2026-2027 Shuffleboard League Rules

1. All Shuffleboard League players must be current Beadling Club members.
2. All players must be paid for the full season on or before Friday November 20, 2026.
3. Any player missing three consecutive weeks of league play can, at their team's captain discretion, be removed from the league without a refund. The only exception to this rule is in the case of illness.
4. Player fees are $50.00 for the 19 week season. DUES ARE $50.00, PER PLAYER, FOR THE 2026-2027 SEASON. ONE TIME PAYMENT DUE ON OR BEFORE FRIDAY NOVEMBER 20, 2026. There will be **NO EXCEPTIONS**. CAPTAINS: YOU ARE RESPONSIBLE TO ENSURE THAT EACH PLAYER HAS PAID THEIR DUES **ON TIME**. Any player who does not pay their season dues in full by end of business Friday November 20, 2026, will be removed from the Shuffleboard League.
5. Any mid-season team openings will be filled by the league's organizer as delegated by the Board.
6. Team rosters must be finalized before the third week of play.
7. Captains, or a designated player in the absence of the captain, are responsible for recording the dues and weekly scores on the Dry Erase Board. The Committee is not responsible for errors or omissions on either the form or the Dry Erase Board.
8. No adjustments are to be made to the table. Report any issues to the league's organizer as delegated by the Board immediately.
9. Please be respectful of other players and of the equipment.
10. Clean up after your games and return glassware to the front bar.
11. Majority rules with regards to backroom lighting, jukebox/music, TV, etc. If an agreement cannot be reached team captains will toss a coin. Coin toss outcomes will be final.
12. All games are played to twenty-one (21) points.
13. A frame is defined as completion of all throws from one side by each time. Each game is made up of frames.
14. Each team will consist of a minimum of SIX (6), and a maximum of EIGHT (8) players. If only FOUR (4) players are available, one (1) **different** player for each game will be designated to change position of table or partner. If only three (3) players are available, one (1) **different** player for each game will be the designated "walker." If five (5) or more players are available, the captains will determine the rotation of a player "sitting out" for a game. No player shall "sit" more than one game. Under some circumstances, more than (6) players may be permitted if special circumstances dictate it.

15. A four (4) point penalty per game will be assessed to a team fielding only two (2) players, and a two (2) point penalty per game will be assessed to a team fielding only three (3) players. There will not be any point penalty for only four (4) players, however, one (1) **different** player for each game will be designated to change position of the board. These points will be registered at the start of each game.

16. A coin toss at the start of the match will allow the winner to choose puck color or possession of the hammer. Possession of the hammer means throwing the *second* puck in a frame. If a team chooses possession of the hammer but throws first by mistake, they lose hammer possession and the frame continues. The team registering points on the board after completion of a frame throws first in the following frame. Possession of the hammer reverses only if no points scored in a frame due to tied pucks (a "wash") or if no puck(s) remain on the board.

17. Each team will alternate shots at all times. There are no circumstances in which a team throws twice in a row within a single frame.

18. Players on the same team may throw in any order they please, at any time, as long as each player throws two (2) pucks within a single frame.

19. Players starting a game on a particular end must remain on that end for the entire game, unless they are a designated "walker."

20. Only Captains may cross the centerline during a game to view puck locations.

21. Only the deepest puck(s) of one color are counted in scoring. The deepest is defined as the closest to the rear of the table while remaining on the table. Once an opposing color puck is encountered no other puck counts.

    Scoring:

    a. A puck is worth four (4) points if any portion of the puck is hanging off the end (not sides) of the board.

    b. A puck is worth three (3) points if it is completely past the 3-line; two (2) points if it is completely past the 2-line, and one (1) point if it is completely past the 1-line (also known as the Foul Line).

    c. All pucks not completely past the foul line are immediately removed from the board before the next puck is thrown and they have no value.

    d. All pucks off the board have no value.

22. If a puck comes to rest over the edge of the board (making it a "hanger") it is considered "safe." This means that if it subsequently falls without another puck touching it, it is replaced as close as possible to its original position. This rule is designed to eliminate points lost due to vibration of the table, either accidental or purposeful.

23. Pucks should be thrown with the smooth metal side down.

24. It is the sole responsibility of the first person throwing in a frame to ask that the other end be wiped in the "wipe zone," which consists of the two (2) and three (3) point zones. If that is not done, the next player may request the zones be wiped providing there is no puck in the wipe zone.

25. The wipe zone should be wiped with the tools provided. At no time should a player touch the board with his/her hands.

26. Any player may apply board wax immediately prior to his or her shot. Wax should be used sparingly as it takes very little to do its job.

27. The timer on the shuffleboard table is set for approximately thirty-three (33) to thirty-five (35) minutes per game. If the timer goes off (begins beeping) the frame in progress shall be completed, points registered, and whichever team is leading after that frame is the winner. Once the timer goes off a new frame cannot be started unless the game is tied. In that instance the first team to score during an additional frame will be the winner.

28. If a player arrives after a game has started, but not before their place in play has been taken, they may join the game in progress. If the player arrives after that time, they may play only if the opposing Captain is agreeable.

29. If the Captains cannot agree on a scoring situation, a neutral party agreed upon by both Captains will be asked for a decision.

30. If a player throws a puck of the opposing color, the puck will be replaced with the appropriate color, as accurately as possible, by the opposing team Captain or a designated team member.

31. If a player throws out of turn and it is discovered before the next puck is thrown, the frame stops immediately. The puck that was thrown is to be removed from the table. No other pucks are to be touched, and the opposing team is then awarded the points it has sitting on the table or two (2) points, whichever is greater. The team that threw the puck out of turn loses the hammer and it switches to the opposite team. If the out-of order play is not discovered until after the next puck is thrown, the opposing team is awarded two (2) points, and the frame is over.

32. If a player accidentally moves one or more pucks, the puck(s) will be replaced as accurately as possible, providing both Captains agree on the final configuration. If the captains cannot agree, the team that did not move the puck(s) will be awarded two (2) points in the frame, and a new frame will begin. If a neutral third party accidentally moves the puck(s), the frame is void and it is replayed.

33. For a shot to be legal at least one foot must be on the ground and both feet behind the 2-line when the shot is made. Penalty for violation of this rule will be loss of that puck, end of the frame, and application of points as described in Rule #31 above under the "whichever is greater" scenario.

34. All players shall avoid excessive bumping of the Shuffleboard Table. Disputes shall be resolved by the respective Captains.

35. Early matches should begin by 7:00 PM. If both teams are at fault in not being ready at 7:05 PM, both teams will lose a game. If only one team is not ready by 7:05 PM, that team will forfeit the first game. If still not ready by 7:15 PM, that team will forfeit the second game. Finally, if the team is still not ready by 7:30 PM, the third game will be forfeited as well. This is to ensure that the 8:30 PM matches start on time. The same 15-minute increment rules apply to other scheduled matches, unless both Captains agree to waive these rules, **and** if there are no scheduled matches following that game. Under no circumstances may an earlier match interfere with the scheduled start time of the following match. A clock that is located near the shuffleboard will be used to govern start and end times. Team captains should review the clock for accuracy before all games.

36. Throwing pucks off the table, banging the pucks on the table, or otherwise abusing the equipment is grounds for suspension or removal from the League, and possibly the Club.

37. **Playoff/Championship Rules:** All League rules remain the same with the following exceptions:

    a. The Championship Matches will be the best of five 21-point games with the exception of the Wildcard Round which will be the best of three 21-point games.

    b. A one-point penalty will be assessed per player per game for each team fielding less than 5 players. Point(s) will be registered at the start of the game.

38. Any situation that is not covered by these rules may be handled by the captains if both can agree on the remedy. If an agreement cannot be reached, and a league official cannot be consulted, the match shall be completed "under protest" and the protesting Captain must contact a Shuffleboard Committee Member within 24 hours of the occurrence to obtain a ruling.

39. If during an active game a player leaves for any reason other than medical or emergency situations, then the game will continue with the same three (3) players, with one (1) player being designated as a "walker." This will also result in a two (2) point penalty for said game, as well as any additional penalty points for further deficit player games as stated in rule 15.

**Any protests or disagreements that cannot be resolved amicably between captains must be brought to the attention of the league's organizer as delegated by the Board within 24 hours of the game in question.