

POLK SENIOR GAMES HORSESHOE ADDITIONAL RULES revised October 18, 2021

1. Participants are encouraged to bring their own horseshoes. Some horseshoes will be provided.
2. A double elimination tournament is planned. **A match is one game to 25 points or 48 shoes, whichever comes first.** The Event Manager reserves the right to change the playing format.
3. National Horseshoe Pitching Association Rules apply, except as modified herein.
4. Pitching Distances:

Women	50 - 74	30 feet
	75 and older	No less than 20 feet
Men	50 - 69	40 feet
	70 and older	No less than 30 feet

Medical Exemptions may apply.
5. **A match is one game to 25 points or 48 shoes, whichever comes first.** Only the difference between scores in each inning counts (**cancellation scoring methods**). If the result of an inning is equal, no score is recorded for that inning. The player who scores in one inning shall pitch first in the next inning. If no score is recorded, the order of pitching shall alternate.
6. **Players will flip horseshoes to determine who pitches first.**
7. The pitcher may stand on either side of the court. Players pitch both shoes in turn at the opposite stake during an inning. The pitcher must stand on one of the pitching platforms. Players may use the platform on either side of the court. Feet must stay behind the foul line and within the platform limits until the shoe has left the pitcher's hand.
8. Opponents must stand 2 ½' behind pitcher **on the opposite platform** and must not talk, move, or in any other way distract the pitcher. Such an offense incurs a loss of score in that inning. Opponent may move back farther if standing 2 ½' behind pitcher interferes with a pitcher in an adjacent court.
9. No player may walk to the opposite stake, or be informed of the position of the shoes before an inning is complete. Once thrown, shoes may not be moved or touched until the scores have been decided. Such an offense incurs a loss of score in that inning.
10. Scoring: Cancellation Method – Only one player can score in each inning.
 - Ringers: (shoe encircles stake; straight edge can touch two tips without touching stake)
 - A ringer of one player cancels the ringer of the other player and no points are scored.
 - Any uncanceled ringer scores 3 points.
 - Shoes in Count: (shoe must be within 6 inches of the stake to score)
 - If cancelled ringers and no live ringer, the closest shoe to the stake shall score 1 point.
 - If there are no ringers, the closest shoe scores 1 point.
 - If there is one live ringer and the other shoe of the scoring player is the closest, the player scores 3 points for the ringer and 1 point for the closest shoe.
 - A leaning shoe has no value over one touching the stake.
 - Opposing player's shoes touching the stake or equal distance from the stake shall cancel each other and no points scored.
- Scoring:
 - No ringer or cancelled ringer with closest shoe – 1 point
 - No ringer or cancelled ringer with two closest shoes – 2 points
 - One ringer with no shoes in count – 3 points
 - One ringer with closest shoe – 4 points
 - Cancelled ringer with live ringer – 3 points
 - Two live ringers – 6 points
11. Fouls: (A foul shoe is not scored, but counted as a throw.)
 - a) A shoe that first hits the ground outside the target area.
 - b) A shoe that is thrown from an invalid position.
 - c) A shoe that lands outside the pit area is a foul shoe.
 - d) A shoe that rebounds from the backboard.
 - e) A shoe that lands in foul territory, but deflects back in the pit is a foul shoe.
 - f) A shoe that is pitched when the player steps across the foul line.
 - g) A foul shoe is not scored, but is counted.

* Such shoes may be removed from the target area on the request of the opponent.
12. A shoe landing in the area and breaking is not scored; it is removed and another pitch is taken.
13. If a shoe breaks due to another shoe hitting it, the shoe shall be scored, as it appears to lie.
14. Call a judge for disagreements. The judge will determine the scoring or order the shoe re-pitched.