

Horseshoes

What kind of equipment do you need?

4 Horseshoes (two of one color; two of a different color) and 2 Stakes (one at each end)

How many people are on a team?

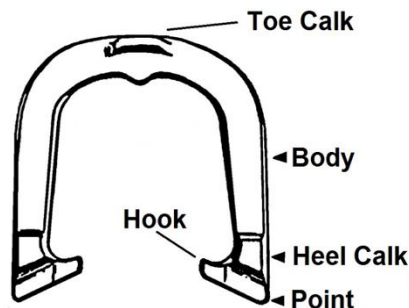
Games can be played with two players (Singles) or four players (Doubles).

Rules

- (1) A coin toss decides who will pitch first.
- (2) The player stands in the pitching box alongside the pit (juniors, women, and seniors may move closer to the next line) and throws both his horseshoes at the opposite stake (underhanded, one after the other). The second player then does the same. This constitutes one Inning. With four players, one from each team pitches from one end, and the other team members pitch from the opposite end. Alternate first pitch in subsequent Innings.
 - a. A player may pitch the shoes from either the left or right pitching platform, but in any one Inning, both shoes must be delivered from the same platform.
 - b. A player must pitch the entire match with the same hand.
 - c. A Foul Line is marked 3 feet in front of each stake, so that the pitching distance is 37 feet. A second Foul Line is marked at 27 feet from the opposite stake. **At Pictona, players may choose which Foul Line they would like to pitch from.** If a player steps on or over the Foul Line before releasing the shoe (or starts or steps fully outside of the platform before releasing the shoe), it is a foul, and that shoe becomes a Dead Shoe (removed from the pit immediately; does not count towards scoring). Any shoe that contacts the platform, court frame or any ground outside the pit area before it comes to rest is also considered a Dead Shoe.
- (3) After pitching, the scores are calculated, and players move to the other end to pitch.

Scoring

- (1) A Ringer is a shoe that comes to rest while encircling the stake. A straightedge touching either the points or any part of the heel calks of the shoe must clear (not necessarily touch) the stake in order for it to be declared a Ringer. A Ringer has a value of three (3) points.



- (2) Points – A shoe that is not a Ringer but comes to rest six inches or closer to the stake has a value of one (1) point. This includes a Leaner (a shoe touching the stake that does not qualify as a Ringer).

- (3) A shoe that comes to rest more than six inches from the stake is a shoe “out of count” and has no scoring value. Dead Shoes resulting from a foul also have no value.
- (4) Two Methods of Scoring Horseshoes:
- a. Count-All Scoring: Both contestants receive credit for the points they score in each Inning. Possible point values per Inning (per player) include:
 - i. Zero (0) – No Ringers, No shoes within six inches of the stake
 - ii. One (1) – No Ringers, One shoe within six inches of the stake
 - iii. Two (2) – No Ringers, Two shoes within six inches of the stake
 - iv. Three (3) – One Ringer, No other shoe within six inches of the stake
 - v. Four (4) – One Ringer + Second shoe within six inches of the stake
 - vi. Six (6) – Two Ringers
 - b. Cancellation Scoring: Only one contestant can score in each Inning.
 - i. If there are no Ringers within an Inning, the closest shoe to the stake scores one (1) point (as long as it is within six inches of the stake).
 - ii. If there are no Ringers within an Inning, and a player has the two closest shoes to the stake (both within six inches of the stake), that player will receive two (2) points.
 - iii. The Ringer(s) of one player cancel the Ringer(s) of the opponent. Any cancelled Ringer scores zero (0) points. An uncanceled Ringer scores three (3) points; two uncanceled Ringers scores six (6) points.
 - iv. If a player’s two shoes result in (a) an uncanceled Ringer and (b) a second shoe that is closer to the stake than both of the opponent’s shoes (and within six inches of the stake), that player would receive four (4) points.
- (5) Length of Games (Three Options):
- a. Point Limit – The game shall be played to a pre-determined number of points. Forty (40) points is a suggested amount. The first contestant to reach or exceed that amount is the winner.
 - b. Shoe Limit – The game shall be played to a pre-determined even number of shoes. Forty (40) or fifty (50) shoes is a suggested amount. When that number is reached, the contestant with the highest score is the winner.
 - c. Point Limit or Shoe Limit – For example, forty (40) points or fifty (50) shoes, whichever comes first. If the shoe limit is reached before the point limit, the contestant with the highest score is the winner.
- For any of these options, a two-Inning tiebreaker may be used to break any ties. Repeat as needed if the score remains tied until a winner is declared.

*** These rules are adapted from the National Horseshoe Pitchers Association (<https://www.horseshoepitching.com>). Feel free in recreational play to adjust them as you see fit to achieve maximum fun!