

Your forward step must not carry you beyond the box, or more than three feet from the stake.

## OFFICIAL HORSESHOE PITCHING RULES

### 1. Horseshoe Courts

#### Rule 1 — Lay-out of Courts

Section A—A court should cover an area of level ground of at least ten (10) feet in width and fifty (50) feet in length, and shall consist of two pitcher's boxes containing clay with a stake in the center of each.

#### Rule 2 — Pitcher's Box

Section A—The pitcher's box shall extend three feet on either side to the rear and to the front of the stake—outside measurements.

Section B—The box shall be constructed of 2 x 6 inch or 2 x 8 inch lumber and shall not extend more than one inch above the level ground.

Section C—Where several or more courts are constructed, a 2 x 6 inch or 2 x 8 inch plank shall be laid the full length of such courts three (3) feet in front of the stakes.

Section D—Top of the front plank of the pitcher's box may be protected by covering with tin, sheet metal or old tires.

Section E—For indoor pitching, the pitcher's boxes must not exceed six (6) inches in height above the floor.

#### Rule 3 — Soil in Pitcher's Box

Section A—The pitcher's box should be filled with better's clay or any substitute of like nature.

Section B—The clay should be at least six (6) inches in depth at the beginning of each game, and at no time, shall surface of clay be more than one (1) inch below the top of the box.

Section C—The clay must be kept moist and worked to a putty-like condition about eighteen (18) inches around the stake.

#### Rule 4 — Position of Stakes

Section A—The stakes shall be set in the center of each pitcher's box, shall incline toward each other and project twelve (12) inches above the top of the box.

#### Rule 5 — Pitching Distance

Section A—The stakes shall be forty (40) feet apart, measured from the front at the point where the stakes enter the ground.

Section B—The regulation distance for women and boys under 16 years of age shall be thirty (30) feet.

### Rule 6 — Distance Between Courts

Section A—Where several or more courts are constructed, the stakes adjacent to each other shall be placed on a straight line not less than twelve (12) feet apart.

## 2. Horseshoe Equipment

### Rule 7 — Stakes

Section A—The stakes shall be made of iron or steel and be approximately two (2) to three (3) feet in length.

### Rule 8 — The Official Shoe

Section A—No horseshoe shall exceed the following regulations: 7½ inches in length, 7¼ inches in width, 2½ pounds in weight. No toe or heel calk shall project more than ¾ of an inch. The opening between the heel calks shall not exceed 3¼ inches — inside measurements.

Section B—No horseshoe constructed in a freak design will be considered a regulation shoe. The commonly accepted shoe shall be used as a model to determine what a freak shoe is.

## 3. Playing Rules

### Rule 9 — Conduct of Players

Section A—No contestant shall make any remarks or utter any sounds with the hearing of his opponent, nor make any movement that does or might interfere with the opponent's playing.

Section B—The penalty for violation of this rule shall be the declaring as foul both shoes pitched or to be pitched by the offender in the inning complained of.

Section C—The referee shall be the judge of a violation of this rule.

Section D—No contestant shall walk across to the opposite stake and examine the position of his opponent's shoe before making his first or final pitch.

Section E—All contestants shall pitch both shoes from the pitcher's box into the opposite pitcher's box or forfeit the value of one (1) point to his opponent.

Section F—Any player repeatedly violating rules or guilty of any unsportsmanlike conduct, may be barred from further participation in the game.

### Rule 10 — The Foul Lines

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

### Rule 11 — Position of Players

Section A—In delivering the shoe into the opposite pitcher's box, a contestant may stand anywhere inside the foul lines.

Section 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.

Section C—Each player, when not pitching, must remain outside and back of the pitcher's box until his opponent has finished pitching.

### Rule 12 — The First Pitch

Section 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.

Section B—At the beginning of successive games between the same players, the loser of the preceding game shall have the first pitch.

### Rule 13 — Pitched Shoe

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

### Rule 14 — Broken Shoes

Section 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 in its stead.

### Rule 15 — Foul Shoes

Section A—A shoe pitched while the player is standing outside the foul line is foul.

Section B—If a shoe first strikes outside the foul lines before entering the pitcher's box, it is a foul.

Section C—A shoe striking any part of the pitcher's box is a foul.

Section D—Foul shoes shall be removed from the pitcher's box at the request of the opponent.

Section E—A foul shall not be scored or credited.

### Rule 16 — Interfering with Pitched Shoes

Section A—No contestant shall touch his own or his opponent's shoes after they have been pitched until the final decision has been rendered as to the scoring values of the shoes.

Section B—Failure to comply with this rule shall result in both shoes of the offender being declared foul, and his opponent shall be entitled to as many points as the position of his shoes at the peg should warrant.

#### Rule 17 — Measurements

Section A—All measurements to determine which shoe is the closest to the stake shall be made by the use of calipers or a straight edge.

#### Rule 18 — Definition of a "Ringer"

Section 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.

Section B—Whenever a player knocks off his own or opponent's ringer, such knocked off ringers lose their scoring value.

Section C—If a player knocks on one of his own or his opponent's shoes from a non-ringer position to a ringer position, the changed shoe has scoring value and credit for a ringer for its owner.

#### Rule 20 — Moved Pitched Shoes

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

### 4. The Scoring Rules

#### Rule 21 — Regulation Games

Section A—A regulation game shall consist of 50 points in all tournaments and matches.

Section B—In a league, the regulation game shall consist of 21 points.

Section C—Each game is divided into innings and each inning constitutes the pitching of four shoes — the two players each pitching two shoes.

Section D—An official contest between two players shall consist of best six (6) out of eleven (11) games.

#### Rule 22 — Scoring Points

Section A—All shoes shall be within six inches of the stake to score.

Section B—Closest shoe to stake scores (1) point.

Section C—Two shoes closer than opponent's — scores (2) points.

Section D—One ringer scores (3) points.

Section E—Two ringers score (6) points.

Section F—One ringer and closest shoe of same player scores (4) points.

Section G—If a contestant shall have two ringers and his opponent one, the player having two ringers shall score (3) points.

#### Rule 23 — Cancelled Points

Section A—All equals count as ties and no points are scored.

Section B—In case each contestant has a ringer, the next closest shoe, if within six inches of stake, shall score.

Section C—If each contestant has a double ringer, both double ringers are cancelled and no points scored.

Section 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 and the contestant who pitched last is entitled to pitch first on the next throw.

Section E—Where ringers are pitched and cancelled, they shall be credited to the contestant who pitched such ringers and no score shall be credited as points scored.

Section F—Any shoe leaning against the stake in a tilted position shall have no advantage over a shoe lying flat on the ground and against the stake. All such shoes are ties.

#### Rule 24 — Announcing Scores

Section A—All shoes shall be scored and announced only in their final position after all shoes have been pitched.

Section B—In all games, the player scoring the points shall call the result.

#### Rule 25 — Recording of Results

The recording of results of games shall be as follows:

W — Games won; L — Games lost; P — Points

R — Ringers; DR — Double Ringers;

SP — Shoes Pitched; PR — Percentage of Ringers

### 5. Miscellaneous

#### Rule 26 — Protests

Section A—In case of a protest, or where the rules do not specifically cover a disputed point, the referee or committee in charge shall have full power and final jurisdiction.

Section B—If a tournament committee is in charge, appeals may be made to it from decisions of the referee and decisions by the committee in all cases shall be final.

#### Rule 27 — Three-Handed Games

Section A—In three-handed games when two of the players each have a ringer and the third player no ringer, the two players having ringers score their closest shoe, while the third player is out of this play.

Section B—If all three players each have a ringer, the one having his next shoe closest to the stake scores.