

HORSESHOES

Singles

ENTRY REGULATIONS

1. Competitors must provide their own horseshoes.

FORMAT

1. If numbers are conducive, athletes will be divided into pools within their age divisions. Within each pool a preliminary single round-robin tournament will be played. At the conclusion of the preliminary round robin, the top eight players will advance and play a single round-robin championship final. If entries are not conducive, a double elimination tournament will be played within the age division.
2. All rounds will be conducted using count-all scoring with five bonus points awarded for each match won. All matches will continue until each player has pitched 30 shoes. If the score is tied after 30 shoes are pitched, four additional shoes shall be pitched to determine which player shall be awarded the five bonus points. Additional sets of four shoes shall continue to be pitched until the winner is determined. Final scores reported shall be scores after 30 shoes.
3. Double elimination rounds will be conducted using cancellation scoring.
4. Awards will be presented for 1st through 3rd place within each age division.

SPORT RULES

1. All matches will be conducted in accordance with National Horseshoe Pitcher's Association rules, except as modified herein. For a copy of these rules, please write or call:
Mr. Dick Hansen
Secretary/Treasurer
National Horseshoe Pitcher's Association
3085 76th Street
Franksville, WI 53126
(262) 835-9108
www.horseshoepitching.com
2. Shoes shall be pitched from alternate ends of the court at stakes 40 feet apart, except as modified herein. Women in age divisions 50-74 will pitch a distance of 30 feet. Women in age divisions 75 and older will pitch a minimum distance of 20 feet. Men in age divisions 50-69 will pitch a distance of 40 feet. Men in age divisions 70 and older will pitch a minimum distance of 30 feet.
3. A match will consist of one game.
4. Players will match shoes to determine who pitches first. For preliminary rounds, the order of pitching shall alternate.
5. A 15-minute default time will be enforced. For default matches in preliminary rounds, the remaining player will pitch 30 shoes to determine his/her score and be awarded the five bonus points.
6. The pitcher must stand on one of the pitching platforms. Players may use the platform on either side of the court. Feet must stay behind the foul line and within the platform limits until the shoe has left the pitcher's hand. Opponents must remain on the opposite sides of the stake, either in the rear quarter of the other pitching platform or behind the pitching box, with the toes of one foot touching that platform, and must not talk, move, or in any other way distract the pitcher. Such an offense incurs a loss of score in that inning. 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.
7. Shoes must be within six inches of the stake to be scored. A shoe that first strikes the ground outside the target area or rebounds from the backboard cannot be scored, nor can any shoe thrown from an invalid position. Such shoes may be removed from the target area on the request of the opponent. A shoe landing in the area and breaking is not scored; it is removed and another

pitch taken. A “ringer” is a shoe that encircles the stake so that a straight edge could touch the two prongs without touching the stake.

8. The top eight players based on total points will advance to the championship finals.