



American Indoor Shuffleboard Rules & Regulations

If you have played American outdoor shuffleboard, you may think that indoor shuffleboard is the same, except that you play indoors. On the contrary, indoor shuffleboard differs notably from its outdoor counterpart, not only in the size of the shuffleboard, but in that you do not use a cue or stick. You can learn how to play indoor shuffleboard and ways to avoid penalty violations by perusing the following rules and regulations.

Basic Rules



1.

Indoor shuffleboard players slide weighted pucks down the table.

Players take turns sliding red or blue weighted pucks down the shuffleboard table (rules will differ slightly if you play on cushion rebound or buccaneer shuffleboards). You want your pucks to get as close to the end of the board as possible without falling off. If your puck does not pass over the foul line, you must remove that puck from play.

You can hit your opponent's pucks in such a way that those pucks fall out of play while yours move into prime position. If your puck clears the foul line but then hits another puck and bounces back into the illegal zone, both your puck and the hit puck no longer are in play.

After players slide 4 pucks, the round is over. Upon start of the second round; the previous round's winner plays first. If there was no score, the

player who previously went first goes second. At the end of the round, only the player whose pucks are closest to the board's far end scores points--whether a puck is on the table, fully crossed over the foul line and is closer to the end than your opponent's best puck.

Scoring

2. If your puck overhangs the far edge, you score 4 points. If your puck falls from the board before your opponent's following puck stops moving, your puck is dead. If you have pucks that land in the first area, second area or third area, you score 1, 2 or 3 points, respectively. If one of your pucks lands on or touches a line, you get points per the lower scoring area.

For a two-player game, the first player to score 11 points wins. If you play doubles, play the same way with the exception that 21 points wins the game.

One-Point Penalty Violations

3. Penalty points arise when you do any of the following during a shot: rub your hands over the playing surface in any way; extend the lower half of your body beyond the end of the board; hold a playing puck in your hand while an opponent shoots, or hold another puck in your free hand; touch the playing surface of the board with your free hand (although you may rest your free hand on the table's frame) or touch the board's playing surface with your playing hand at any time before, during or after making a shot.

To determine the exact position of a puck, you can approach the scoring end of the board during singles play. But when you are playing in teams, you only can ask your partner about a puck's position. If you go beyond the foul line nearest you at any time during a round, you earn a penalty.

While your partner or opponent is shooting, you cannot touch a puck in play, the playing surface or the table's frame. If you're at the opposite end of the board from puck deliveries, you cannot touch pucks in the gutter until all shooting for the round is done.

Unintentional or not, you cannot cause any vibration; this includes leaning on or slapping the table, or stamping your feet on the floor.

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