

HORSESHOES

Rule 1: Conduct of Players

- A. No contestant shall make any remarks or utter any sound within the hearing of his/her opponent during their throwing of the shoe, nor make any movement that does or might interfere with the opponents' pitching.
- B. The penalty for violation of this rule shall be the person who was fouled will choose to re-pitch both shoes and the offenders' shoes will not be counted.
- C. No contestant shall walk across to the opposite stake and examine the position of his opponent's shoe before making his/her first or final pitch.
- D. All contestants shall pitch both shoes from the pitcher's box into the opposite pitcher's box or forfeit the value of one point to the opponent(s).
- E. Any player repeatedly violating the rules or guilty of any unsportsmanlike conduct, may be barred from further participation in the contest.

Rule 2: The Foul Lines

- A. The outer edges of the pitcher's box shall be known as foul lines.

Rule 3: Position of Players

- A. In delivering the shoe into the opposite pitcher's box a contestant may stand anywhere inside of the foul lines.
- B. If in getting a "toe hold" on the front of the pitcher's box the player's foot extends a trifle over the foul line this shall not be considered an improper position.
- C. Each player, when not pitching, must remain outside and back of the pitcher's box until his/her opponent has finished pitching.

Rule 4: The First Pitch

- A. At the beginning of a game, the contestants shall decide who shall have the first pitch by the toss of a shoe or coin. The winner shall have the choice of first pitch or follow.
- B. At the beginning of successive games between the same players, the winner of the preceding game shall have the first pitch.

Rule 5: Pitched Shoe

- A. The shoe is pitched when it leaves the player's hand.

Rule 6: Broken Shoes

- A. When a shoe strikes in fair territory and is broken into separate parts, it shall be removed and the contestant entitled to pitch another shoe.

Rule 7: Interfering with Pitched Shoes

- A. No contestant shall touch his/her or an opponent's shoes after they have been pitched, until the final decision has been rendered as to the scoring values of the shoes.
- B. Failure to comply with this rule shall result in both shoes of the offender being declared foul and his/her opponent being entitled to as many points as the position of his/her shoes at the peg warrant.

Rule 8: Definition of a "Ringer"

- A. A ringer shall be a shoe that encircles the stake far enough to permit a straight edge to touch both heel calks simultaneously without touching the stake.

Rule 9: Knocked-off and knocked-on ringers

- A. Whenever a player knocks off his/her or an opponent's ringer, the ringers lose their scoring value.
- B. If a player knocks on one of his/her opponent's shoes from a non-ringer position to a ringer position, the changed shoe has scoring value and credit of a ringer.

Rule 10: Moved Pitched Shoes

- A. When a thrown shoe moves a shoe already at the stake, all shoes are counted in their new positions.

Rule 11: Regulation Games

- A. Regulation games consist of 21 points.
- B. Each game is divided into innings and each inning constitutes the pitching of four shoes, two players pitching two shoes.
- C. An official contest between two players shall consist of best two of three games.

Rule 12: Scoring Points

- A. All shoes shall be within six inches of the stake to score.
- B. Closest shoe to stake scores one point.
- C. Two shoes closer than opponent's scores two points.
- D. One ringer scores three points.
- E. Two ringers score six points.
- F. One ringer and closest shoe of same player scores four points.
- G. If a contestant has two ringers to an opponent's one, the two ringers shall count three points.

Rule 13: Cancelled Points

- A. All equals count as ties and no points are scored.
- B. In case each contestant has a ringer the next closest shoe, within six inches of stake, shall score.
- C. If each contestant has a double ringer both double ringers are cancelled and no points scored.
- D. In case there is a tie of all four shoes as four ringers or all four shoes are equal distances from the stake, no score shall be recorded.

Rule 14: Announcing Scores

- A. All shoes shall be scored and announced only in their final position after all shoes have been pitched.
- B. In all games the player scoring the points shall call the result.

Rule 15: Protests

- A. In case of a protest, or where the rules do not specifically cover a disputed point, the Intramural Staff Assistant in charge shall have full power and final jurisdiction.