



Ontario Shuffleboard Association Inc.

Official Playing Rules

(as of July 1, 2024)

A - GAME

1. The game of shuffleboard is played by either two (2) persons, called Singles, or by four (4) persons, called Doubles.
2. The object of the game is to propel discs by means of a cue onto a scoring diagram at the opposite end of the court; to score, to prevent the opponent from scoring, or both.

B - EQUIPMENT

1. Four (4) discs shall be colored yellow, four (4) colored black. These eight (8) discs comprise a set. Other colored combinations may be used, such as white, red, blue, etc., as long as there are two (2) contrasting colors. Care should be taken that all discs in a set shall be uniform in weight and thickness.
2. The cue shall not have an overall length of more than six feet, three inches (6'3"). No metal parts on the cue shall touch the playing surface of the court.

C - PLAYING RULES

1. Players are to be courteous to their opponents and all others. Using insulting or offensive language is not permitted.
2. Smoking, consumption of alcohol, and/or illegal drugs is not permitted on or around the shuffleboard courts.
3. Any remark or motion to their partner which indicates coaching their play is prohibited.
4. After a game has started, no player may refer to drawings or any device designed to assist in executing a shot, for the duration of the game.
5. Judging Discs:
 - a. When there is doubt as to whether a disc counts, the first call shall be made by the person playing black at the opposite end of the court.
 - b. If either the shooter or his/her opponent doubts the call, the other person shooting the yellow disc shall immediately make the second call.Should they disagree, the third (final) call will be made by the person playing black on the court to the right. If it is an end court, then the person playing black on the court to the left will make the call. This will be the final call.
6. In Doubles, the players may change ends once they have been assigned a court and before any practice rounds have started. The team assigned to the black discs must decide first whether to change ends or not, and the decision stands for the game, after which the team assigned to the yellow discs must decide whether to change ends or not, and the decision stands for the game. This is considered the start of the game.

7. To start a game, the yellow disc is shot first. Play alternates, yellow then black, until all discs are shot. Yellow shall always be played from the right side of the head of the court and the left side of the foot of the court.
8. An error in color lead or wrong color played shall be corrected if discovered before all 8 discs are played. Correction in this instance means returning all 8 discs to their place of origin and played over with the correct colour lead. If all 8 discs are played before discovery of the lead error, play shall continue as though the proper lead had been made
9. Players must not touch a foot, hand, knee, or any other part of their body to the court on or over the baseline or extension of the baseline at any time while executing a shot.
10. Players may stand behind the baseline extension in the alley between the courts before or while shooting, but not on the adjoining court. a. The area between the baseline of the court and on the imaginary line, even with the back of the bench, and bounded on the sides by the farthest line of each adjoining alley, should be considered part of the court.
11. Players may cross over the extension of the baseline to gather or remove discs which are out of play or to make a call for their partner only. (Not to check anything else)
12. Players shall not stand in the way of, or have a cue in the way of, or interfere with any other players at any time.
13. The player, after shooting a disc, shall step to the rear of his/her portion of the shooting area with their cue in a vertical position in order not to disturb the opponent's play.
14. Players shall not touch live discs at any time. If a situation arises whereby a player moves a live disc or discs before play is completed from the other end of the court the disc or discs shall be replaced to their original position. If the players cannot agree on the position the frame shall be replayed
15. If an error occurs in the scoring of a score on the scoreboard at the end of a half-round and it is discovered before the next half-round is completed, the error must be corrected. Otherwise, the score as scored on the scoreboard must stand, unless both sides agree on the correction.
16. Players may not leave the court at any time during play. If a player must leave the court, then they must get permission from their opponent to stop play and a short break may be granted.
17. Cell phones are permitted on courts only in extreme emergencies. In this case advise your opponent that your phone is on and set to vibrate only.
18. If a cue slips from a player's hand, and it does not touch or displace a live disc, play on.
19. No open toed shoes shall be worn in Tournament play.