



HORSESHOE TOURNAMENT RULES

BEFORE THE START OF EACH GAME

Pit Preparation - prep pits to be in a level condition. This could include the spraying of water, turning & or raking pit material.

Flip a shoe or coin to determine throwing order – winner can choose to pitch first or second.

Warm-ups prior to each game should not exceed 4 pitches per player.

GENERAL RULES

Horseshoes are provided by players and competing teams are responsible to keep score, then report win/score to official.

Opponents may throw from the same side or not, also they may change sides only after each set is completed.

When pitching shoes, pitcher must be in or next to the pin and must not step more than 2 feet past the stake.

Shoes thrown which hit the pit frame or land outside the pit area is a foul and the shoe should be removed.

SCORING OF POINTS

Ringer equals 3 points when both tips pass the stake. If the second thrower also makes a ringer it negates those points.

Leaner's will equal one point and is considered to be the closest shoe. A leaner by each team negates any points scored.

Horseshoe must be within the width of the shoe from the stake to score a point. Only the team with the closet shoe(s) scores.

Participants must both agree on the points before removing shoes from the pit.

FORMATS

Draw ticket to determine partners for team play, two pitchers per team. Report division and team members to scorekeeper.

Round Robin format will be played in each division to determine semifinalists. (Saturday)

Double Elimination format to be played during the semifinals and finals (Sunday) Pick new team numbers to determine order.

In case of a division tie, the winner is determined by the highest total of "loss" points scored in division play.

All winners must be available for trophy presentation up on the main stage after the tournament.

In case of a discrepancy, any ruling made by the tournament director will be final!