

Shuffleboard Rules: Classic Ground Shuffleboard

Objective:

The game is typically played to either 75 points or 12 frames.
A Shuffleboard Frame occurs when all 8 discs have been shot, and the score is recorded.

Singles (2 Players):

Yellow shoots the first disc, followed by Black shooting a disc.
Players continue alternating shots until all 8 discs are at the opposite end of the court.
Once all discs have been shot, the score is totaled.

Doubles (4 Players):

The two players on each color form a team and stand at opposite ends of the court.
The Yellow team shoots first for two frames, then the Black team shoots first for two frames.
If you are playing to a certain score (e.g., 75 points), the teams continue alternating who shoots first until a team wins by reaching the target score.
If you are playing frames, teams continue alternating who shoots first until all the frames have been played.
The team with the highest score at the end of the last frame wins.

Shooting:

All discs must be shot from within the starting area.
The starting area is the “-10” scoring zone in front of each player.

Playing:

Each disk must be played with a cue, and the sliding motion must start within the -10 area and finish within the scoring triangle.
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.
Players aim to push their own disks into the scoring areas or strategically advantageous positions while also attempting to knock opponents’ disks out of play or into the 10-off area.

Scoring:

A disc must be completely within a scoring area to count for points.
If it is touching a line, it does not count.
If a disc lands in the -10 section, 10 points are deducted.
Players alternate shooting until all 8 discs have been played, and then the score from that round is totaled.

Winning:

The game is won by the first person to reach 75 points, although this cannot be achieved mid-frame.

Enjoy your game of shuffleboard!

