

New Mexico Senior Olympics

Shuffleboard Rules

Revised 1-2024

Playing Format

1. All shuffleboard matches will be ruled in accordance with official rules of the National Shuffleboard Association, Inc., and National Senior Games Association. For a copy of these rules please write or call:

National Shuffleboard Association
N.S.A. President Rob Robinson
111 S. Greenfield Road, Space 304
Mesa, Arizona 85206
shufflingrob@outlook.com

National Senior Games Association
P. O. Box 5630
Clearwater, FL 33758
(727) 475-1187
www.nsga.com

2. Events will be singles and doubles (doubles may be mixed or of same gender). All doubles athletes must register individually and list the name of the athlete who will be their partner on the registration form.
3. In case a partner becomes ill after registration, with a documented medical reason, a substitute may be made. See Partner/Team/Groups in Item H in General Rules.

Playing Rules

1. Playing format will be either double elimination or round robin tournaments based on the number of registered entrants. (Single elimination tournament will only be considered with the approval of the NMSO office.) Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Games competition.
2. Non-Ambulatory participants must be seated in their wheelchair or scooter for the entire duration of competition. **The athlete's feet cannot touch the floor during competition.**
3. Any game missed/forfeited during bracket play will be considered a loss.
4. Doubles partners may be either of the same or opposite gender. Age bracket for doubles is determined by the age of the younger partner. Athletes may compete with only one partner per event.
5. Singles matches will consist of (12) frames or 60 minutes, whichever comes first. The winner will be the player who scores the highest number of points after the specified number of frames.
6. Doubles matches will consist of sixteen (16) frames. Partners will play from opposite ends of the court. Each partner shall complete eight (8) frames. Players will not switch ends after any frame. The team or pair with the highest point score at the end of the 16 total frames will be the winner.
7. In the case of a Double Forfeit, the Sport Coordinator will flip a coin to see who will advance.
8. There will be a two-shot lag for color. The first will be a practice shot and will be removed from the court after both players have shot. The second disc shot, which lands closest to but not over lag line, will allow the shooter the choice of color. Whoever chooses yellow will have the hammer or the final shot of the game. Player(s) playing yellow will play yellow for the whole game. Player(s) playing black will play black for the whole game.
9. Play begins at the head of the court. Yellow shoots first. (Yellow shoots one disc, then black shoots a disc, etc.). Yellow shoots first in all odd frames and Black shoots first in all even frames. The score is given after all eight discs are shot.

