

- A-5. **Positions:** Players are assigned positions from the scorecards.
- A-6. **Number of Frames:** In tournament play, the number of frames for each game will be at the discretion of the Tournament Manager, with a minimum of 12 frames to be played.
- a. A half-frame is completed when all 8 discs have been shot from either the “head” or the “foot”.
  - b. A frame is completed when all 16 discs have been shot (8 from each end).
  - c. Color “lead” changes at the start of each frame.
- \* **At the completion of “half” the scheduled frames:** players shall change sides, take colored discs with them, take four practice shots in the same sequence and continue the game.

A-7. **Lagging for Color:**

**Doubles:** Only players at the “head” lag.

- a. **Practice Shot:** Beginning at the “head” and with yellow, each player at the “head” gets one practice shot to the far lag line. The Referee then removes the practice discs from the board.
- b. **Final Shot:** Beginning with head-yellow, each player at the “head” takes a shot and whichever disc stops closest to being centered on the lag line wins the right to choose color.
- c. If the black disc touches the yellow disc, the choice of color automatically goes to yellow.
- d. Players have the right to examine and appeal a close decision on the last discs lagged.

**Singles:** All four players lag for color choice. Lagging begins with head-yellow and is followed with head-black then continues to foot-yellow then foot-black following the steps as in Doubles above.

A-8. **Practice Shots:**

- a. After color lag, Referee shall call, "4 practice shots, yellow is out", meaning player gets 4 shots and head-yellow player shoots first.
- b. The Referee removes the yellow discs and player with black discs takes 4 practice shots.
- c. Same procedure is then repeated at the “foot” of the board

A-9. **Play Begins:** The Referee calls for play to begin at the “head” of the board with yellow out (shooting first).

A-10. **The Winners:** The doubles team, or the singles player at each end, with the highest score wins the game.

- a. In Singles, winners at each end, and in Doubles winners from the “head”, sign the scorecard to approve the record.
- b. The losers are eliminated to go to the consolation round if any, after the first match.

**B. PLAYING RULES**

B-1. **Late Player:** If a player fails to appear within 10 minutes of their posted starting time, that match shall be forfeited. A substitute may take the place of the absent player, who may not thereafter re-enter the tournament. If it is the first round, the player (or players in doubles) may be entered into consolation.

B-2. **Cell Phones:** Cell phones must be silenced and not used or referred to while games are in process.

- a. If a player’s cell phone rings during a game: Warning, then -10.
- b. Penalty may be waived for emergency situations.

B-3. **Slow Play:** Players shall avoid any unnecessary delay of the game and excessive conversation. Warning, then -10 for each subsequent violation.

B-4. **Leaving Court:** Players may not leave the court during the match without permission from the Referee or until the Referee has excused them at the end of the match. Warning, then -10.

B-5. **Notes & Charts:** Once players have been assigned to a court, they may not refer to charts or notes referring to the characteristics of the board to be played on by themselves or any other player. Penalty -10.

B-6. **Coaching:** No remarks, signals, or gestures indicating coaching of any player is allowed. Warning, then -10.

- a. If a player is coached by a fellow team member or partner, the player will receive: Warning, then -10.
- b. If a player is coached by a spectator, the spectator will be warned by the Referee. If the coaching is repeated, the Referee may ask the spectator to leave the area.

B-7. **Adjoining Court:** When shooting, players may stand between courts, behind baseline and extensions, but not on adjoining court. Penalty -10.

B-8. **Shooting Area:** Rectangle area at base of the scoring area is the shooting area. The two sides are separated by a triangle. Unless prior notice from the Head Referee or ATM, all discs must be kept in and shot from, the shooting area.

B-9. **Base Line and Extension:** When executing a shot, a player must not step on base line or its extension. Warning, then -10.

B-10. **Shooting from Opponent’s Shooting Area:** A player shall not shoot from the opponent's shooting area. The offender's disc and all displaced discs will be removed by Referee who shall score for opponent any of his/her scoring discs that were removed, and deduct 10 points from the offender's score for any of his/her discs that were displaced while in the kitchen. Penalty -10.

B-11. **Discs On Wrong Side:**

- a. If discovered BEFORE the 3<sup>rd</sup> disc has been shot, return those discs and start the half-frame over.
- b. If discovered AFTER 3<sup>rd</sup> disc has been shot, complete the half-frame as started.

B-12. **Color Lead Error:**

- a. If discovered BEFORE the 3<sup>rd</sup> shot has been made, discs are returned and the half-frame starts over.
- b. If discovered AFTER 3<sup>rd</sup> shot is made, the Referee shall adjust lead at start of next half-frame to assure equal number of hammers for each player.
- c. If discovered during last frame, return discs; start half-frame over.

B-13. **Shooting While Disc On Line:**

- a. A disc being shot must not be touching any line or the triangle, but a disc in motion may cross a diagonal sideline.

- b. If disc is sitting on the front or back lines when shot, Penalty is Warning, then -10.
- c. If disc is on a sideline or the triangle when shot, Penalty is -10.

B-14. **Shooting Before Signal:** If player shoots before Referee signals status of all discs, the Penalty is Warning, then -10.

B-15. **Cues:** After shooting, players shall:

- a. Bring their cue to a vertical position, and
- b. Step to the back of the court, and
- c. Never swing the cue in any way to endanger players, officials, or others. Warning, then -10.
- d. When challenging a Referee’s call, the player’s cue must be left at the player’s seat. Warning, then -10.

B-16. **Interferences:**

- a. Players may not provoke or irritate an official. Penalty -10.
- b. Players shall not purposely interfere, provoke, or irritate an opponent while a shot is being executed. Penalty -10.
- c. “Accidental” interference: If a player’s shot is accidentally interfered with by another player’s cue, a hard shot disc from another court, or any unusual occurrence, the owner of the cue, or the player who shot the hard disc from another court receives a warning, and the player interfered with is allowed to retake the shot. After a Warning, if the same offending player repeats the offense, Penalty -10. If the interference is due to an unusual occurrence, the Referee will decide if the player may retake the shot.
- d. If scoring discs are displaced due to accidental interference, the half-frame must be re-played, unless the 8<sup>th</sup> disc has stopped, in which case any displaced scoring discs will be credited to the proper player.
- e. Players at the other end shall not gather or move discs until the end of the half-frame. Warning, then -10.

B-17. **Players Remain Seated:** Players with medical conditions may stand with the Referee’s permission. Otherwise, players must remain seated:

- a. When play is from opposite end of the court, and
- b. Until Referee has called out the score, and
- c. Not touch any of the discs until the Referee has called “Play”.
- d. If a live disc is displaced or a dead disc is placed onto the playing area: Penalty -10.
- e. Players remain standing when play is from their end of the board but may sit if physically unable to stand through the half-frame.

B-18. **Hard Shots:** Players shall not make excessively hard shots. Warning, then -10.

B-19. **Dead Disc:** A disc that stops in front of and not touching the far lag line is “dead” and shall be removed by the Referee.

- a. A disc falling off edge of court is dead and should be removed.
- b. Any disc that sits at edge and not touching out-of-bounds is live.
- c. A disc that goes beyond opposite base line and not touching that line is “dead”. Move disc back at least 8 inches.

B-20. **Rebounding Discs:** Dead discs which rebound onto the playing area remain dead and must be removed from the court.

- a. If a “dead” disc displaces a “live” disc, the half-frame must be played over, UNLESS it occurred on the 8th disc in which case displaced scoring discs will be credited to the proper player.

B-21. **Touching Live Discs:** A player shall not touch or move any “live” discs. Penalty -10, and any displaced scoring discs will be removed and credited to the proper player.

B-22. **Spot Waxing & Redressing of Court:** Court may be completely re-dressed during match if 3 of the 4 players agree. After redressing court, each player gets 2 practice shots.

- a. Sprinkling is allowed in kitchen at any time.
- b. Spot waxing is allowed after completion of a half-frame if 3 of 4 players agree. No practice shots are allowed.
- c. If only 2 agree, the Referee shall make the final decision.

B-23. **Unsportsmanlike Conduct:** Offensive language, throwing cues, etc. will not be tolerated. Warning, then -10.

B-24. **Other Infractions:** If a player commits an infraction not covered by the rules, the Referee may call the Tournament Manager or Assistant to rule on the issue to assure no one gains an unfair advantage.

**C. SCORING, JUDGING, APPEALING, TIES, & REPLACING REFEREE**

C-1. **The Triangle:** At each end of the court is a triangle divided into six (6) sections. Discs shot from the opposite end of the court that rest within the head of the triangle earn 10 points. The two sections behind the 10 area each earn a player eight 8 points. Behind the 8-point areas are two 7-point areas. Any disc that stops in the rectangle area at the base of the triangle, known as the “kitchen”, earns a minus 10 points. Note: The small triangle in the middle of the “kitchen” is only considered for shooting area purposes, and is part of the kitchen for scoring purposes.

C-2. **Scoring:** For a disc to earn a score, it must be in a scoring area and not on or touching a line.

- C-3. **Judging Disc:** Judging a disc close to line, the Referee should:
- a. Look from opposite side of disc, straight down over the edge of the disc, and see space between the disc and line for disc to count as a score.
  - b. Discs are beveled, viewing from the sides is not correct.

C-4. **Communicating Status of Disc(s):** After each shot the Referee shall:

- a. Show scoring discs by extending one hand out in a vertical position and one finger extended for each scoring disc, and
- b. With the pointer, point to those scoring discs, and
- c. If discs in kitchen, the Referee makes a stirring motion over the disc with the pointer, and
- d. If no scoring discs, the Referee will wave his arm over the court.

C-5. **After the call has been made by the Referee:**

- a. Both players in singles and all four players in doubles, may ask for and receive permission to examine a disc.
- b. The request to inspect a disc must be made “before” another disc has been shot, or in the case where it was the 8th disc, “before” play has been called at the other end of the court.

C-6. **Disagreement with Referee and Appeals:** When a Head Referee is called to a court to judge a disc, no one on the court should inform the Head Referee of the original Referee’s call.

- a. If a player disagrees with the Head Referee’s call, the player can appeal to the Tournament Manager. The decision made by the Tournament Manager is final and irrevocable.
- b. Players appealing to the Tournament Manager without sufficient reason: Warning, then -10 points for each subsequent insufficient appeal.

C-7. **Completion of First Half Frame:** After both players at one end have shot all their discs completing a half-frame:

- a. Referee shall signal with hand and pointer to all the scoring discs.
- b. The Referee then calls out score to the players and scorekeeper.
- c. If both colors have scored, yellow is always called first, then black, and the color is called before the score. Example: If both colors scored, the call would be, “Yellow 14, Black 7”.
- d. If only one color has scored, the other color is not mentioned.
- e. If neither color scored, the Referee shall call, "No score".

C-8. **Scoreboard Error:**

- a. If an error on the scoreboard is discovered BEFORE the next half-frame is completed, it must be corrected.
- b. If discovered AFTER next half-frame is completed, and unless both players agree to the correction, it shall stand as tallied.

C-9. **Tie Game:** When a game ends in a tie, the following procedure will be used to determine a winner:

- a. **First** tie breaker: continue in regular rotation allowing all players to have one hammer.
- b. **Second** and final tie breaker: The winner will be determined by a single lag shot, with no practice shots, as in A-7(b).
- c. Players have the right to examine and appeal a close decision.

C-10. **Replacing Referee:** Before the practice shots begin:

- a. Player may request the Tournament Manager or Assistant for a replacement Referee.
- b. The official must assign a replacement, which is then final.

**D. SUBSTITUTES**

D-1. **Doubles Only:** If a player has an emergency and leaves game, they may “not” return to play. The original player may be replaced by a substitute if:

- a. The replacement player meets the original entry qualifications, and
- b. Has not been a participant in the present tournament.

D-2. **No substitutions** allowed in finals of championship or consolation rounds.

**E. OUTSIDE COURTS**

E-1. **Weather:** If weather stops play, the Tournament Manager may:

- a. Stop play all together, and
- b. Redress courts and resume play as follows: Play resumes where play was halted after four practice shots.

**F. OFFICIALS**

F-1. **Tournament officials** shall be:

- a. Tournament Manager, and
- b. Appointed Assistants such as, but not limited to, Head Referee and Head Scorekeeper.

F-2. **Authority:** The Tournament Manager and their Assistants shall have complete authority in all facets of the tournament.

F-3. **Cell Phones:** During games Referees and Scorekeepers must silence their cell phones.

F-4. **Referee Duties & Responsibilities:**

- a. Check to see players are seated according to the scorecard.
- b. Start the lagging procedure when instructed to do so by an official.
- c. Communicate to the players the status of the court after each shot with proper signals, especially after the 8<sup>th</sup> disc.
- d. Call out to the Scorekeeper and players the score after each half-frame, and make sure the score is recorded correctly.
- e. Remove dead discs from the court.
- f. Ensure the lower color of pointer matches the correct color being led (shot first).
- g. Upon observing a violation of the rules:
  - 1. Lay the pointer down on court “away” from any live discs.
  - 2. Inform the offender of the violation and penalty, if warranted.
  - 3. Instruct Scorekeeper to record any warnings or penalties assessed.
- h. Ensure winning players have signed the scorecard.
- i. Recheck the card for accuracy and personally sign the scorecard.
- j. Ensure the card is delivered to the proper official.

**\* Referees Should Never:**

- a. Disturb a live disc. If they do, half-frame must be played over.
- b. Engage in unnecessary conversations with players as it is distracting and may be misconstrued as coaching.

F-5. **Scorekeeper’s duties and responsibilities:**

- a. After the lagging process and the positions of players have been determined, list names in proper order on the scoreboard.
- b. Repeat back to the Referee the score called out and record it clearly on the scoreboard.
- c. Upon completion of the game, Scorekeepers should record the final scores on the scorecard, have the winners sign the card, Scorekeeper sign the card, present the card to the Referee for signature, and ensure the card is delivered to the proper official.

**\* Scorekeepers Should Never:**

- Coach players or engage in unnecessary conversations.

**G. SANCTIONED TOURNAMENTS**

All District, Regional, and State sanctioned tournaments must be conducted in accordance with current CSA tournament regulations and be approved by State Sanctioning Tournament Director (CSA First VP).

**H. SUMMARY OF VIOLATIONS AND PENALTIES**

**Automatic Minus 10 Points:**

- 1. Referring to chart map or notes: B-5
- 2. Shooting from adjoining court: B-7
- 3. Shooting from opponents shooting area: B-10
- 4. Shooting disc that is touching triangle or sideline: B-13(c)
- 5. Interfering with opponent or provoking or irritating official: B-16(a&b)
- 6. Live disc displaced or dead disc placed onto court: B-17(d)
- 7. Touching a live disc: B-21

**Warning, Then -10 Points:**

- 1. Cell Phones: B-2(a)
- 2. Slow Play: B-3
- 3. Leaving court without permission: B-4
- 4. Coaching: B-6
- 5. Shooting while stepping on baseline: B-9
- 6. Shooting disc that is touching front or back lines: B-13(b)
- 7. Shooting before Referee has given signal: B-14
- 8. Swinging cue endangering others: B-15(c)
- 9. Not leaving cue at seat when challenging a referee’s call: B-15(d)
- 10. “Accidental” interference: B-16(c)
- 11. Gathering discs before half-frame is over B-16(e)
- 12. Shooting disc excessively hard: B-18
- 13. Unsportsmanlike Conduct: B-23
- 14. Appeals to referee without sufficient reason: C-6(b)

THE END



**OFFICIAL TOURNAMENT RULES  
CALIFORNIA SHUFFLEBOARD ASSOCIATION**

*Revised September 2025*

The CSA was founded in 1959 and serves as the governing body for all shuffleboard Districts within the State of California. Its goal is to support the Districts, standardize playing rules within the State, represent California at the National and International levels, and promote interest and play in the sport of shuffleboard for the greatest enjoyment by players in its member clubs. The CSA is a non-political and non-profit organization, and its officers serve without remuneration on the Board of Directors.

Shuffleboard is a fun, competitive sport requiring light physical strength that can be enjoyed by people of all ages. League play generally runs October – March and during the summer various types of tournaments are held. To fully enjoy the game, players need to learn the rules and understand that warnings given for some violations and others carry an automatic point penalty. Because all playing boards flow differently, the game involves nuances and strategies, and like anything else, practice makes perfect.

**A. THE GAME**

A-1. **Players:** A total of 4 people play the game; 2 at each end.

A-2. **Equipment:**

- a. Eight 6-inch discs are used for each court, 4 black and 4 yellow.
- b. The cue shall not exceed 6 feet 3 inches in length. No metal part of the cue shall be able to touch the surface of the court.
- c. The scoreboard shall be located at the head of each court.
- d. Referee pointers shall be painted ½ yellow and ½ black.

A-3. **Game Object:** Players propel discs, by means of a cue, onto the scoring diagram at the opposite end of the court to:

- a. Score or to prevent an opponent from scoring, and
- b. Accumulate more points than an opponent at the end of predetermined number of frames.
- c. If only one end of the court is being used, Tournament Manager or Assistant shall assign pushers to return the discs.

A-4. **Game Types:** The game is played as either "Singles" or "Doubles".

- a. **Singles:** At each end two players compete against each other. The first name called for a court position will report to the “head yellow” position. The second name called will report to the “head black” position. Then, the players for “foot” positions will be called.
- b. **Doubles:** a team of two players against another team of two players.
  - 1. The first name called shall play at the head of the court, and the second name called will play at the foot.
  - 2. No court position change by partners will be allowed during the course of the tournament.