

# Intramural Horseshoe Rules

## 1. *Game:*

A match is won by the first player to reach or exceed 40 points.

## 2. *Levels and Classifications:*

- a. Who is considered an **Advanced Player** - one who plays frequently and is considered a very good player.
- b. Who is considered an **Intermediate Player** - one who plays occasionally and is considered a decent player.
- c. Who is considered a **Beginning Player** - one who hasn't played a whole lot, and is just developing proper Horseshoe skills.

## 3. *Equipment:*

Horseshoes are available to check out of the cage. You are required to either bring your own horseshoes or check them out with your identification card.

## 4. *Play Regulations:*

- a. **Innings;** The game is broken down into innings. Each inning consists of four pitched shoes, two by each contestant
- b. **Value of the Shoes;**
  1. **Ringer-** A ringer is a shoe which comes to rest encircling the stake. A strait-edge touching both points or any part of the heel calks of the shoe must clear (not touch) the stake in order for a shoe to be declared a ringer. A ringer has a value of **three** points.
  2. **Shoe in Count-** A shoe which is not a ringer but comes to rest with any portion of it within 6 inches of any part of the stake is a shoe in count. A shoe in count has a value of **one** point. A "leaner," or any other shoe which is touching the stake (but not a ringer), is considered a shoe in count and has a value of **two** points.
  3. **Shoe out of Count-** A shoe which comes to rest further than 6 inches from the stake is a shoe out of count and has no scoring value. A shoe which is declared to be a foul shoe is considered to be a shoe out of count (no matter where it comes to rest).

### c. **Delivery of the Shoes;**

The contestant pitching first shall deliver both shoes (one at a time) and then the other contestant shall deliver both shoes (one at a time). A contestant may deliver the shoes from either the left or right platform but, in any one inning, both shoes must be delivered from the same platform. A contestant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.

The opponent, while not pitching, shall stand on (or behind) the other 40 ft. platform at least 2 feet to the rear of the contestant who is pitching. The opponent shall be quiet and stationary so as not to disturb the contestant who is pitching or the contestants on adjacent courts. After a short distance contestant pitches first they must return to the 40 ft. platform if the opponent or any contestant on an adjacent court is a full distance pitcher.

### d. **Flow of the game;**

Once the four shoes in an inning have been pitched, the contestants shall walk to the other until the game limit is reached.

e. **Broken and Cracked shoes;**

**Broken Shoes-**

- a. If a shoe breaks into two or more parts when it hits the stake or lands in the pit, the backboard or other foul ground, it is a foul and may not be repitched.
- b. If a shoe has landed in the pit and becomes broken by having another shoe land on it, it shall be scored as it appears to lie.

f. **Cracked Shoes-**

If a shoe discovered to be cracked (but not completely broken in two), it shall be scored as it lays. Once the scoring is determined, it shall be replaced.

g. **Length of the Game;**

The game shall be played to a predetermined number of points. 40 points is the suggested amount. The first contestant to reach or exceed this amount is declared the winner.

h. **Scoring the Game;**

1. **Cancellation Scoring**

In cancellation scoring only one contestant can score in each inning.

a. **Ringers-** ringers cancel each other. A ringer of one contestant shall cancel a ringer of the other contestant those shoes shall not score any points. Any uncanceled ringer scores **three** points.

b. **Shoes in Count-**A shoe in count shall score one point under the following conditions

- 1- If there are cancelled ringers and no live ringer, the closest shoe in count to the stake shall score **one** point.
- 2- If there are no ringers, the closest shoe in count to the stake shall score **one** point. If the other shoe of the same contestant is the second closest in count, it shall also score one point.
- 3- If there is one uncanceled ringer and the other shoe of the scoring contestant is the closest shoe in count to the stake, it shall score one point (four points total).

5. *Fair Play Without A Referee*

- a. **Disputes** .... if either player has a question about a call, rule, or rule interpretation, it become a matter of etiquette. Players are expected to compromise with their opponent, if both sides cannot agree on a call or rule, replay the inning.
- b. **Score** .... without a referee or scorekeeper, it is important for the players to be honest and keep their own scores

6. *Other Rules:*

All other rules not listed above are governed by the **National Horseshoe Pitching Association.**