

HORSE SHOE RULES

1. **ELIGIBILITY:** A contestant must be at least 20 years of age at the time of the competition and be a member in good standing of FCRV. The contestant(s) must be the official representative(s) of their state or province.
2. **COURT LAYOUT:** The court area will be selected based upon available space, safety, comfort and convenience. A single court will occupy a level area of at least 50 ft. in length and to keep the sun from being a disadvantage to either player or team, the court should run north and south whenever possible. Two stakes 1 inch in diameter and 32 inches long should be placed 40 feet apart for the men and 30 feet apart for the women. The stakes should be centered in a wooden box whose frame extends 1 inch above the surrounding surface. The box should be 6 feet long and 36 inches wide, with soft dirt surrounding the stake. The stakes should extend 14 inches above the ground, with a 3 inch incline toward each other, if concrete pits are furnished by the facility, then they will be acceptable. If the facility has neither wooden or concrete pits and will not allow the placement of wooden boxes for the horseshoe pits, then play will be conducted without them and the following rule changes will be observed.
 - a) A foul line shall be marked on the ground 36 inches in front of and on both sides of each stake.
 - b) Any rules other than 1 above, which refer to the box will be ignored.
3. **FOUL SHOE:** A foul shoe does not count in the scoring of the game and is immediately retrieved by the fouling team. Fouls are as follows:
 - a) The pitcher extends his foot beyond the foul line which is 36 inches in front of the stake.
 - b) The shoe hits in front of the foul line or strikes the box surrounding the pit.
 - c) If the shoe strikes outside the box surrounding the pit, it will be removed.
4. **OFFICIAL SHOE:** Contestants may use their own shoes as long as they meet the following specifications:
 - a) No shoe shall exceed 7 1/4 inches in width/space (distance between the closest points at the toe of the shoe).
 - b) No shoe shall exceed 7 5/8 inches in length (distance from the back of the heel of the shoe to a line connecting the points of the shoe).
 - c) No shoe shall exceed 2 pounds and 10 ounces in weight.
5. **CONDUCT OF PLAYERS:** While a contestant is in the pitching position, no contestant shall make any remarks; any sounds or any movement which might interfere with the opponents play. No contestants shall walk to the opposite stake or be informed of the position of a shoe, prior to the completion of the inning. The player who is not pitching must remain behind and to the opposite side of the stake from the player who is pitching.
6. **MATCH PLAY:** Play will be by single elimination where pairings will be chosen by lots. Singles and doubles must be played at different times.
7. **FORFEIT:** A contestant/team will forfeit the game if they are not on the court and ready to play when the court referee calls for their game to start. Forfeit can also occur when one contestant/ team concedes to the other.
8. **BYE:** byes are used in the preliminary rounds of competition, when uneven numbers of teams occur in a column of a tournament bracket. The bye fills in the place of the missing team, and the team paired with the bye automatically wins and advances to the next bracket. A team must never be advanced to the final playoffs via a bye. The byes must be placed in selected positions of the tournament brackets, except for the finals, before the pairings are done by drawing lots. The byes will be placed so that no team can receive more than one bye in the tournament.
9. **WARM UP THROWS:** Each contestant shall receive a minimum of two innings (four throws) of warm up pitching before the game starts.
10. **CHOICE OF PITCH:** The choice of the first pitch of follow pitch shall be determined by tossing a coin or flipping a shoe. In each subsequent inning, the contestant/team scoring the most points will pitch first. In an inning where there is no score, for whatever reason, the contestant/team who pitched last will start the inning.
11. **MEASUREMENTS:** All measurements to determine the closest shoe to the stake, shall be made with calipers or a straight edge.
12. **MOVED PITCHED SHOE:** When the shoe being pitched moves another shoe which has already been pitched, all shoes are left where they are and measured where ever they end up at the end of the inning.

13. SCORING RULES:

a) GAME: A game is divided into innings and each inning constitutes the pitching of two shoes by each contestant. A regulation game ends at the end of an inning, when one team has reached a score of 21 or more points.

b) POINTS: A shoe must be within 6 inches of the stake to be considered in scoring. A shoe leaning against the stake counts no more than the closest shoe within 6 inches.

0 points – all equals and ties count as no points

1 point - a contestant has one shoe closer than either of the shoes of the opponents

2 points - both shoes within 6 inches of the stake and both of them closer than either of the opponents shoes.

3 points - only one ringer and the second shoe of the contestant with the ringer is not within 6 inches of the shoe and closer than either of the opponent's shoes.

3 points - when there are three ringers, the contestant having two ringers scores 3 regardless of where the fourth shoe lands.

4 points – only one contestant has a ringer, and their second shoe is within 6 inches of the stake and closer than either of the two shoes of the opponents.

6 points – one contestant has thrown 2 ringers, and the opponent has thrown none.

DEFINITION OF A RINGER: A ringer is scored when the shoe encircles the stake with the points of the toe of the shoe extending far enough past the stake to touch both toes simultaneously with a straight edge.

14. EQUIPMENT NEEDED:

a) 32 inch solid stakes, no more than 1 inch in diameter

b) 1 single elimination tournament chart and some pencils

c) regulation shoes as described in item 5

d) 1 scoring table and chair

e) badges for officials

f) at least one set of rules

g) water, cups, trash bag, etc.

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 - 0 points....all equals and ties count as no points
 - 1 point....a contestant has one shoe closer than either of the shoes of his opponent(s)
 - 2 points....both shoes within 6 inches of the stake and both of them closer than either of the opponents shoes.
 - 3 points....only one ringer and the second shoe of the contestant with the ringer is not within 6 inches of the shoe and closer than either of the opponent's shoes.
 - 3 points....when there are three ringers, the contestant having two ringers scores 3 regardless of where the fourth shoe is.
 - 4 points....only one contestant has a ringer, and their second shoe is within 6 inches of the stake and closer than either of the two shoes of the opponent(s).
 - 6 points....one contestant has thrown 2 ringers, and the opponent has thrown none.

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 - d).....1 scoring table and chair
 - e).....badges for officials
 - f).....at least one set of national sports rules
 - g).....water, cups, trash bag, etc.