

St. Louis Senior Olympics

Shuffleboard Rules

ENTRIES

1. There will be a women's bracket and a men's bracket in singles.
2. Any mixture of men and women will be allowed for doubles, i.e., 2 men, 2 women or 1 man and 1 woman.

PLAYING RULES: LAG

1. Opposing players will shoot a disc to the far black line (lag line). The disc can touch or cross the black line and be good.
2. The disc nearer the lag line has color choice. Measurement is from center of discs to center of line.

PLAYING RULES: SINGLES

1. Two singles matches will take place on each court at one time (non-walking singles).
2. For each match, Yellow starts the match on the right.
3. Players alternate shooting first. Yellow will shoot first in odd frames, black in even. Yellow will have the final shot of the last frame.
4. Singles matches will consist of 8 frames. The winner will be the player who has the highest number of points after 8 frames.
5. After 4 frames, players change sides – yellow will now be on the left.
6. In case of a tie, 2 extra frames will be played until the tie is broken.

PLAYING RULES: DOUBLES

1. Doubles matches will consist of 10 frames of which 5 will be played by each partner who will remain at their respective end of the court during the entire match. The team with the highest score at the end of 12 total frames will be the winner.
2. Yellow will lead out in frames 1 and 2, Black in frames 3 and 4, and so on. Yellow will have the final shot of the last frame.
3. In case of a tie, 2 extra frames will be played until the tie is broken.

EQUIPMENT

Players may bring own cues. The cue shall not have an overall length of more than six feet, three inches (6'3"). No metal part of cue shall touch playing surface of court.

RULES FOR COURT REFEREES

1. DO NOT walk on playing area of court.
2. DO NOT touch or move discs in play.

3. DO NOT collect discs for players, except when a disc is dead (one that struck any object outside playing area and returned and remained on playing area or one that landed in area between lag lines). Then you may remove it or call for a player to remove it.
4. Tell players to take 3 practice shots and on 4th shot lag for color choice. Player lagging disc closest to far lag line get color choice.
5. Remind players that they must keep their feet behind the base line when shooting and their disc must not touch the front line of the "TEN OFF" area until it leaves their cue. Watch this as they shoot.
6. Tell players to set discs in place in "TEN OFF" area at HEAD OF COURT. Yellow plays from right side and shoots first in singles and doubles.
7. After each disc is played, show a good disc by pointing to it with wand and call point value. If disc is on a line, which means no point value, wave hand over disc. If disc is in "TEN OFF" area, wave wand in a circle over disc and call "minus ten".

NOTE: The middle line in the "TEN OFF" area is considered nonexistent for scoring purposes (it is there solely to divide area into halves, one half to be starting area for yellow, the other for black.) Thus, if a disc lands on the middle black line in this area, it is "minus ten".

8. After all eight discs have been played, call out scores with color first ("Yellow seven, black minus 3") and check to see the score is recorded correctly.
9. Call for play to start.
10. In case of rain delay while play is in progress, partial score will stand if more than 50% of game has been played. Entire game may be replayed if less than 50% has been played. Event director may make special determination if necessary.