



Horseshoes



SOMI-Specific Information

Sport season:

April-June

Culminating State Event:

State Summer Games

Events Offered:

Singles

Doubles

Modified Singles

Modified Doubles

National Governing Body:

National Horseshoe Pitchers Association

2275 Winter Park Studio City Ste. 189, Cuyahoga Falls, OH 44221

Uniform Guidelines

1. Preferred Uniform: White short-sleeve shirt or T-shirt and dress shorts/pants.
2. Uniforms of all team members should be identical in color and style.
3. Shoes: Tennis shoes or smooth-soled shoes are recommended. Shoes with spikes are not permitted
4. Denim may not be worn during competition or practice

Equipment

1. A shoe shall not exceed 7 ½" in width, 7 5/8" in length, and shall not weigh more than two pounds and ten ounces. There are no minimum size and weight standards. On a parallel line 3/4 of an inch from the straight edge touching the points of the open end of the shoe, the opening shall not exceed 3-1/2". A standard measuring device will be utilized at State Summer Games for the 6" inside distance between shoe ends.
2. Each pitcher's box shall consist of an area of clay, synthetic substance, dirt, or sand into which the players throw their shoes and flanked by two pitching platforms or areas from which the players throw their shoes.

General Rules

1. It is the discretion of the tournament director to place athletes in traditional vs. modified at tournaments if the athlete consistently hits the box. Any shoe pitched while the pitcher's foot touches or extends over the foul line shall be declared foul and removed from the counting distance.
2. In pitching the shoe, the pitcher shall stand on the pitcher's platform at one side or the other of the stake.
3. In delivering the shoe, the pitcher must remain behind the foul line until the shoe has left his/her hand. The shoe must be pitched in underhand motion.
4. No contestant shall move his/her own or opponent's shoe or shoes until the winner of point or points has been agreed upon by contestants or a decision has been rendered by the referee. Referee shall declare foul shoes thrown by a contestant failing to comply with this rule and award points to the opponent according to the position of his/her shoes. No contestant shall walk to the opposite stake or be informed of the position of the shoes prior to the completion of an inning.
5. One athlete/team will deliver both shoes consecutively, then other play/team will deliver their shoes.
6. Choice of first pitch or follow shall be determined by the toss of a coin or a flipped-up shoe. In successive games between the same players, the loser shall have a choice.
7. Contestant must pitch his/her second shoe from the same side of the approach as his/her first shoe. A contestant may pitch his/her shoe from the approach side of his/her choice during any inning of the game as long as they are both pitched from the same side. Penalty: the second shoe shall be removed from the court.
8. Between games, pitchers may be allowed four practice pitches.
9. Any released horseshoe that has crossed the foul line shall be ruled a pitched shoe and cannot be re-pitched.
10. If it is discovered during an inning that a contestant has pitched his/her opponent's horseshoes, that entire inning shall be pitched over using the proper horseshoes.
11. Any shoe pitched by a contestant, that lands outside the fair area of the opposite pitching box is a foul shoe. Any shoe that lands in fair territory but hits the back-stop or other objects and comes back into the pitching area shall be called a foul shoe.
12. In order to count points, horseshoes must land in box. If the horseshoe rolls in the box, it must be removed before the next shoe is pitched.
13. Foul shoes shall be removed from the opposite pitcher's box.
14. A foul shoe shall not be scored or re-edited except in the score sheet column headed "shoes pitched."
15. When a foul shoe disrupts the position of a shoe in fair territory, the foul shoe is to be removed from the pitching area and all other shoes are to remain as they are.
16. When a shoe lands in fair territory and breaks into separate parts, it shall be removed and the contestant is allowed to pitch another shoe instead.
17. Areas may not combine areas to create teams.

Event-Specific Rules/ Course Set-up

Doubles Play

1. At the State Summer Games, with doubles horseshoes, both athletes will pitch toward the pit in one direction behind the foul line. Partners' points are added together, but the individual records of ringers and shoes pitched should be kept. In all other respects, the game is the same as the conventional singles or walking game.
2. Athletes who do not have partners and who originally registered for doubles horseshoes may not team up with an athlete from a different area. Only athletes who are from the respective area alternate list may be used as a doubles partner.
3. Doubles teams made up of a senior male and female are considered a senior male team, and all players— including females—must throw from the 30 ft. line.

Course Set-Up

1. The court will occupy a level area of at least 50' in length (in a north-south direction if possible), at least 10' in width, and consist of two pitcher's boxes, each 6' square with a stake in its exact center.
2. The pitching distance for modified will be from the 20' line with a 17' foul line. The distance for traditional will be from the 30' line with a 27' foul line.
3. Stakes shall be 1 inch in diameter and no larger. They may be of cold-rolled steel, mild iron, soft metal, or synthetic material. The top of each stake shall extend not less than 14 inches or more than 15 inches above the level of the pitcher's platform on each side of the stake with a 3 inch incline toward each other.
4. Foul lines shall be clearly defined three feet in front of the entire edge of the pitcher's box.

Scoring

1. Measurements to determine points shall be made with calipers and straight edge
2. A shoe must be within 6 inches of the stake to score.
3. A ringer is declared when a shoe encircles the stake far enough to allow the touching of both heel caulks simultaneously with a straight edge.
4. There are two official methods of scoring: the cancellation method and the count-all method. The "count-all" method is used at the State Summer Games.

Count-All Scoring

1. A regulation game consists of 18 shoes pitched by each player (9 innings).
2. Each player shall receive credit for all points according to the position of the shoes at the end of each inning, regardless of what his/her opponent throws. Thus it is possible for each player to score six points in any one inning. Ringers count as three points, and shoes within 6 inches of the stake count one point each. No extra points are given for leaners; however, the leaner will count as one point.

3. Players shall alternate first pitch, one player having the first pitch in the even number innings and the other player in the odd number innings. The double alternate first pitch may be used if desired.
4. Ties shall be broken by pitching as many extra innings as are designated in the tournament rules.