

# LSOG SPORT: HORSESHOES

## EVENTS

ADVANCED *National qualifying event State requires District Qualifying*  
RECREATIONAL

Horseshoes is a head-to-head competition (see General Rules & Information).

**Competition in an age group will only be conducted if there are at least two entries in that age group.**

## EQUIPMENT

**Pitching box** - a six foot square with a stake in the exact center. Centered in the six foot square, a clay, dirt, or sand area three feet wide and four to six feet long will be identified with the length running parallel to the line between the two target stakes. Pitching areas - two areas eighteen inches by six feet will flank the 3' x 6' area. Stakes - one inch in diameter which extend fourteen to fifteen inches above the pitcher's line/area and leaning 12 degrees toward each other.

**Shoes** - a shoe shall not exceed 7 ¼ inches in width, 7 e inches in length, and not weigh more than 2 pounds, 10 ounces. On a parallel line ¾ inches from the straight edge touching the points of the open end of a shoe, the opening shall not exceed 3 ½ inches.

*Play may extend longer than the time specified for an age group according to the number of players.*

## GENERAL RULES

Horseshoes is a head-to-head event (see General Rules & Information).

1. All matches will be conducted in accordance with the National Horseshoe Association Rules, except as changed her-in, or by the tournament director on the day of the competition to meet unforeseen circumstances (i.e. weather, facility conditions, etc).
2. Players toss a coin; the winner decides who pitches first. If there is more than one game, the choice of starting alternates thereafter.
3. The pitcher must stand on one of the pitching lines. His feet must stay behind the foul line until the shoe has left his hand. His opponent must remain on the opposite side of the stake, either in the rear quarter of the other pitching area or behind the pitching box, with the toes of one foot touching that line.
4. The pitcher's opponent must not talk, or move, or in any way distract the pitcher. Such an offense incurs a loss of score in that inning.

5. No player may walk to the opposite stake, or be informed of the position of the shoes before an inning is complete. Once thrown, shoes may not be moved or touched until the scores have been decided. Such an offense incurs a loss of score in that inning.
6. A shoe cannot be scored if: 1) it first strikes the ground outside the target area, 2) it first strikes the frame box, 3) it is thrown from an invalid position. The shoe may be removed from the pitching box on the request of the opponent.
7. A shoe landing in the target area and breaking is not scored; it is removed and another pitch taken.
8. Any player repeatedly violating the rules, or displaying unsportsmanlike conduct, may be barred from further competition.
9. A ringer is declared when a shoe encircles the stake far enough to allow the touching of both heel caulks simultaneously with a straight edge, permitting a clearance of the stake.

### **EVENT: ADVANCED HORSESHOES**

Pitching distance between the bottom of the stakes with a foul line extending 3 feet in front of each stake will be as follows:

MEN 50-69 .....	40 feet
MEN 70+ .....	30 feet
WOMEN 50-74 .....	30 feet
WOMEN 75+ .....	20 feet

A game will be 21 points through age 74 for both men and women.

For men and women 75+, games will be played to 21 points or the high score after 30 shoes are pitched, whichever occurs first.

A match will consist of one game, unless there are only two competitors, in which case, two of three games will be played.

An inning consists of each player throwing two shoes.

### **MATCH SCORING**

Scoring will be by the count-all method:

Ringers count 3, shoes within 6" count 1.

Cancellation method will be used in play-offs between pools:

Ringers count 3, each shoe closer than opponents count 1.

Only the difference between the two scores on an inning is recorded.

Fifteen innings (30 shoes per player) are pitched.  
Scorer pitches first in next inning.  
If score is 0, the order of pitching alternates.  
A shoe must be within six inches of the stake to score.

### **MATCH TIES**

Ties shall be broken by pitching an extra inning or as many extra innings as necessary to break the tie. In the case of a tie, the player pitching last in the inning will start the next inning.

### **ROUND ROBIN TIES**

Tie between two players, position (1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> place) will be awarded to winner of the Head to Head match between the two tied players.  
Ties between three players, position (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc) will be awarded to the player with the highest differential score. The winner of the Head to Head match between the remaining two players will determine the next position. Ties between four or more players, see logic for tie between three players.

### **FORFEITS:**

If a player fails to complete all matches, the results of all of the matches that he or she completed will count. The remaining matches will result in 1-0 forfeits.  
For tie breaker purposes only: In the event of a tie between three or more players, the results of the matches involving the forfeiting player will not be used to determine point differential, if one or more of the tied players won a match by forfeit.

## **EVENT: RECREATIONAL HORSESHOES**

Pitching distance is measured between the bottom of the stakes with a foul line extending 3 feet in front of each stake.

MEN 50-74 .....	30 feet
MEN 75+ .....	20 feet
WOMEN .....	20 feet

### **MATCH SCORING**

Count-all scoring will be used:  
Each player will receive credit for all points according to the position of his shoes at the end of each inning, regardless of what his opponent throws.

A Ringer counts as three points.

Shoes resting within six inches of the stake score one point each.

The first player to reach eleven points, or the high scorer after 7 innings (14 shoes), whichever is reached first, will be declared the winner of the match.

### **MATCH TIES**

Extra innings will be pitched until the tie is broken.

### **ROUND ROBIN TIES & FORFEITS**

See rules for Advanced Horseshoes.

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### **State Qualifying Requirements:**

1st, 2nd, and 3rd place winners in the Advanced Division at District Games.

### **National Qualifying Requirements for advanced division:**

1<sup>st</sup>, 2<sup>nd</sup>, and 3rd Place in each age group will qualify.