



## HORSESHOES

# CAMPUS RECREATION & WELLNESS (CRW)

### GAME PLAY

**Section A. Innings** The game is broken down into innings. Each inning consists of four pitched shoes, two by each contestant/team (team throws four).

#### **Section B. Value of the Shoe**

1. Ringer - A ringer is a shoe which comes to rest encircling the stake. A straightedge touching both points or any part of the heel calks of the shoe must clear (not touch) the stake in order for a shoe to be declared a ringer. A ringer has a value of five points.
2. Shoe in Count - A shoe which is not a ringer but comes to rest with any portion of it within 6 inches of any part of the stake is a shoe in count. A shoe in count has a value of one point. A "leaner," or any other shoe which is touching the stake (but not a ringer), is considered a shoe in count and has a value of three points.
3. Shoe in Count – A shoe that is not a "ringer" or a "leaner", but lands within one heel point of the stake, shall receive one point.
4. Shoe Out of Count - A shoe which comes to rest further than 6 inches from the stake, but is the closest shoe to the stake will be awarded one point. A shoe which is declared to be a foul shoe is considered to be a shoe out of count/bounds and not eligible for a point.

#### **Section C. Delivery of Shoes**

1. The contestant pitching first shall deliver both shoes (one at a time) and then the other contestant shall deliver both shoes (one at a time). A contestant may deliver the shoes from either the left or right platform but, in any one inning, both shoes must be delivered from the same platform.
2. A contestant shall deliver both shoes within 30 seconds. The time shall start when the contestant steps onto the platform with the intention of pitching. (As opposed to retrieving shoes or removing foreign material from the platform).

#### **Section E. Flow of the Game**

1. Once the four shoes in an inning have been pitched, the contestants shall walk to the other end to determine the score for the inning and retrieve their shoes. No shoe shall be moved before its scoring value is determined. If the decision is in doubt, a judge shall be called. The judge shall make the necessary measurement(s) and determine the scoring for the shoes in question. Play shall continue in similar fashion in each inning until a player/team reaches 21 points.
2. At any one time, a contestant shall carry and use only two horseshoes during the course of a game. A spare shoe or shoes should be kept available at court side in case of a broken shoe or if the contestant desires to switch shoes. Shoes may be switched between innings, but not during an inning unless a shoe breaks.
3. When a shoe is being measured by a contestant and it (or the stake) is accidentally moved, the inning shall be scored only if the contestants can come to an agreement. If no agreement can be reached, a judge shall be called. A judge shall either determine the scoring or void the inning and order it to be repitched.

**EXCEPTIONS:** If one or more shoes (are obvious ringers and have been agreed to by the contestants) are moved to make a measurement they need not be repitched. Only the shoe(s) in question when the shoe or stake was moved must be scored or ordered repitched by the judge. If one or more shoes are below the shoe(s) in question, they will be scored and remain in place for the repitch. No scored shoes will have the scoring changed due to a repitch.

**NOTE:** If a judge moves a shoe (or the stake) while making a measurement, the judge shall either determine the scoring for the inning or void it and order it to be repitched.

### **LENGTH OF THE GAME**

The length of a game shall be determined before play begins. There are two options:

1. Point Limit - The game shall be played to a predetermined number of points. 21 points is the suggested amount. The first contestant to reach (or exceed) that amount is the winner.
2. Shoe Limit - The game shall be played to a predetermined amount of shoes. It shall be an even number. When that amount is reached, the contestant with the highest score is the winner. If the score is tied, there are two options:
  - a. Each contestant shall receive 1/2 win and 1/2 loss. (This option should be used if a handicap system is in effect.)
  - b. A two inning tie-breaker shall be played, using the same method of play that was used in the game. In the event of another tie, the same process shall be repeated and this procedure shall continue until the tie is broken.

### **PITCHING ROTATION DURING THE GAME**

1. The contestant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.
2. Alternate Pitch - Alternate first pitch is used to guarantee each contestant an equal amount of first and second pitches during a game.