

**2025 ORANGE COAST DISTRICT ELKS OLYMPIC GAMES SHUFFLEBOARD RULES**  
(2 Players Each Team)

**ATTENTION!**

The Prelim tournament on 9/14/25 starts at 9:00am, at which time a 5-minute warm-up period will commence for the first match. Play will begin after that and will be continuous until the completion of the match. At that time a 5-minute warm-up timer will start for the next match.

To ensure successful completion of the tournament in a timely fashion, teams are responsible for being ready to play when it's their turn. The order of play will be listed on the bracket.

If a team is not present when the 5-minute warm-up period is over, they will forfeit the 1<sup>st</sup> game. In Round 1, this means the team is eliminated. In Round 2 through Finals, a 5-minute timer will be set to start the next game. If they are not present for the 2<sup>nd</sup> game, they will forfeit the 2<sup>nd</sup> game and therefore the match.

The Finals tournament will be held Opening Day 9/21/25 after the Opening Ceremonies, and the same rules apply.

<b><u>ROUND 1:</u></b> <ul style="list-style-type: none"><li>• Single Elimination</li><li>• Only 1 game is played</li><li>• First team to score 21-points or more wins (no mercy rule applies)</li></ul>	<b><u>ROUND 2 THROUGH FINALS:</u></b> <ul style="list-style-type: none"><li>• 2 out of 3 games wins</li><li>• First team to score 15-points or more wins (no mercy rule applies)</li></ul>
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**TO START:**

- A coin is tossed to decide the order of play. The winner of the coin toss chooses which color pucks they want to use, and whether their team wants to go first or second.
- A player from each team shoots from each end.

**SCORING:**

- Only one player can score per round. Only the player with the furthest puck on the table can gain points, and they only collect points for pucks of theirs that are further down the table than all of their opponent's pucks.
- The winner of the frame rings up the score on the side with the pucks.
- Points:
  - ✓ Pucks between the shuffleboard foul line and the 1 line are worth 1 point.
  - ✓ Pucks in zone 2 are worth 2 points.
  - ✓ Pucks in zone 3 are worth 3 points.
  - ✓ Hangers are worth 4 points. A hanger is a puck that is hanging off the end of the table, without falling into the alley.
  - ✓ NOTE: If a puck is touching a score line at all, then that puck scores in the lower of the two score zones. For instance, if a puck is touching the line between zones 2 and 3, that puck would earn a score of 2.

**GAME CONDUCT:**

- Do not cross the center line until the game is over.
- Do not drop the pucks on the table or bump the table.
- Do not touch the table with your hands or clothing.
- Do not disturb the wax in any way once the game begins.
- No beverages allowed near the table.

**GENERAL CONDUCT:**

- Be courteous to all players by not distracting them while they are playing.
- Spectators are encouraged to cheer for their team, but unsportsmanlike conduct will not be tolerated.

**FYI: The table will be cleaned and waxed prior to the start of the tournament. The table will not be swept between every match, only as needed. New wax will only be applied as needed. Only tournament officials may apply new wax.**