



Club Rules of Play

1. Games are usually played to 75 points or 12 frames. If others are waiting to play, then a game ends after 20 minutes. A frame is completed when all 8 discs have been shot. Discs that do not pass the white line in front of the target triangle are to be removed from play before the next disc is shot.

2. **Singles (2 players):** Yellow shoots the first disc, followed by Black shooting a disc. Players continue alternating shots until all 8 discs are at the opposite end of the court, after which, the score is totaled. Players alternate which color shoots first, after each frame.

3. **Doubles (4 players):** The two players on each color are a team and stand at opposite ends of the court. The Yellow team shoots first for two frames, then the Black team shoots first for two frames. The teams continue alternating which team shoots first every two frames until a team wins by reaching 75 points, or, if playing frames, the team with the highest score at the end of the last frame wins.

4. **Scoring:** A disc must be totally within a scoring area to count for points. If it is touching any part of the line, it does not count. Exception: The lines of the small triangle in the "10-Off" scoring zone are to be ignored, so a disc that lands completely inside the outer lines of the 10-Off zone, but which is touching the small triangle, is treated as a 10-point deduction. Players will alternate shooting until all 8 discs have been played. Then the score for that frame is totaled. A disc on top of another disc counts for scoring if it is entirely within the scoring area. To speed up play, instead of deducting points from a team, if mutually agreed, such points can be added to the other team's score.

5. All discs must be shot from within the starting area and cannot be touching any lines. The starting area is required to be completely within the "10-Off" scoring zone in front of each player.

Strategy: Players should aim their cue sticks to push their own discs into the scoring areas or strategically advantageous positions, while also attempting to knock their opponent's discs out of play or into the "10-Off" scoring zone. Cue sticks should always be nestled around the disc before starting the shot. Never slam the cue stick into the disc. This improves accuracy and preserves the discs.

Penalties:

- If a disc is touching the "10-Off" scoring zone line before being played, 5-point deduction
- If a disc is touching the side line or side of triangle while being played, 5-point deduction
- If a player's body goes beyond or touches the baseline while shooting a disc, 10-point deduction
- Shooting an opponent's disc, 10-point deduction

Discs that are played illegally are immediately removed from play. Any discs that that were displaced by an offending disc are also immediately removed. Any such opponent's discs are given back to the opponent to be replayed. For any discs so removed that had been lying within the "10-Off" area prior to the foul shot, the offender is penalized 10 points.

