

HORSESHOE PITCHING RULES

(Source: www.horseshoepitching.com)

1. The game is played with official horseshoes that shall not weigh more than 2 lb. 10 oz. and not exceed $7\frac{1}{4}$ in. in width and $7\frac{5}{8}$ in. in length.
2. Junior contestants may pitch from any place on the court, but must observe the 27-foot foul lines.
3. Open men and seniors shall pitch from on or behind the full distance platforms and observe the 37-foot foul lines.
4. Elders are short distance pitchers and shall observe the 27-foot foul line.
5. Women may pitch from any place on the full distance and observe the 27-foot foul lines, except that women pitching in an elder's class must pitch less than 40 feet.
6. The length of game shall be determined before play begins.
 - a. Point Limit – The game shall be played to a predetermined number of points. 40 is the suggested amount. The first contestant to reach or exceed that amount is the winner.
 - b. Shoe Limit – The game shall be played to a predetermined amount of shoes. It shall be an even number. When that amount is reached, the contestant with the highest score is the winner. If the score is tied each contestant shall receive a $\frac{1}{2}$ win and $\frac{1}{2}$ loss or a two-inning tiebreaker shall be played. In the event of another tie, the same process shall be repeated until the tie is broken.
 - c. Point Limit or Shoe Limit (whichever comes first). For example, 35 points or 50 shoes.
7. The game is broken into innings, each consisting of 4 pitched shoes, two by each contestant.
8. A *ringer* is a shoe that comes to rest encircling the stake and has a value of 3 points.
9. A shoe that comes to rest with any portion of it within 6 ins. of the stake is *in count* and has a value of 1 point. A *leaner*, a shoe touching the stake, is considered *in count* and has a value of 1 point.
10. A shoe that comes to rest further than 6 in. from the stake is *out of count* and has no scoring value.
11. The contestant pitching first shall deliver both shoes, within 30 seconds, one at a time, and then the other contestant does likewise. A contestant may pitch from either the right or the left of the pit, but in any one inning, both shoes must be pitched from the same side.
12. The opponent, when not pitching, shall stand quietly and stationary on the other side of the stake and at least 2 ft. behind the pitcher.
13. Once the four shoes have been pitched, contestants walk to the other end to determine the score for the inning and retrieve their shoes. No shoe shall be moved before its scoring value is determined.
14. There are two methods of scoring – *Cancellation* and *Count-all*.
 - a. In *Cancellation Scoring*, only one contestant can score in each inning. *Ringers* cancel each other. An uncanceled *ringer* scores 3 points. Shoes *in count* score one point. Opposing contestant's shoes in count that are touching the stake or are determined to be an equal distance from the stake shall cancel each other and, like cancelled *ringers*, shall score no points.
 - b. In *Count-all Scoring*, both contestants receive credit for all their shoes that are scored in each inning. Each contestant can score 0, 1, 2, 3, 4, or 6 points.