



The Object of the Game

Official Shuffleboard Rules

General Rules

- Games are played one-on-one or two teams of two people.
- Team members play at opposite ends of the board and remain there for the duration of the game (you always play side-by-side with an opponent).
- Games are played until one team scores 15 points (it is not necessary to win by 2 nor is it required to hit exactly 15 to win).

Order of Throwing

- To begin the game a coin flip determines the hammer (the hammer is the last weight shot in a round).
- Players continue to alternate shooting until all weights are used.
- Points are counted and play continues from the opposite end.
- The team that scored points on the previous round throws first.
- If there is no scoring in the previous round the hammer changes.

Other Rules

- A legal throw will occur when at least one foot is on the ground and both feet are behind your own "2" line.
- Hitting or shaking the table is never allowed.

Scoring

- Only one team scores in a round.
- A weight must pass the "foul line" to be eligible for scoring (the foul line is located at the center of the board).
- Any weight that does not pass the foul line must be removed from the table.
- The team which has their weight closest to the end of the board scores.
- All of their weights which are ahead of their opponent's deepest weight (closest to the end of the board) are added together for the score in that round.
- A weight scores one point if it is located between the foul line and the "2" line.
- Weights completely across the "2" or "3" line count 2-points or 3-points respectively (to judge if a weight is completely over the line it should be viewed from above).
- If any portion of the weight is hanging over the end of the board (not the side) it is called a "hanger" and counts four (4) points.
- In the example to the right, the blue team has scored 5 points (4+1).

