



SHUFFLEBOARD RULES

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. If a player is registered on more than one team within the league, they may only play for one team in the playoffs.
 - b. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

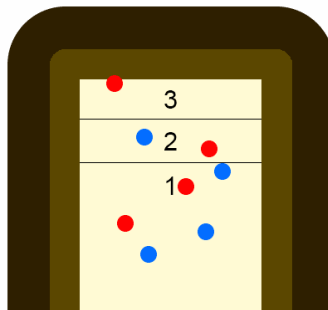
// GAME PLAY

1. Teams will form pairs amongst their players, stand at opposite ends of the table, and face their teammate.
2. All eight (8) picks begin at one end of the table. Each team has four (4) pucks of one color.
3. Captains will play Rock, Paper, Scissors to determine which team has honors in the first round.

4. A player from the team with honors begins play by sliding a puck across the table towards the opposite end.
5. The frame continues by alternating throws between the two (2) opposing players until all eight (8) pucks have been thrown.
6. The team that wins the frame is given honors to throw first in the next frame. If both teams have the same frame score, then honors stay with the team that had won the previous frame.

// Scoring

1. The team that has thrown their puck closest to the end of the board scores all the points in that round. Only pucks beyond their opponent's deepest puck (closer to the end of the table) score for that frame.
2. Games are played until one team reaches twenty-one (21) or more points.
 - a. There is no bust and no win by 2.
 - b. If time expires during a game, the team with the higher score at that time wins.
 - c. A puck must completely pass over a line to gain point value.
 - d. Hangers: Any puck hanging over the back edge counts as 4 points. Pucks hanging over the side edges do not count as hangers.
3. Scoring Example: In the diagram below, the Red Team has the farthest puck down the board. Only 1 puck is beyond their opponent's deepest puck, so the Red Team will score 3 points + 1 point for having a hanger for a total of 4 points.



// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all

players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to consistently field a team each week.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Female Minimum
Shuffleboard	4	6	8	NA

// Teams & Substitutions

1. A maximum of 4 players per team can be on the table.
2. Substitute players (players not on the roster) may be used at any time in the regular season. Substitutes are not permitted during playoffs.
 - a. All substitutes must be a registered player on another team and/or in another Fray league that is currently in play.
 - b. Teams may use additional substitute players above the player minimum with the opposing team's consent. Teams who agree to play under these conditions must notify the Host before the start of the game and the outcome of the game will stand as is.

3. Teams have until 5 minutes past the designated start time to field the minimum number of players. The 5 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. Teams may play a “legal game” with less than the required minimum number of players with the opposing team’s consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win and the outcome of the game will stand as is. Team’s must notify the Host before the start of the game.
4. Teams must designate a captain prior to the start of the game.

// Equipment, Uniforms & Facility Use

1. All equipment will be provided on site.
2. Players should make every effort to wear the official Fray division shirt.
3. If an individual or team violates the facility’s Code of Conduct, they may be asked to leave and a refund will not be issued.

// Game Duration

1. Teams will play until one team reaches 21 points or 30 minutes have elapsed. If time expires before the game is complete, the team ahead in score wins, with the score recorded as is when time expired.
2. Regular Season Games can end in ties. Playoff games will continue until a winner is decided.

// Playoffs & Standings

1. Playoffs are determined after the regular season has concluded and are based on scheduling and other league logistics. Playoffs are not guaranteed.
2. Standings are automatically sorted in Commish based on teams’ Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against

// Forfeits

1. Teams have until 10 minutes past the designated start time to field the minimum number of players. The 10 minute grace period is considered part of the overall game time. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit.
 - a. **First Forfeit** - Loss of game and warning issued
 - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove team the playoffs.
 - c. **Third Forfeit** - Loss of game and removal from the league with no refund
2. In the case of a forfeit, the final score recorded as 3-0.

// Weather Cancellations

1. One week is built into the end of each season
2. All players will be notified via email if games are canceled
3. If more than one weather cancellation occurs, Fray will try to find another week if possible to make up the games, but it is not guaranteed.
4. Should inclement weather or other factors limit normal scheduled game duration, the game will be made up at a later date as the permit allows.