

Shuffleboard Official Curling Rules

1. Any even number of players from 2 to 8 may play (if the table is equipped with 16 rocks) forming two opposing teams. Either 2 to 4 players may play when the table is equipped with 8 rocks. Members of each team and the position they are to play are selected by drawing lots or any method desired. The colour of the rocks to be thrown by each team is selected in a similar manner.
2. Opposing team members throw alternate rocks until all rocks have been played to complete the 'end'. The winner of each end plays first in the next end. In a tied or non-scoring end, order of play shall remain the same in the following end.
3. All games shall consist of an even number of ends, usually 8 or 10, as agreed upon at the outset. In case of a tie, play shall continue until either team scores.
4. Curling rules allow draw shots, taking out of any rock, laying guards, curling in behind or any combination shots which are attempted to win points as described under scoring.
5. The rock must be delivered from the 'Hack' and the player must release the rock before his hand reaches the hog-line.
6. A rock must fully clear the far hog-line to remain in play unless it strikes a previously played rock that is out of play. A rock which is out of play for any reason is to be removed before play continues. A rock which comes to rest anywhere in the area between these two lines, even if part of it is hanging over a side edge of the playing surface, shall be considered in play.

Scoring

1. Every rock which is in the 'house, or at least touching the outer circle when sighted directly downwards is eligible to count.
 2. A team shall score one point for every rock which is nearer the 'tee' than any rock of the opposing team.
 3. All measurements are taken from the 'tee' to the nearest part of the rock.
 4. Post the score obtained at the finish of each end; the team with the highest total when the agreed number of ends is completed, is the winner.
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