winner of the round. The winner’s score is then totaled and registered on the scoreboard.
- A puck must be completely in a score zone to count. You have three zones 1, 2 or 3. To score puck must be entirely in zone.
- A winning puck that extends over the far edge of the board is a hanger and counts as 4 points.
- The winner of a round shoots the first puck down the table on the next round.
- The game continues until one team or player scores the winning point.
- Pucks in the gutter or knocked off are forfeited and count as zero points.
- If the leading pucks for each team are tied then no score is awarded.
- Any puck that crosses the foul line closest to the shooter is considered a legal shot and will remain on the board.
- To score one point the puck must be in the one zone that is between the furthest foul line and the 2 zone, generally any puck that crosses the foul line will still be awarded one point.

Scoring Shuffleboard Points:
- After all weights in a round have been shuffled, the player whose leading weight is the farthest away from the playing end is the winner of the round. The winner’s score is then determined by adding the values of all his leading weights, which lie ahead of the loser’s leading weight.
- **ONLY ONE PLAYER, THE WINNER SCORES IN A ROUND.** Example: If a RED weight is the most distant weight from the playing end at the completion of a round, RED becomes the winner of the round, and only RED can score. To determine Red’s score, total the value of each RED weight, which lies ahead of the leading BLUE weight. RED weights which are either cut off by or which lie behind the leading BLUE weight are not scored. If there are no BLUE weights remaining on the board, all remaining RED weights are scored. See example illustrated here.

![Diagram of weights scoring](image)

**General Tournament Rules:**

- The board can only be waxed at the start of the game. It is acceptable for players to throw wax from the gutter out on to the board by hand but to apply new wax to the board is prohibited until the end of that game.
- Players may walk to the opposite end of the board to examine the position of the weights.
- For puck delivery a legal shot requires the player to have at least one foot on the ground.
- No more than 30 seconds my pass between shots, this shall be considered slow play and may result in a one-point penalty.
- Legal shots or pucks that cross the foul line (closest to the player shooting) are determined by the tournament director if they are playing the short foul line (closest to the shooter) or long foul line on the opposite side of the board.