HORSESHOES

EVENTS

Singles

FLORIDA SENIOR GAMES QUALIFYING RULES

Open – No Qualification Necessary.

ENTRY REGULATIONS

Competitors can provide their own horseshoes, however the Event Director reserves the right to inspect equipment.

FORMAT

- 1. If numbers are conducive, athletes will be divided into pools within their age divisions. Within each pool a preliminary single round-robin tournament will be played. Preliminary rounds will be conducted using count-all scoring. Preliminary matches will continue until each player has pitched 30 shoes. If the score is tied after 30 shoes are pitched, the game will remain a tie. If pools are not of even numbers, the average score per game will be used. At the conclusion of the preliminary round robin, the top eight players based on total points or average points will advance and play a single round-robin championship final.
- 2. In the Championship rounds, the tournament director reserves the right to change the format to cancellation scoring based on total number of athletes in a division. In the Championship rounds, if entries are conducive, players will play a single round robin within the age division. If entries are not conducive, a double round robin will be played. Wins and Losses will determine the order of finish. All rounds will be conducted using count-all scoring. Matches will continue until each player has pitched 30 shoes. If the score is tied after 30 shoes are pitched, additional sets of four shoes shall continue to be pitched until the winner is determined. If players are tied for the medal positions at the end of round robin play, a 30 shoe playoff game, using same rules as above will be pitched to break the tie.
- 3. The tournament director reserves the right to change the format.

SPORT RULES

1. All matches will be conducted in accordance with National Horseshoe Pitcher's Association (NHPA) rules, except as modified herein. For a copy of these rules, please write or call:

National Horseshoe Pitcher's Association 3085 76th Street Franksville, WI 53126 (262) 835-9108 www.horseshoepitching.com

- 2. Shoes shall be pitched from alternate ends of the court 40 feet apart except as modified herein. Women 50-74 will pitch a minimum distance of 30 feet. Women in divisions 75+ will pitch a minimum distance of 20 feet. Men 50-69 will pitch a distance of 40 feet. Men in divisions 70+ will pitch a minimum distance of 30 feet. Age and distance determined by December 31 of this year.
- 3. For Non-Ambulatory events, competition will use a standard court, but the pitching distance for women and men will be 20 feet.
- 4. For Non-Ambulatory events, the athlete must be seated in their wheelchair or scooter for the entire duration of competition.
- 5. A match will consist of one game.
- 6. Players will match shoes to determine who pitches first.

- 7. A 15-minute default time will be enforced. For default matches in preliminary rounds, the remaining player will pitch 30 shoes to determine their score and be awarded the five bonus points.
- 8. 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. When not pitching, the opponent shall stand quietly and stationary on or behind the same court's opposite pitching platform and at least two feet (2') behind the contestant who is pitching from the same or adjacent court. Such an offense incurs a loss of score in that inning. 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 for that player in that inning.
- 9. Shoes must be within six inches of the stake to score. A shoe that first strikes the ground outside the target area or rebounds from the backboard cannot be scored, nor can any shoe thrown from an invalid position. Such shoes may be removed from the target area on the request of the opponent. A shoe landing in the area and breaking is not scored; it is removed and another pitch taken. A "ringer" is a shoe that encircles the stake so that a straight edge could touch the two tips of the horseshoe without touching the stake.