

**Adult Horseshoe FCRV Rules**  
Men and Women Singles, Doubles, and Mixed Doubles  
As Revised 1/18/1995

States/Provinces and Regions may play their own rules at their own campouts but the National Adult Sports Rules must be followed at National Campventions. These rules have been developed from input from all parts of the organization. They are not intended to be like any other rules but are intended to preserve the fun of the game, to make the game easy to play and easy to judge, and to keep the game time reasonable in length.

**I. Eligibility**

A contestant must be at least 20 years of age at the time of the competition and be a member in good standing of FCRV. Contestant(s) must be the official representative(s) of their province or state.

**II. Court Layout**

The court area will be selected based upon available space, safety, comfort, and convenience. A single court will occupy a level area of at least fifty (50) ft in length and to keep the sun from being a disadvantage to either player or team. The court should run north and south whenever possible. Two stakes one (1) inch in diameter and thirty-two (32) inches long shall be placed 40 ft apart for the men and 30 ft apart for the women. The stakes should be centered in a wooden box whose frame extends one (1) inch above the surrounding surface. The box should be six (6) feet long and thirty-six (36) inches wide, with soft dirt surrounding the stake. The stakes should extend fourteen (14) inches above the ground, with a three (3) inch incline toward each other. If concrete pits are furnished by the facility, then they will be acceptable. If the facility has neither wooden or concrete pits and will not allow the placement of wooden boxes for the horseshoe pits, then play will be conducted without them and the following rule changes will be observed:

- A. A foul line shall be marked on the ground thirty-six (36) inches in front of and on both sides of each stake.
- B. Any rules other than #1 above which refer to the box will be ignored.

**III. Foul Shoe**

A Foul shoe does not count in the scoring of the game and is immediately retrieved by the fouling team. Fouls are as follows:

- 1. The pitcher extends his foot beyond the foul line which is 36 inches in front of the stake.
- 2. The shoe hits in front of the foul line or strikes the box surrounding the pit.
- 3. If the shoe strikes outside of the box surrounding the pit, it will be removed.

**IV. Official Shoe**

Contestants may use their own shoes as long as they meet the following specifications:

- A. No shoe shall exceed 7 1/4 inches in width/space (distance between the closest points at the toe of the shoes).
- B. No shoe shall exceed 7 5/8 inches in length (distance from the back of the heel of the shoe to a line connecting the points of the shoe).
- C. No shoe shall exceed two pounds and ten ounces in weight.

**V. Conduct of Players**

While a contestant is in the pitching position, no contestant shall make any remarks, any sounds, or any movement which might interfere with the opponent's play. No contestant shall walk to the opposite stake, or be informed of the position of a shoe, prior to the completion of the inning. The player who is not pitching must remain behind and to the opposite side of the stake from the player who is pitching.

#### **VI. Match Play**

Play will be by single elimination where pairings will be chosen by lots. Singles and doubles must be played at different times.

#### **VII. Forfeit**

A contestant/team will forfeit the game if they are not on the court and ready to play when the court referee calls for their game to start play. Forfeit can also occur when one contestant/team concedes to the other.

#### **VIII. Bye**

Byes are used in the preliminary rounds of competition, when uneven numbers of teams occurs in a column of a tournament bracket. The bye fills in the place of the missing team and the team paired with the bye automatically wins and advances to the next bracket. A team must never be advanced to the final playoffs via a bye. The byes must be placed in selected positions of the tournament brackets, except for the finals, before the pairings are done by drawing lots. The byes will be placed so that no team can receive more than one bye in the tournament.

#### **IX. Warm Up Throws**

Each contestant shall receive a minimum of two innings (four throws) of warm up pitching before the game starts.

#### **X. Choice of Pitch**

The choice of first pitch or follow pitch shall be determined by tossing a coin or flipping a shoe. In each subsequent inning, the contestant/team scoring the most points will pitch first. In an inning where there is no scoring, for whatever reason, the contestant/team who pitched last will start the inning.

#### **XI. Measurements**

All measurements to determine the closest shoe to the stake shall be made with calipers or a straight edge.

#### **XII. Moved Pitched Shoe**

When the shoe being pitched moves another shoe which has already been pitched, all shoes are left where they are and measured where ever they end up at the end of the inning.

#### **XIII. Scoring Rules**

- A. Game: A game is divided into innings and each inning constitutes the pitching of two shoes by each contestant. A regulation game ends at the end of an inning, when one team has reached a score of twenty-one (21) or more points.
- B. Points: A shoe must be within six (6) inches of the stake to be considered in scoring. A shoe leaning against the stake counts no more than the closest shoe within six (6) inches.
  1. 0 Points -- all equals and ties count as no points.

2. 1 Point -- a contestant has one shoe closer than either of the shoes of his opponent(s).
  3. 2 Points -- both shoes within six inches of the stake and both of them closer than either of the opponent's shoes.
  4. 3 Points -- only one ringer and the second shoe of the contestant with the ringer is not within six inches of the shoe and closer than either of the opponents shoes.
  5. 3 Points -- when there are three ringers, the contestant having two ringers' scores three (3) points, regardless of where the fourth shoe is.
  6. 4 Points -- only one contestant has a ringer and his second is within six inches of the stake and closer than either of the two shoes of the opponent(s).
  7. 6 Points -- one contestant has thrown two (2) ringers and the opponent has thrown none.
- C. Definition of a Ringer: A ringer is scored when the shoe encircles the stake with the points of the toe of the shoe extending far enough past the stake to touch both toes simultaneously with a straight edge.

#### **XIV. Equipment Needed**

- A. Two (2) 3/2 inch stakes, no more than one (1) inch in diameter.
- B. A single elimination chart and some pencils.
- C. Regulation horseshoes as described in item #4.
- D. One scoring table and chairs.
- E. At least one set of National Sports Rules.
- F. Water, cups, trash bags, etc.