

Horseshoe Rules

Tournament Structure

Tournament Play

- Preliminary matches followed by single elimination tournaments.

Divisions

- Women's Singles
- Women's Doubles
- Men's Singles
- Men's Doubles
- Mixed Doubles
- Faculty/Staff

Location

- Horseshoe matches are held at the OU Recreation Fields, just east of Jenkins Ave.

Horseshoe Information

- All participants must provide a valid OU ID (with picture) prior to each contest.
 - No OU ID = No Play

The Game

- 1) Two stakes are secured in the ground 40 feet apart and each player is given two horseshoes to toss. Each stake is placed in the center of an area six feet square area.
- 2) Men toss a distance of 40 feet while women pitch at 30 feet.
- 3) First player to 15, winning by 2, will win the match.
- 4) A player cannot purposely distract the opposing player.
- 5) A player cannot walk to the opposite end of the court until both players have pitched their shoes in a frame.
- 6) A shoe which strikes the ground outside the pitcher's box or on the hard surface and then bounces into scoring distance does not count in the scoring.
- 7) Shoes must not be moved until the score of that frame is tallied and should not be moved.
- 8) Shoes for the event will be provided; team will not be allowed to bring their own.
- 9) There are no time outs during the course of a game.
- 10) Teams are responsible for keeping score.
- 11) Any dispute during the game must be resolved between the two teams within 30 seconds. Failure to resolve issues will result in an automatic forfeit by both teams (OU Intramural Sports Staff judgment).
- 12) Any participant ejected from a game (including pre and post game) is automatically removed from the tournament.
- 13) A "ringer" is a shoe that encircles the stake in such a way that a straight edge can be laid across the open end of the shoes touching both prongs without the stake.
- 14) A "leaner" is a shoe leaning against the stake but not does not encircle the stake.
- 15) When each player of opposing teams throws a ringer or when each player of opposing teams throws two ringers in a frame, the ringers are regarded as ties and cancel each other out.
- 16) Shoes, of opposing players, which are equal distance from the stake in the same frame, are regarded as ties and cancel each other out; the next closest shoe scores one point.
- 17) The player who scores in a frame pitches first in the next frame. If no points are scored in a frame, the player who pitched last in the frame pitches in the next frame.
- 18) Point Values:
 - a. 1 Point
 - i. Horseshoe is closer than any opponent's shoes.
 - ii. Both players have ringers - one player's remaining shoe is closer to stake than opponent's remaining shoe.
 - b. 2 Points
 - i. Both horseshoes of one player are closer to the stake than either shoe of the opponent.
 - ii. Leaner of one player are closer to the stake than a shoe of the opponent.
 - c. 3 Points
 - i. Leaner of one player and other shoes is closer to the stake than either shoe of the opponent.
 - ii. Player scores ringer, opponent does not have a ringer in that frame.
 - iii. Player scores two ringers while opposing scores one ringer. First ringers cancel each other.
 - d. 4 Points
 - i. One shoe is a ringer while remaining shoe is closer than either opponent's shoes.
 - e. 5 Points
 - i. Player has ringer and leaner and opponent has no shoe to cancel either throw.
 - f. Six Points
 - i. Both shoes of one player are ringers while neither of opponent's shoes are ringers.

For rules not specifically mentioned above refer to NHPA Official Rules.