
FLOOR SHUFFLEBOARD RULES

All participants must be at least 55 years of age by December 31 of the year of the games.

AGE CATEGORIES / EVENTS: Doubles – 2 males, 2 females or 1 male / 1 female.

AGE	EVENTS	NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY
55+	Open Doubles	3 Teams
70+	Open Doubles	3 Teams
TOTAL NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY = 12		

RULES AND REGULATIONS

1. A game will consist of 8 frames. A frame is when all four players have played their discs. The choice of disc colour will be decided by "Lagging".
2. All players will be allowed 4 non-interrupted practice shots.
3. In doubles, the 2 partners stand at opposite ends of the court facing each other throughout the game and shall not leave their own end until the game is completed.
4. To start a game, yellow discs will be placed on the right-hand side of the court. All discs will be placed in the 10 off area. Yellow disc is shot first alternating until discs are all shot. Black shoots first to start the second frame, with the color alternating to start each frame.
5. Discs must be launched from anywhere within the shooting player's half of the court area. Players change sides halfway through the game and play with the same color of disc for all frames.
6. The shooting player's feet must not come in contact with the baseline or step over at any time during the execution of the shot. Penalty – 10 off.
7. A disc, which stops in the area between furthest deadline and starting area, is dead and shall be removed before further play. If a disc is touching furthest deadline, it is in play. A delivered disc coming in contact with a disc touching the deadlines becomes a dead disc and is removed unless this disc is also in contact with deadline.
8. A disc that comes to rest within the 10 off area without touching any outside lines is scored a minus ten. The separating triangle is not considered a line, so a disc coming to rest in contact with the triangle will be scored as a minus ten.
9. Any disc that clearly leaves the court beyond the furthest baseline, or comes to rest outside the sideline, is a dead disc.

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10. A disc, which stops beyond the furthest baseline or beyond the sideline, shall be removed.
11. A disc or discs returning to, or remaining on the playing area, of the court after having struck an object outside the playing area, shall be removed from further play.
12. The baseline is the line continuing on the outside of the court for six feet six inches, at each end and also the line signifying the end of the court at each end.
13. **SCORING:** After all 8 discs have been shot, the score is counted. A disc scores in the area in which it comes to rest. Discs touching a division line do not score.
14. Discs cannot be removed until the scorekeeper, or umpire has verified the score. The penalty for this infraction will be: movement of own disc then that disc will not be counted; removal of opponent's disc, the disc will be put back as close as possible to previous position.
15. A standard playing court measuring six feet in width and 52 feet in length will be used.
16. The playing area shall be 39 feet in length from baseline to baseline.

FLOOR SHUFFLEBOARD COURTESIES

1. After a player has shot, he or she should take at least one step to the rear and hold their cue in an upright position. The player must not interfere in any way with the opponent.
2. Player must wait until opponent's disc comes to rest before shooting.
3. Any remark or motion to partner that indicates coaching is prohibited.
4. Players must not make remarks to disconcert opponent's play.
5. Player must not leave court except with opponent's permission.
6. Players must not intentionally delay or stall a game

OFFICIALS

A head judge will be identified at the start of the tournament. There will be a scorekeeper for each game.

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EQUIPMENT

Participants may bring their own cues as long as they do not exceed six feet three inches in length. The Host Committee will supply discs.

DRAW

Two points will be awarded for a win and zero for a loss.
If a very large number of entries are received, then a two-division round robin can be played.

TWO DIVISION ROUND ROBIN: Playoff Elimination Draw

First in Pool A vs. second in Pool B
First in Pool B vs. second in Pool A

The winners from this will go on to play a game to determine first and second place.

The losing teams will play a game to determine third place.

TIE BREAKING

1. If a game is tied at the end of 8 frames, the teams will play one extra frame (alternating last disc) until the tie is broken.
2. If there is a two-way tie, the winner of the previous meeting between the tied teams will advance.
3. If there is a three-way tie, points "for" minus points "against" will determine the winner. The team with the higher total advances.

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shuffleboard court
diagram

