

New Mexico Senior Olympics

Shuffleboard Rules

Revised 11-2019

Playing Format

1. All shuffleboard matches will be ruled in accordance with official rules of the National Shuffleboard Association, Inc., and National Senior Games Association. For a copy of these rules please write or call:

National Shuffleboard Association
N.S.A. President Rob Robinson
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Mesa, Arizona 85206
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National Senior Games Association
P. O. Box 5630
Clearwater, FL 33758
(727) 475-1187
www.nsga.com

2. Events will be singles and doubles (doubles may be mixed or of same gender). All doubles athletes must register individually and list the name of the athlete who will be their partner on the registration form.
3. In case a partner becomes ill after registration, with a documented medical reason, a substitute may be made. See Partner/Team/Groups in Item H in General Rules.

Playing Rules

1. Playing format will be either double elimination or round robin tournaments based on the number of registered entrants. (Single elimination tournament will only be considered with the approval of the NMSO office.) Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Games competition.
2. Non-Ambulatory participants must be seated in their wheelchair or scooter for the entire duration of competition.
3. Any game missed/forfeited during bracket play will be considered a loss.
4. Doubles partners may be either of the same or opposite gender. Age bracket for doubles is determined by the age of the younger partner. Athletes may compete with only one partner per event.
5. Singles matches will consist of (12) frames or 60 minutes, whichever comes first. The winner will be the player who scores the highest number of points after the specified number of frames.
6. Doubles matches will consist of sixteen (16) frames. Partners will play from opposite ends of the court. Each partner shall complete eight (8) frames. Players will not switch ends after any frame. The team or pair with the highest point score at the end of the 16 total frames will be the winner.
7. In the case of a Double Forfeit, the Sport Coordinator will flip a coin to see who will advance.
8. There will be a two-shot lag for color. The first will be a practice shot and will be removed from the court after both players have shot. The second disc shot, which lands closest to but not over lag line, will allow the shooter the choice of color. Whoever chooses yellow will have the hammer or the final shot of the game. Player(s) playing yellow will play yellow for the whole game. Player(s) playing black will play black for the whole game.
9. Play begins at the head of the court. Yellow shoots first. (Yellow shoots one disc, then black shoots a disc, etc.). Yellow shoots first in all odd frames and Black shoots first in all even frames. The score is given after all eight discs are shot.

Shuffleboard Rules (cont.)

10. At the conclusion of the halfway point of the game (the end of 6 frames in a 12-frame game or the end of 8 frames of a 16 frame game), the players will be instructed to reposition themselves and their discs to their opponent's space. (Yellow plays on the right at the head of the court for the first half set frames and will play on the left at the head of the court for the last half set frames. Black will switch from left to right.)
11. Should there be a question about, or error in the score, players should notify the referee immediately.
12. In case of a tie, a two-frame play-off will be held as many times as necessary to break the tie.
13. Players should review the final score sheets prior to signing off on them. Once a signature is made, that score sheet becomes official and the score(s) will not be disputed. Players, referees and scorekeepers all sign off on each score sheet.
14. Players may use their own cues for competition play but cues shall be no more than 6 feet, 3 inches in overall length. No metal part of the cue shall touch the playing surface.
15. Players are to watch the judge/referee throughout the game. The judge/referee will tell players when to start, which discs are good or no good, which discs are in the kitchen, who shoots first, when to gather discs to resume play, etc. The referee/judge runs the game. Please pay close attention to avoid penalties and/or missed communications.
16. No competitor will judge or keep score in his/her age group unless it is during their own game.
17. See below for court layout.

