

NORTHAMPTON TOWNSHIP SENIOR CENTER

SHUFFLEBOARD RULES OF PLAY

SECTION 1 – COMMON COURTESY

1. All standard rules of good sportsmanship and conduct will apply in league play.
2. It is to be considered common courtesy for each player to step back from the board after he delivers a puck to give his opponent freedom of the board in every respect without interference while shooting (no one else should be near the board during play). The player not having the last shot shall stay at his end of the board until his opponent has delivered his last puck.

SECTION 2 – GENERAL RULES OF PLAY

1. For official league play, the following definitions will apply:
“Match” – The total contest between two teams and consists of 3 games (all 3 games must be played).
Each game will be played until a final score of 18 points is reached. (You must win by 2 points).
“Round” – When all eight pucks have been delivered from one end of the board, a round will have been completed and scores noted.
2. A team must have a minimum of two players and a maximum of six members. Note: Two players constitute a legal team and play can begin. If a player is missing, substitutes will be permitted (captains must call in advance to arrange for substitutes).
3. All matches will begin promptly at 9:30 or 11:30. There will be a 15-minute grace period. If a team does not show up (with at least 2 players) within 15 minutes, they will forfeit all 4 games and lose the match.
4. A flip of a coin will determine which team goes first. The winner of the coin toss will determine the order of play and choose the puck color.
5. At the completion of a round of play, play is resumed at the opposite end of the board, with the player whose partner won the previous round shooting first. The captains (or designated player in the captain’s absence) will record the score in each round.

SECTION 3 – SCORING

1. The puck must clear the foul line to score. If it does not pass the foul line, it will be removed from the playing surface.

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2. The puck MUST BE COMPLETELY PAST the line (must be able to see the entire black line) to be awarded the higher point value.
3. Point scores are one, two, three, and four for a hangar (hanging pucks are only on the end of the board (not on the sides). In case of doubt as to whether a puck is a “scoring hangar” take a regular puck and slide its playing surface (bottom) against the end of the board. If the scoring puck is moved by the testing puck, it is considered a “hangar” and is scored 4 points.
4. Only the player whose pucks are ahead of the opposing team’s pucks on the board will be awarded points. (If it is determined they are tied neither team gets points)
5. If a wrong-colored puck is delivered and NO other puck is hit, there is no penalty. The correct colored puck should be inserted in the same position. If a wrong-colored puck is delivered and HITS another puck, that puck should be removed and one penalty point is given to the team delivering the wrong puck and the opponents’ puck is replaced to its original spot.

SECTION 4 – GAME CANCELLATIONS

1. In case a game is cancelled or postponed, the captain who cancels must notify the other team captain, so that they can inform their team member and a Senior Center staff member. There will be a sheet on the bulletin board for make-up games.

SECTION 5 – CAPTAINS NOTES

- Captains make sure the board is ready for play. The board can only be waxed at the start of a game, not during play.
- Captains should keep their team informed when games are being played or cancelled.
- Captains should be in touch with opposing team captains if a game is being rescheduled so they can notify their team members (please check the schedule for dates available and notify one of the committee members when you reschedule).
- Captains are responsible for filling out the score sheet at the end of each game (showing game scores and wins). Both captains should initial the score sheet. At the end of the match, please put this sheet in the shuffleboard folder at the front desk.