



HORSESHOE CANADA ASSOCIATION  
OFFICIAL RULES GOVERNING  
THE SPORT OF HORSESHOE PITCHING

## PLAYING RULES

### PREAMBLE

### PLAYING RULES

This section explains the playing rules of horseshoes and may specify a general or specific penalty for violations. These rules apply to all HORSESHOE CANADA sanctioned events, which includes tournament play and/or league play. All contestants, including pacers and/or league substitutes, must be current HORSESHOE CANADA members. Failure of contestants to abide by these rules may result in penalties that range from a verbal reminder, to loss of points, to forfeiture of games, or to suspension of membership, while failure of the Tournament/League Officials (or designees) to monitor and enforce these rules could result in penalties to the club or Provincial sanctioning body. This information can also be found on the HORSESHOE CANADA website at [www.horseshoecanada.ca](http://www.horseshoecanada.ca) and is recommended for anyone playing the game for recreation or non-sanctioned play.

### RULE 1 – PITCHING DIVISIONS

#### Section A – Juniors (See REQUIREMENT 6, for exceptions and additional information)

##### 1. Peewees (any pitcher twelve (12) years old or younger for the entire calendar year)

Peewees may pitch from any place on the extended or full-distance platforms and shall observe the twenty-foot (20') foul line. **Note:** Peewees may choose to move into the Junior Boys or Junior Girls prior to the age guidelines, but cannot return to the Peewees, once this declaration has been made.

##### 2. Junior Boys (any male pitcher eighteen (18) years old or younger for the entire calendar year)

Junior Boys may pitch from any place on the extended or full-distance platforms. They shall observe the twenty-seven-foot (27') foul lines. **Note:** Junior Boys may choose to move into the Open Men Division prior to the age guidelines, but cannot return to the Junior Boys, once this declaration has been made.

### 3. Junior Girls (any female pitcher eighteen (18) years old or younger for the entire calendar year)

Junior Girls may pitch from any place on the extended or full-distance platforms. They shall observe the twenty-seven-foot (27') foul lines. **Note:** Junior Girls may choose to move into the Open Women Division prior to the age guidelines, but cannot return to the Junior Girls, once this declaration has been made.

### Section B – Open Men (no age restriction)

Open Men contestants shall pitch from on or behind the full-distance platforms and shall observe the thirty-seven-foot (37') foul line.

### Section C – Open Women (no age restriction)

Open Women contestants may pitch from any place on the extended or full-distance platforms and shall observe the twenty-seven-foot (27') foul line.

**Section D – Seniors** *Note:* Pitchers become eligible to pitch in the Senior Division at any time during the calendar year that they become sixty (60) years old). *Note:* Seniors may choose to remain in the Open Men or Open Women Divisions.

#### 1. Senior Men

Senior men shall pitch from on or behind the full-distance platforms and shall observe the thirty-seven-foot (37') foul line.

#### 2. Senior Women

Senior women may pitch from any place on the extended or full-distance platforms and shall observe the twenty-seven-foot (27') foul line.

**Section E – Elder Men** *Note:* Men become eligible to pitch in the Elders Division *upon purchase of a HORSESHOE CANADA card dated for* the calendar year that they become sixty-five (65) years old.

#### 1. Elder Men

Elder men may pitch from any place on either the extended or full-distance platforms, and shall observe the twenty-seven-foot (27') foul line. Elder Men must notify their Provincial secretary, in advance, of the date that they intend to begin pitching from this shorter distance. Once a member declares as a short distance pitcher, he must remain in that Division until the next year's membership card is purchased. At that time he may switch back to the Open Men's Division, but must remain in that Division until the next year's membership card is purchased, etc. **Note:** See RULE 11, Section D.1 for additional information about re-qualifying.

#### 2. Physically Challenged Men

Physically challenged, male pitchers less than sixty-five (65) years old may be given permission, by their Provincial body, to move onto the extended platforms in the Elders Division and observe the twenty-seven-foot (27') foul lines. The prior completion and approval of a Medical Exemption Application Form (available from the HORSESHOE CANADA website) is required. At the World Tournament and at HORSESHOE CANADA sanctioned tournaments, they shall compete in the Elders Division.

## RULE 2 – GAME PREPARATION

### Section A – Court Assignment

Each contestant shall find his or her court assignment and warm up on that court for their first game. The court shall be prepared for play in a timely manner so that all games can begin at about the same time.

## Section B – Pit Preparation and Maintenance

Contestants (or designee) are responsible for preparing one of the pits of their assigned courts before, or after, each game. This preparation includes watering and turning of the clay (if needed), to keep it in soft, putty-like condition, or raking the sand. Upon completion, the pit material shall be level with the pitching platforms, with no evidence of a “dome” or “pocket” within the scoring area. For raised pits, the pit material should be prepared in the same way as above, except that the pit material shall be level with the side-rails, and at a depth of four inches (4”), within the scoring area. Once a game has started, clay pit material within the scoring area may not be moved or altered without consent of the opponent. Sand or dirt pit material, however, may be re-leveled during the game, without consent of the opponent. Any pit material moved for the measurement of a shoe or for the removal of a “buried” shoe may be replaced.

## Section C – Painting of Stakes

To make the stakes more visible for the contestants, they may be painted between games (white paint is often used) so that there is a good contrast between the color of the stake and the color of the backboard. The painting of stakes shall not be allowed while a game is in progress, unless both contestants are in agreement.

## Section D – Start of Each Tournament/Class

The tournament officials will make an announcement when it is time for the tournament/class to begin. The first game should not begin before this announcement. The flip of a shoe(s) or coin(s) shall signify the beginning of each game. The winner of the flip will have choice of first or second pitch.

## Section E – Court Rotation

At the end of each game, contestants shall go promptly to their next assigned court. If the court is vacant, they may practice here at this time. **After the games on adjacent courts are completed**, both pits shall be prepared for play (see Section B above). When the scorekeeper is ready, the contestants have the option of pitching no more than four (4) additional warm-up shoes each, and then the next game must begin immediately.

**Note:** Contestants who may choose to start the game of their next round, before all games of the current round have been completed, must realize that their game may be interrupted by distractions such as pit preparation and/or other nearby movements.

## RULE 3 – PLAY OF THE GAME AND VALUE OF THE SHOE

### Section A – Innings

The game is divided into innings. Each inning consists of four (4) pitched shoes; two (2) by each contestant.

### Section B – Value of the Shoe

#### 1. Pitched shoes

After all shoes for the inning have been pitched, they are either considered to be “live shoes” or “dead shoes” and may then be scored accordingly.

##### *(a) Live Shoe*

Refers to any shoe that has been pitched in compliance with the rules of the game and that comes to rest within the pit area.

##### *(b) Dead Shoe*

Another term for a foul shoe that was delivered in non-compliance with one of the rules of the game. This term may also refer to a ringer that has been “cancelled” by an opponent’s ringer.

## 2. Shoe in Count

### *(a) Ringers*

A ringer is a *live* shoe that comes to rest while encircling the stake. A straightedge touching either the points or any part of the heel calks of the shoe must clear (not touch) the stake in order to be declared a ringer. A ringer has a value of three (3) points. (See exception for "Ringers Only" format - Rule 6, Section A.2)

### *(b) Points*

A *live* shoe that is not a ringer, but comes to rest six inches (6") or closer to the stake, has a value of one (1) point. This includes a "leaner".

## 3. Shoe out of Count

A shoe that comes to rest more than six inches (6") from the stake is a shoe "out of count" and has no scoring value. A foul shoe (see Rule 5 for additional information) is also considered to be a shoe that is out of count, no matter where it comes to rest.

## Section C – Delivery of Shoes

### 1. Delivery

The contestant pitching first shall deliver both shoes (underhanded, and one at a time) and then the other contestant shall deliver both shoes (underhanded and one at a time). A contestant may deliver the shoes from either the left or right pitching platform, but in any one inning, both shoes must be delivered from the same platform. A contestant shall pitch the entire tournament with the same hand/arm, except in the case of a medical emergency (to be determined by the Tournament/League Officials).

### 2. The Pitcher

During the entire address and prior to the release of the shoe, the contestant must not start or step completely outside the platform with either foot.

#### *Exceptions:*

*(a)* A contestant observing the thirty–seven-foot (37') foul line may start directly behind the platform provided they step within it when they release the shoe.

*(b)* A physically challenged contestant requiring assistance of special equipment, such as a wheelchair, must have at least some contact with the platform and be completely behind the twenty-seven-foot (27') foul line when the shoe is released.

### 3. Time Limit

A contestant shall deliver both shoes within thirty (30) seconds. This time limitation shall be determined by a judge and will start when the contestant steps onto the pitching platform with the intention of pitching and is in a "set" position for the first pitch.

#### *Exceptions:*

*(a)* Extra time will be allowed to repair a damaged shoe (filing a burr for example).

*(b)* If a contestant becomes distracted due to unusual playing conditions or by another contestant or spectator, they will not be penalized for this additional time.

## **4. Accidental Release**

Any shoe that leaves a contestant's hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched shoe. A shoe that is accidentally dropped by a contestant before the final step (if taken) and final forward swing has started, shall not be considered a foul shoe and may be picked up and pitched.

## **Section D – Position of Contestants during Delivery**

The opponent while not pitching shall stand on or behind the other 40 foot (12.20 m) platform at least two feet (61 cm) to the rear of the contestant who is pitching. The opponent shall be quiet and stationary so as not to disturb the contestant who is pitching or the contestants on adjacent courts. After a short distance contestant pitches first they must return to the 40 foot (12.20 m) platform if the opponent or any contestant on an adjacent court is a full distance pitcher.

## **Section E – Crossing Over**

If both contestants use the same pitching platform to deliver their shoes, the contestant pitching first should cross over (in front of the pit) to the other platform and then move back to the position described in Section D, above. As the first contestant is crossing over in front, the second contestant should be crossing over and onto the same platform, from the rear. If the contestants use opposite platforms, the contestant who pitches first should step directly back to the position described in Section D, above.

# **RULE 4 – FLOW OF THE GAME**

## **Section A – Possible Delays**

### **1. Scoring**

Once the four (4) shoes of an inning have been pitched, the contestants shall walk to the opposite pit, determine the score for the inning, and then retrieve their shoes. No shoe shall be moved before its scoring value is determined. If this decision is in doubt, a judge shall be called. The judge shall make the necessary measurements and determine the scoring for the shoe(s) in question. To help speed up play, contestants are encouraged to carry measuring tools and to make their own decisions on scoring, whenever possible. Play shall continue in a similar fashion for each inning until the game is completed.

### **2. Opposite Stake**

No contestant shall walk to the opposite stake (except to remove a foul shoe) or ask to be informed about the position of any pitched shoes prior to the completion of an inning.

### **3. Spare Shoes**

At any one time, a contestant shall carry and use only two (2) sanctioned horseshoes during the course of a game. A spare shoe or shoes should be taken along to the courts in case of a broken shoe or if the contestant chooses to switch shoes. Shoes may be switched between innings, but not during an inning, unless a shoe breaks.

### **4. Wrong Shoe**

If it is discovered during an inning that a contestant has pitched the shoe of an opponent (and if the opponent agrees), the remaining shoes may be pitched and the score will be based on the shoes they pitched. If the contestants do not agree on pitching the remaining shoes, then the shoes pitched shall be picked up and the entire inning shall be re-pitched, using the correct shoes. If the contestants fail to discover this error until after all four (4) shoes have been pitched, the inning shall be scored on the basis of whatever shoes they pitched. If agreement cannot be reached, a judge shall be called. Based upon input from the contestants, the judge shall either determine the scoring for the inning or void it and order the inning to be re-pitched.

## 5. Moving the Shoe or Stake

When a **contestant** is measuring a shoe and the shoe (or the stake) is accidentally moved, the inning shall be scored only if the contestants can come to an agreement. If no agreement can be reached, a judge shall be called. The judge shall either determine the scoring or void the inning and order it to be re-pitched. When a **judge** is measuring a shoe and the shoe (or the stake) is accidentally moved, the judge shall either determine the scoring for the inning or void it and order it to be re-pitched.

### **Exceptions:**

Any shoes for which point values have been agreed upon by the contestants (such as ringers which may have been removed to measure other shoes) should not be re-pitched or have their value changed due to a re-pitch of other shoes. Only the shoe(s) in question when the shoe or stake was moved should be ordered re-pitched by the judge. If one or more shoes are below the shoe(s) in question, they shall remain in place for the re-pitch and shall be scored at the completion of the inning.

## 6. Leaving the Courts

If a contestant has to leave the area of the court complex between games for a legitimate reason, they shall notify their next opponent, the scorekeeper, or a Tournament/League Official and shall return soon after the last game of that round is completed. Failure to return in a reasonable period of time (to be determined by the Tournament/League Officials) will result in the forfeiture of that *next* game.

## RULE 5 – FOUL SHOES

### Section A – Removal from Pit

A *foul shoe* is a shoe that is delivered in non-compliance with one of the rules listed below. It scores as a shoe “out of count” (see RULE 3, Section B.3) and is to be removed from the pit (if it appears to be within the scoring area of the stake) before any more shoes are pitched. **Note:** *Live* shoes already in the pit area that may be disturbed by a foul shoe (or other live shoes), are not to be removed, unless they are knocked into foul territory and then come to rest in the scoring area. Live shoes shall be scored “as they lie”, after all shoes for the inning have been pitched.

Interpretation: A shoe that is in the court and is within the scoring area and then knocked by a foul shoe into the backboard and ends up as a ringer should be removed from the pit as it is now a foul shoe as it has hit the backboard. Conversely, if a shoe that is outside the scoring area but still legally in the pit is struck by a foul shoe and ends up as a ringer it would be left to be scored as a ringer after all the shoes are pitched. The score cannot be called until all the shoes are pitched and then it is ‘as it lies’.

### Section B – Enforcing Violations

#### 1. Enforced by Judge

The following are rules violations that must be spotted and called by an assigned judge. The penalty is to declare the shoe a foul shoe.

- (a) Any shoe pitched when the contestant, during the delivery, has stepped on or over the foul line before releasing the shoe.
- (b) Any shoe pitched when the contestant has started or stepped completely outside the pitching platform with either foot before releasing the shoe (see exceptions in RULE 3, Section D-1a, 1b).
- (c) Any shoe not delivered within the thirty (30) second time limit (see RULE 3, Section C-2).

## 2. Monitored by Judge and Contestants

*The following occurrences are also considered foul shoes* and, where it applies, the shoes must be removed from the pit (if they appear to be in the scoring area of the stake) before any more shoes are delivered, unless all contestants in that game agree to leave a foul shoe where it is.

Interpretation: A foul shoe that is resting against the backboard need not be removed, but a foul shoe that is located at the front of the pit and may be struck by another pitched shoe should be removed.

- (a) Any shoe pitched with the opposite hand/arm; in the same tournament (See also Rule 3, Section C.1).
- (b) The second shoe, if it is pitched from a different platform than the first shoe.
- (c) Any shoe that contacts the backboard, platform, court frame, or any ground outside the pit area before it comes to rest.
- (d) Any shoe that strikes a permanent object such as a tree limb, wire, indoor court ceiling, etc. **Note:** A shoe that strikes a foreign, moving object is not foul and may be re-pitched.
- (e) The second shoe if the contestant changes shoes after the first shoe has been pitched. The only exception is if the first shoe has broken and qualifies for a re-pitch.
- (f) A contestant's shoe(s), if the contestant removes any shoe before the scoring of that shoe has been agreed upon. If the contestants cannot agree, a judge shall be called to determine the scoring or may order the inning re-pitched.

## RULE 6 – SCORING THE GAME, CALLING THE SCORE

### Section A – Methods of Scoring

There are *two methods* of scoring the game of horseshoes: *cancellation scoring* and *count-all scoring*. The method of scoring to be used shall be announced by the Tournament/League Officials before the tournament begins. **Note:** Shoes that land outside of the “in count” area or that are declared foul shoes (see RULE 5) shall score zero (0) points.

#### 1. Cancellation Scoring

In cancellation scoring, the ringers of one contestant *cancel* the ringers of the opponent. Cancelled ringers are also referred to as “dead” ringers. **Note:** only *one* contestant can score in each inning.

##### *(a) Ringer Point Values*

The ringer(s) of one contestant cancel the ringer(s) of the opponent. Any cancelled ringer scores zero (0) points. Any un-cancelled (live) ringer scores three (3) points.

##### *(b) Shoes in Count*

A shoe six (6”) inches or closer to the stake is “in count” and shall score one (1) point under the following conditions:

1. If there are two (2) cancelled (dead) ringers and no live ringer, the closest shoe to the stake, which is in count, shall score one (1) point.
2. If there are no ringers, the closest shoe in count shall score one (1) point. If the other shoe of the same contestant is the second closest shoe in count, it shall also score one (1) point.
3. If there is one un-cancelled (live) ringer and if the other shoe, of the scoring contestant, is the closest in-count shoe to the stake, it shall score one (1) point (a total of four (4) points).

4. Opposing contestant's shoes that are touching the stake, or that are in count and determined to be an equal distance from the stake, shall cancel each other and, like cancelled ringers, shall score zero (0) points. In this situation, the next closest shoe in count (if there is one) shall score one (1) point.

## 2. Count-all Scoring

In count-all scoring, *both* contestants receive credit for the points they score in each inning.

### *(a) Point Values*

Each contestant may score zero (0), one (1), two (2), three (3), four (4), or six (6) points per inning.

### *(b) Ringers Only*

A variation of count-all scoring where the contestants only receive credit for the *ringers* they pitch, for all innings of the game. In this format, each ringer is worth one (1) point. Each contestant may score zero (0), one (1), or two (2) points per inning. This type of scoring should be limited to higher percentage classes.

**Note:** Single points are not countable in this format.

## Section B – Calling the Score

### 1. Cancellation Play

#### *(a) Called By*

The score shall be called to the scorekeeper by the contestant who scores one or more points, inning by inning. If no points are scored, the contestant who pitched second will call the score.

#### *(b) The Correct Call*

When calling the score, ringers (if made) shall be reported first, and then points (if made). **Note:** Contestants from different regions may use different phrases for calling the scores. (Recommended and alternative calls can be found in GUIDELINE 2.)

### 2. Count-all Play

#### *(a) Called By*

The score shall be called to the scorekeeper by only one of the two contestants, for the entire game, inning by inning. The person who calls the score shall be determined by Sanctioned League rules, by the Tournament/League Officials, or by the pitchers.

#### *(b) The Correct Call*

The caller shall report his/her score first, followed by the opponent's score. Since there are no cancelled ringers, only number scores shall be reported (see Section A.2, above).

## Section C – Recording the Score

The score sheet (not the scoring device) shall be the official record of the game. When possible, contestants are encouraged to pay close attention to the score at all times. If a question or discrepancy occurs regarding the correct score, the contestants may approach the scorekeeper between innings (or during their half inning) to clarify the situation. If the discrepancy cannot be corrected to the satisfaction of both contestants, a judge or Tournament/League Official shall be called to make the final decision before play resumes.

## **RULE 7 – PITCHING ROTATION DURING THE GAME**

### **Section A – Cancellation Rotation**

After the flip of a shoe(s) or coin(s), the winner will choose who pitches first. If the game is to be played under cancellation scoring, there are two (2) ways to determine who will pitch first in the *next* inning, once the game has started. The method to be used shall be determined and announced before play begins, by the Tournament/League Officials.

#### **1. Cancellation Play**

The contestant who scored in the preceding inning shall pitch first in the next inning. If neither contestant scores, the contestant who pitched last in the preceding inning shall pitch first in the next inning.

#### **2. Alternate First Pitch**

Alternate first pitch is used to guarantee each contestant an equal number of first and second pitches during a game. It may also allow for differing pitching conditions. If the game is to be played to a shoe limit, it is recommended that this limit be a number divisible by four (4). *Alternate first pitch shall be done in one (1) of three (3) ways, to be determined and announced/explained by the Tournament Director:*

*(a)* One contestant shall pitch first in innings 1, 4–5, 8–9, 12–13, 16–17, etc. while the other contestant shall pitch first in innings 2–3, 6–7, 10–11, 14–15, etc. until the game is completed. This is the fairest way and is recommended.

*(b)* One contestant shall pitch first in innings 1–2, 5–6, 9–10, 13–14, etc. while the other contestant shall pitch first in innings 3–4, 7–8, 11–12, 15–16, etc. until the game is completed.

*(c)* One contestant shall pitch first from one end of the court, and the opponent shall pitch first from the opposite end.

### **Section B – Count-All Rotation**

Any game played using count-all scoring shall also use one of the alternate-pitch formats, described above in Section A-2.

### **Section C – Handicap Rotation**

At the Tournament Directors discretion, an alternate pitch format may be used. (Also see Rule 11, Section F)

### **Section D – Pacer Rotation**

If a pacer is used, the pacer will always pitch last, in every inning of the game. (See GUIDELINE 5 for additional information about pacers).

### **Section E – Pitching Out of Turn**

If it is discovered during an inning (before all four (4) shoes are pitched) that the wrong contestant has pitched first, the shoes pitched so far in that inning shall be re-pitched. If the error is not discovered until after all four (4) shoes have been delivered, they shall be scored as they lie and the original rotation shall be re-established for the rest of the game. If no agreement can be reached, a judge shall be called. The judge shall either determine the scoring or void the inning and order it to be re-pitched.

## **RULE 8 – LENGTH OF GAMES, BREAKING OF TIE GAMES**

### **Section A – Length of Games**

There are two (2) options:

#### **1. Point Limit**

The game shall be played to a pre-determined number of points. Forty (40) points is a suggested amount. The first contestant to reach (or exceed) that amount is the winner.

#### **2. Shoe Limit**

The game shall be played to a pre-determined even number of shoes. Forty (40) or fifty (50) shoes are a suggested amount. When that number is reached, the contestant with the highest score is the winner.

### **Section B – Breaking of Tie Games (See also Rule 11, Section B)**

There are two (2) options:

#### **1. Game Remains Tied**

Each contestant may receive  $\frac{1}{2}$  win and  $\frac{1}{2}$  loss. (This option must be used if a handicap system is in effect).

#### **2. Additional Innings**

A two-inning tiebreaker may be played, using the same method of play that was used to begin the game. In the event of another tie, this same procedure shall be continued until the tie is broken.

## **RULE 9 – BROKEN OR CRACKED SHOES**

### **Section A – Broken Shoes**

#### **1. Upon Delivery**

If a shoe breaks into two or more pieces as a result of striking the stake, striking another shoe in the pit, or from landing into the pit substance, the pieces shall be removed and a replacement shoe shall be pitched in its place. If the shoe breaks when striking the backboard or other "foul" territory, it shall be considered a foul shoe and may not be re-pitched.

#### **2. After Delivery**

If a shoe has landed in the pit and becomes broken by having another shoe land on it, it shall be scored, as it appears to lie. If there is any disagreement, a judge shall be called. The judge shall either determine the scoring for the inning or order a replacement shoe to be re-pitched.

### **Section B – Cracked Shoes**

If it is discovered that a shoe is cracked (but not completely broken into two or more pieces), it shall be scored as it

lies. If there is any disagreement, a judge shall be called. The judge shall either determine the scoring for the inning or order a replacement shoe to be re-pitched. In any event, a cracked shoe must be replaced before the game can continue.

## **RULE 10 – LOOSE OR BROKEN STAKES**

### **Section A – Loose Stakes**

Stakes that are obviously loose, and can be easily moved out of position, shall be replaced before Sanctioned League or Tournament play begins. If a stake becomes loosened *during* Sanctioned League or Tournament play, immediate replacement is recommended. If this is not possible, care should be taken *not* to move the stake during the measurement of shoes. This stake shall be replaced before the next sanctioned event.

### **Section B – Broken Stakes**

If a stake appears to have become broken during sanctioned play, a judge or Tournament/League Official shall be called to make this determination before the stake or shoes are moved. If the stake is determined to be broken, the game shall be discontinued at the end of the previous inning and the stake shall be replaced. If a stake breaks as the result of being struck by the fourth shoe of the inning, then the inning may be counted. If the contestants cannot agree on this, then a judge shall be called to determine the scoring for the inning or void it and order the inning to be re-pitched, once the game resumes. Once the scoring for the inning is determined, the Tournament/League Officials may decide to resume play after the stake is replaced, to complete the game on another court, or to complete the game at a later time. A judge or Tournament/League Official will notify the contestants about resumption of play.

## **RULE 11 – TOURNAMENT/LEAGUE PLAY**

### **Section A – Standard Method of Sanctioned Tournament Play**

The standard method of HORSESHOE CANADA sanctioned tournament play is round-robin play with contestants being seeded into classes using current CanStats ringer percentages. Each contestant will play all other contestants in the Class. Court assignments and the order of play will follow a posted or printed schedule, normally given to each contestant at the beginning of the contest.

### **Section B – Determining Class Winners, Breaking of Ties**

The Tournament Officials shall decide how Class winners are to be determined and how ties are to be broken and shall announce these procedures before tournament play begins.

#### **1. Class Winners**

At the end of round-robin play, win/loss records or ringer percentage shall determine Class winners. In addition, total points may be used if the scoring was done using the count-all method.

#### **2. Class Ties**

If ties occur, they shall be broken by playoff games, overall ringer percentage, who-beat-whom in the regular round-robin, or highest above/closest to their entering ringer average. In World, National or Provincial Championships, all ties for first place in the *Championship Class* of a designated Division must be broken by a playoff game(s).

## Section C – Ringer Percentage

A contestant's game and tournament ringer percentage shall be determined by dividing the total number of ringers by the total number of shoes pitched. Shoes pitched in playoff games and in extra innings pitched, because of tie games, shall be included in these totals.

## Section D – Seeding Contestants

Contestants shall be seeded into Tournament Classes based on their current CanStats ringer percentage at the time of the entry deadline. An exception could be the top seeding of a defending champion (not required) when his/her current CanStats ringer percentage isn't the highest percentage within the Championship group. All CanStats average ringer percentages shall be based on the three (3) highest HORSESHOE CANADA sanctioned events pitched in the preceding twelve (12) months, or among the last ten (10) sanctioned events pitched during the same period, whichever occurs first. The CanStats average ringer percentage is calculated by dividing the total number of ringers by the total number of shoes pitched for those three (3) events.

### 1. No Current Average

Any contestant without a current ringer average at their pitching distance shall pitch a minimum of one hundred (100) consecutive shoes on a sanctioned court to establish their tournament seeding percentage. This qualifying must be scored in writing and witnessed by two (2) HORSESHOE CANADA members no more than thirty (30) days prior to the entry deadline. Note: This 100–shoe qualifier is not a sanctioned event.

### 2. Less Than Three (3) Events

Contestants with less than three (3) sanctioned events shall use the combined ringer percentage average of the one (1) or two (2) sanctioned events in which they have pitched. This may include the one hundred (100)-shoe qualifier described above.

### 3. Other Options

The number of sanctioned events required for entering Provincial tournaments may vary and shall be determined and announced in advance by the Tournament/League Officials.

## Section E – Mixed Classes

If there are not enough entrants to form a competitive Class within a given Tournament Division (see Rule 1), contestants should be placed into more competitive “mixed” Classes where the overall ringer percentage “spread” will be less.

## Section F – Handicapping

Handicapping may be used in open tournaments and in league play. The Tournament/League Officials shall determine the amount of the handicap. Class winners will be determined by win/loss record or by total points scored. An alternate-pitch format shall be used. For the breaking of Class ties, the options in Section B (above) may also apply, except that ringer percentage shall not be used. Game handicapping shall not be used in any World, National or Provincial Championship Tournament.

## Section G – Forfeits

If, for any reason, a pitcher must forfeit a game prior to its completion, this player will receive a loss for that game and any accumulated statistics (shoes, points, ringers) for that game will be deleted from their records. His/her opponent will receive a win for that game and any accumulated statistics (shoes, points, ringers) will remain in his/her records.\* A contestant may forfeit any number of games, due to illness, injury, or other legitimate reasons approved by the Tournament/League Officials, and still be permitted to return to the competition. Any contestant who forfeits such games will finish wherever their W/L record puts them in the standings, unless they forfeit for unapproved reasons. If so, they will not be allowed to return to the competition, will be moved to last place in the standings, and will forfeit all prize money and/or awards for that event. If forfeiting games for unapproved reasons, this contestant will also be subject to a one (1) year suspension from the HORSESHOE CANADA; to be decided later by the Provincial and HORSESHOE CANADA executive.

\* Please note: If a forfeited game is "in progress", a Pacer should be used so that this game can be completed, for the opponent.

## RULE 12 – APPROPRIATE HORSESHOE CANADA MEMBER CONDUCT

### Section A – On the courts

A HORSESHOE CANADA member, while in competition, shall make no disturbing noises or movements that would distract the opponent or contestants on adjacent courts. Other inappropriate behavior would include profanity, abusive language, obscene gestures, etc. The first offense shall call for a warning from the judge or a Tournament/League Official. A second offense shall call for a forfeiture of the game being played. Any further offenses shall call for a forfeiture of all games. This member shall also be subject to a one (1) year suspension from HORSESHOE CANADA (see Bylaws for additional information).

### Section B – Sportsmanship

Any HORSESHOE CANADA member who indulges in heckling or unfair rooting, uses profanity or abusive language, makes obscene gestures, or exhibits any other form of un-sportsmanlike conduct toward the contestants, Tournament/League Officials, or other HORSESHOE CANADA members who are in the area of the courts, may be subject to expulsion from the Tournament/ League and from the Tournament/League site. This member may also be subject to a one (1) year suspension from HORSESHOE CANADA.

### Section C – Dress Code

All contestants competing in the HORSESHOE CANADA Canadian Championships, shall have, as a minimum, their last name and Province abbreviation professionally lettered on the back of their shirts. Said shirts cannot be sleeveless. No cut-offs are permitted and closed-toe shoes must be worn. Further dress code restrictions may be imposed by HORSESHOE CANADA if all entrants are notified. This Dress Code may also be adopted into any Provincial Bylaws *or* may be enforced at any Provincial Championship Tournament or at any local tournament, if announced in advance by the Tournament/League Officials. Contestants that do not comply may not be allowed to participate in the event.

### Section D – Alcohol, Tobacco Products, and Illegal Controlled Substances

During the Canadian Championships and Provincial Championship tournaments, the use of alcohol, any form of tobacco, including the use of e-cigarettes or other forms of smoking, or the consumption of any illegal controlled substances while in the confines of the courts shall be prohibited for all contestants, officials, and scorekeepers. This rule may also be adopted into any Provincial Bylaws *or* may be enforced at any local tournament, if announced in advance by the Tournament/League Officials. Violations may result in the forfeiture of games.

### Section E – Cell Phones

During the HORSESHOE CANADA Canadian Championships and Provincial Championship tournaments, the use of cell phones shall not be allowed by anyone on the courts. This rule may also be adopted into any Provincial Bylaws *or* may be enforced at any local tournament, if announced in advance by the Tournament/League Officials. Violations may result in the forfeiture of games.

## **Section F – Protests**

If a contestant does not agree with a ruling or decision, a protest shall be made to the judge or Tournament/League Official(s) at the time the problem occurs. If the problem cannot be resolved on the courts, the Tournament/League Official(s) shall make the final ruling on all protests. This ruling may occur after the game has been completed.

# REQUIREMENTS

## PREAMBLE

This section includes requirements (in addition to the Playing Rules) that apply for Tournament/League Officials, local Sanctioned Tournaments/Leagues, Provincial Information, Special Tournaments, and also for Peewee and Junior Pitchers. Violations of these additional requirements will be enforced by designated penalties or by other penalties assessed by the Tournament/League Officials, Provincial Officers, or by the HORSESHOE CANADA Executive.

## REQUIREMENT 1 – TOURNAMENT/LEAGUE OFFICIALS

### Section A – Duties and Responsibilities

All HORSESHOE CANADA sanctioned tournaments and leagues shall have a designated director or committee to administer the activities of the event. The tournament/league officials shall:

#### 1. Before the Event

- A. Publicize the event well in advance by using the Provincial tournament schedule, by posting/distributing “flyers”, and/or by using all other available media. The information provided should include available Divisions, the date(s) and location of the event, amount of the entry fee, a prize list, the registration deadline, and any other special/pertinent information.
- B. If the tournament requires pre-registration, the Classes for each Division should be made up in advance and the contestants are to be seeded based on current CanStats averages (see RULE 11, Section D).
- C. Contestants should be notified of their pitching dates and times in a timely manner.

#### 2. During the Event

- A. During sign-in, verify that all entrants are current HORSESHOE CANADA members.
- B. Arrange for scorekeeping for each court.
- C. Appoint an official judge(s) and provide them with judging tools, and a copy of the current RGS book.
- D. Before Class play begins:
  - I. Announce the method of play (cancellation or count-all), the length of the games (how many shoes or points) and information about alternate pitch, if it will be used.
  - II. Announce how winners will be determined, and how ties and class ties will be broken.
  - III. Announce the amount and method for paying scorekeepers (if used).
  - IV. If scoring devices are used, provide the contestants with a name placard.
  - V. Provide a schedule and/or round-robin card of games to be played, including court assignments.
  - VI. Have statisticians available for the checking and recording of game scores and for the compilation of class results, as the tournament proceeds.

- E. Make the final decisions on any protests, and answer any questions that may arise.
- F. When necessary, make the decision to halt play due to inclement weather or other emergencies and decide when play shall resume, if or when conditions improve.
- G. Present the awards at the end of play.

## **2. After the Event**

In a timely fashion, tournament and League results must be submitted to CanStats upon completion of any tournament or league. See REQUIREMENT #2, Section I, below, for details and additional information.

## **REQUIREMENT 2 – ALL HORSESHOE CANADA TOURNAMENTS/LEAGUES**

All HORSESHOE CANADA Tournaments/Leagues shall be conducted at the discretion of the Tournament/League Officials, providing THE OFFICIAL PLAYING RULES, REQUIREMENTS, GUIDELINES, AND SPECIFICATIONS are followed.

### **Section A – Sanctioning**

All HORSESHOE CANADA tournaments shall be sanctioned by HORSESHOE CANADA in accordance with the published guidelines or directives for HORSESHOE CANADA. All Provincial Leagues shall be sanctioned by HORSESHOE CANADA in accordance to all rules, requirements, guidelines and specifications.

### **Section B - Eligibility**

Tournament entry and league participation is restricted to contestants holding a current HORSESHOE CANADA membership card (see Bylaws for additional information on membership). This includes pacers and substitutes. Other eligibility requirements may apply for Provincial tournaments and for the World Tournament.

### **Section C – Fees**

All registration (entry) and any other fees shall be determined by the Tournament/League Officials.

### **Section D – Division Size**

Any division not receiving at least four (4) entries can be canceled, but the entrants shall be given an opportunity to pitch in a Class of another Division.

### **Section E – Tournament Credit**

1. For singles and doubles events, a contestant must have pitched a minimum of 100 shoes to receive CanStats credit.

Exception: If all games of the round-robin schedule have been pitched in less than 100 shoes, these statistics may be submitted for CanStats credit.

2. For elimination tournaments, a contestant must pitch one hundred (100) or more shoes to receive CanStats credit for that event.

### **Section H – Total Ringers/Shoes**

All ringers and shoes pitched under one sanction number, including additional shoes for breaking of ties and play-off games, shall be included when figuring the totals for that event.

## Section I – Reporting Results

### 1. Tournaments

The Tournament Director or statistician must send Tournament results to the Provincial statistician, who shall forward those results to CanStats as soon as possible, upon completion of the tournament. A period of not more than two (2) weeks is recommended.

### 2. Leagues

League results must be sent to the Provincial Statistician as soon as possible, upon the completion of the league season. A period of not more than two (2) weeks is recommended.

## REQUIREMENT 3 – PROVINCIAL INFORMATION

### Section A – Provincial Championship Play

Each Province must hold a HORSESHOE CANADA sanctioned Provincial Championship event annually.

#### 1. Divisions

The Provincial Singles Championship Tournament must advertise and provide an entry form stating the intent to crown champions in at least Men, Women, Junior, PeeWee and Elder Divisions. Other Divisions are an option left to the discretion of the tournament officials. All age limitations for Divisions shall be in accord with RULE 1, Sections A-E.

#### 2. Mixed Play (see also Rule 11, Section E)

All Divisions and classes may be mixed at the discretion of the Tournament Officials.

#### 3. Residency

Provincial Championship Tournaments are open only to those HORSESHOE CANADA members who legally reside in that Province and meet the regular eligibility requirements imposed for the event. An exception to this shall be active-duty members of the Canadian Armed Forces and their dependents who may pitch in the Provincial Championship event of any Province in which they are stationed/reside, provided they meet the other eligibility requirements of that Province. No one will be allowed to pitch in more than one Provincial Championship Tournament per year.

#### 4. Full and Short Distance Pitchers

All sanctioned tournaments shall provide a playing opportunity for all eligible Full and Short distance pitchers. The **HORSESHOE CANADA** Executive, in accord with REQUIREMENT #4 (below), can authorize exceptions for special tournaments such as Invitationals, Juniors only, etc.

### Section B – Delegates

Only HORSESHOE CANADA members in possession of a current combined Provincial/National card are eligible to vote on any matter pertaining to the election of Provincial officers, the sanctioned tournament schedule, or anything else that may directly or indirectly involve HORSESHOE CANADA business, Bylaws, or official Playing Rules.

## Section C – Compliance

Each Province must comply in all ways with THE OFFICIAL PLAYING RULES, REQUIREMENTS, GUIDELINES, AND SPECIFICATIONS, and with the BYLAWS of HORSESHOE CANADA. Any deliberate violation of same will be cause for possible HORSESHOE CANADA suspension of Provincial Officers, the revocation of the Provincial affiliation, or both.

## REQUIREMENT 4 – SPECIAL TOURNAMENTS OR EVENTS

### Section A – Events

The HORSESHOE CANADA Executive may authorize or conduct, at its discretion, special/promotional tournaments, matches, exhibitions, open, invitational, or celebrity pitching events, anywhere that it deems suitable .

### Section B – Waiver

Any Special tournament or event will be conducted in accordance with THE OFFICIAL PLAYING RULES, REQUIREMENTS, GUIDELINES, AND SPECIFICATIONS except that the HORSESHOE CANADA Executive may approve a waiver if it will aid in the promotion of the sport and/or success of the event. The HORSESHOE CANADA Executive may authorize a limit to the number of entries to any Special Tournament or Special Event if it feels time, available courts, or any other conditions make it impossible to reasonably schedule an unlimited number of entrants. In such cases, limits may be set by any manner deemed suitable.

## REQUIREMENT 5 – PEEWEE AND JUNIOR PITCHERS – Additional Information

(See also Playing Rule 1, Section A)

### Section A – Juniors Competing In Adult Divisions

Any Junior Boy or Junior Girl pitcher may compete in an Adult Division of a mixed tournament, without harm to their Junior standing, provided neither of these Junior Division Classes is offered/available in that same tournament. When a Junior Division is offered, a Junior may pitch with the adults (without harm to their Junior standing) if their entering average is at least ten (10) percent higher than the next closest Junior. **Note:** This same requirement will also apply to Peewees; for their movement into other Divisions.

### Section B – Eligibility

Junior pitchers who request admittance and are accepted into an adult class outside the conditions set forth in Section A above, will forever forfeit their Junior eligibility. A Junior Boy who forfeits his Junior status must pitch from the full distance. **Note:** The same above requirements will apply to Junior Peewees; for their movement into the Junior Division.

### Section C – Awards

All Junior play (mixed class or otherwise) will be conducted on an amateur basis. Awards presented to this Division by the Tournament/League Officials should have no immediate monetary value. The awarding of trophies, medals, or ribbons is recommended. Any award with monetary value, including funds from the National, Provincial, World Tournament or the Junior Scholar Pitcher Awards Program, shall not be issued before the recipient reaches 18 years of age. Scholar awards may have additional

restrictions.

### **Section D – Responsibility**

It shall be the *responsibility of all Junior pitchers (or their parents/guardians)* to make sure that their amateur standing is not jeopardized by any violation of the above information.

# GUIDELINES

## PREAMBLE

The Guidelines section provides suggestions/recommendations for sanctioned league and/or tournament play, including suggested formats for Doubles Play. Also included here are guidelines for calling the score, keeping score, judging, and the use of pacers.

## GUIDELINE I – DOUBLES PLAY

In doubles play, two contestants are partners against another team of two contestants. One contestant from each team will be at each end of the court and the tournament officials should match the contestants so that the highest rated contestant (by percentage) from each team will be pitching from the same end of the court. The Tournament Committee will determine the length of the game and method of play. When contestants are pitching their shoes, the contestants at the other end should be well behind and to the side of the pitcher's box (for their own safety) and in a stationary position so as not to distract the contestants on their own or adjacent courts. Otherwise, all the Playing Rules for singles play shall apply.

### Section A – Regular Doubles

In regular doubles, both team members use the same pair of shoes and all contestants stay at the same end of the court for the entire game. To begin the game, the highest-rated contestants will decide on the first pitch and deliver their shoes, just as in singles competition. Their partners, at the opposite end, will decide on and call the score, retrieve the shoes, and pitch them back following the same procedure. The decision on who pitches first in each inning depends upon the scoring system being used, following the rules of singles play. A single score sheet should be used that clearly shows the ringers and shoes pitched by all contestants.

### Section B – Walking Doubles

In walking doubles, all contestants will pitch their own shoes. A single score sheet should be used that clearly shows the ringers and shoes pitched by all contestants.

#### Shoe-limit Games

The lower-rated contestants will decide on the first pitch and pitch their four (4) shoes. The higher-rated pitchers will then pitch their four (4) shoes and all pitchers will then walk to the opposite end, decide on the scoring, and pick up their shoes. The scores of the highest-rated team should be recorded first and they will also pitch first for the remainder of the game. Which one of them (and their opponents) pitches first depends upon the scoring system (cancellation or count-all) being used, following the rules of singles play. This procedure will continue until the game is over.

#### Point-limit Games

The higher-rated contestants will decide on the first pitch and pitch their four (4) shoes. The lower-rated contestants will determine the scoring for these shoes. The partner of the pitcher who scores (or the partner of the contestant who pitched last, in case of a no-score situation) will call or record the score and will pitch first in the next inning. All pitchers will now walk to the opposite end. The highest-rated contestants will pick up their shoes (already scored) and step back. The scoring of the last four (4) shoes pitched will be determined and called or recorded. The contestant calling the score always pitches first. This procedure is continued until the game is over. For safety or other reasons, the Tournament/League Officials may select an alternative walking sequence, as long as the scoring sequence remains the same.

## GUIDELINE 2 – CALLING THE SCORE

When calling the score, ringers (if made) shall be reported first, and then points (see Playing RULE 6, Section B, 1-b).

### Section A – Recommended Calls

Here are the **recommended** calls for points allowed, in the following situations:

- No ringers with the closest shoe in count – call “one point”.
- No ringers with the two (2) closest shoes in count – call “two points”.
- One (1) ringer with either no shoe in count or the other contestant having the closest shoe in count – call “one ringer, three points”.
- One (1) ringer with the closest shoe in count – call “one ringer, four points”.
- Two (2) cancelled ringers with the closest shoe in count – call “two dead, one point”.
- Two (2) cancelled ringers with one (1) un-cancelled ringer – call “two dead, three points”.
- Two (2) un-cancelled ringers – call “two ringers, six points”.

**Note:** No points shall be awarded in the following situations.

- All four (4) shoes out of count – call “no score”.
- Two (2) cancelled ringers with no other shoes in count – call “two dead, no score”.
- Four (4) cancelled ringers – call “four dead”.

### Section B – Alternative Calls

As different phrases may be used in different regions of the country, here is a list of some of the more common **alternative** calls to become familiar with. **Note:** The recommended call (**in bold type**) is listed first, followed by most of the alternative calls that are used.

- **one point** – (usually the same)
- **two points** – (usually the same)
- **one ringer, three points** – “one ringer three”, “ringer three”, “three points”
- **one ringer, four points** – “one ringer four”, “ringer four”, “four points”
- **two dead, one point** – “one ringer each, one point”, “ringer each, one”, “ringers alike, one”
- **two dead, three points** – “three ringers, three points”, “three on three”, “three on a double”, “three, three”, “ringers alike, three”
- **two ringers, six points** – “two ringers, six”, “six points”. “six”
- **no score** – (usually the same), “nobody”, “nobody home”

- **two dead, no score** – “one ringer each, no score”, “ringer each, no score”, “ringer each, nobody”
- **four dead** – (usually the same), “ two ringers each, no score”, “four ringers, no score”

## Section C - Recommended Hand Signals

The use of hand signals is optional, but very helpful to scorekeepers who may have difficulty hearing verbal calls, for a wide variety of reasons. Though there may be more than one hand signal for some calls, the following are based on written survey results, and from discussions and the recommendations of many scorekeepers. Alternate hand signals, for some calls, can be found on the HORSESHOE CANADA website.

### A. Calls/Signals for Cancellation Play: (Review Rule 6, Section B .1 - Calling the Score)

‘One Ringer, 3 Points’



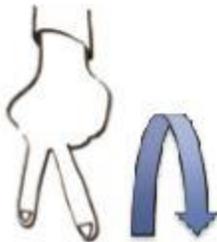
‘One Ringer, 4 Points’



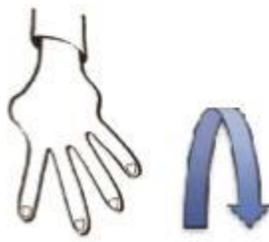
‘Two ringers, 6 Points’

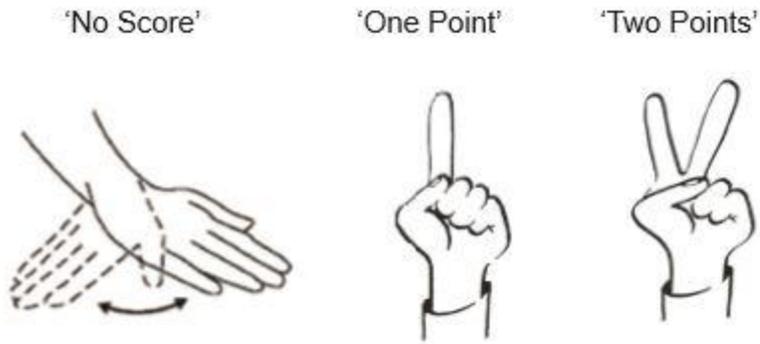


‘Two Dead’



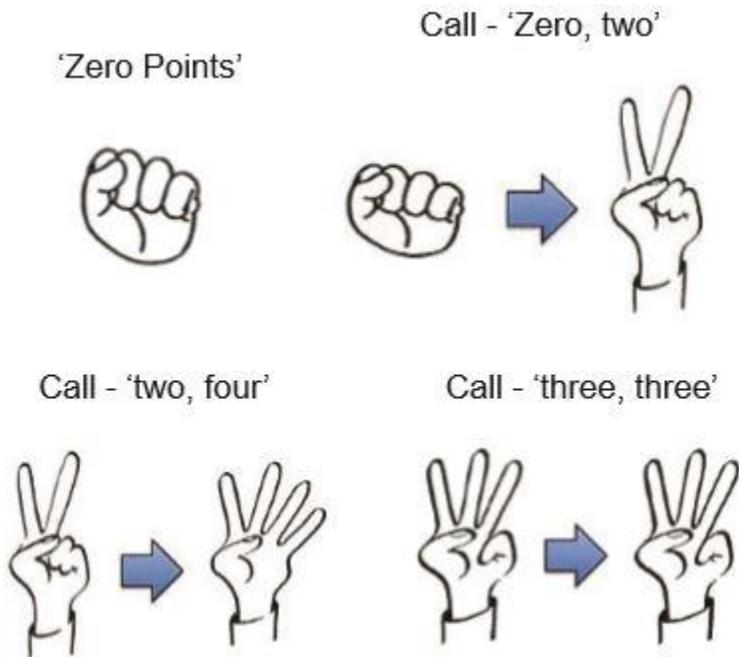
‘Four Dead’





(After the 'two dead' signal, add either the 'no score', '1 point', or '3 points' signal. After the 'four-dead' signal, a 'no-score' signal can be added)

**B. Calls/Signals for Count-All Play:** One person calls two scores; his/her score first, and then the opponent's score. Use the 'number' hand signals from above, but add 'zero points', shown here. (Also review Rule 6, Section B .2 - Calling the Score)



(Four examples of possible scores)

## GUIDELINE 3 - KEEPING SCORE

### Requirements and Suggestions

Scorekeeping is a very essential part of the sport of horseshoe pitching. To ensure that scoring errors do not occur during the competition, all scorekeepers must be familiar with the type of game being played, the score sheets, the round robin cards, and the scoreboard or electronic score-keeping device being used. It is also most important that scorekeepers: 1) understand how scores are being called, 2) know how many ringers may be associated with the

numbers being called (see GUIDELINE 2 above), and 3) know how to credit each contestant accordingly.

## Section A – Before the Game

Individuals interested in supporting the game by keeping score should inform the Tournament/League Officials of their intent. Usually, a sign-up sheet for scorekeepers is available, listing the time and date for classes of play. Once signed up, individuals are expected to be available on a timely basis. If for some reason they are unable to keep the scheduled sign-up, the Tournament/League Officials should be notified accordingly.

- **Proper Dress** – Scorekeepers should be comfortably dressed, and handle personal matters before entering the court area.
- **Score Sheets** – It is the responsibility of the Tournament/League Officials to provide the required score sheets at all designated courts. The score sheets should be examined to determine that they were properly distributed, and then make sure (by reviewing the round robin cards) that the correct contestants are ready to compete. Scorekeepers should sign all score sheets in case there may be questions later.

## Section B – During the Game

All personnel within or near the court complex should be attentive at all times. Scorekeepers should keep their movement to a minimum, and be especially alert for contestants who are in the process of practice or competition, so as not to disturb the contestants and to avoid getting hit by pitched shoes.

1. **Recording the Score** – When the score is called, the results should be immediately posted on the scoreboard, or scoring device. Scorekeepers should then record the ringers and points scored on the score sheet and keep the game scores current. The scorekeeper should be prepared to stop the game when the agreed-to limit on shoes pitched or total points is reached.
  - a. Symbols are used on score sheets to indicate ringers. "Live" ringers are shown with a circle "O" and "canceled" ringers are shown with an "X". This makes it convenient to summarize, if necessary, for proofing the score sheet for errors.
  - b. It is very important that scorekeepers record all ringers to assure that both pitchers receive credit for ringers they pitched, whether live or canceled. "POINTS" column entries should show the number of points called out to the scorekeeper for each inning while the "SCORE" column entry should show each pitcher's accumulated score subtotal.

## Section C – After the Game

During and at the end of each game, the scorekeeper should make certain the scores are properly tallied, and then fill in the round robin cards, if used. When the game has concluded, the contestants should remain at the end of the courts until the score sheet and round robin cards have been completed. Properly completed and signed score sheets will be collected as directed by the Tournament/League Officials. **Note:** The score sheet (not the scoreboard) shall be the official record of the game (See Rule 6, Section C).

## Section D – Scoreboards

For the benefit of spectators and contestants, scoreboards may be positioned at the courts. If so, once the score is recorded on the scoreboard, the correct score should then be marked on the score sheet, being cautious at all times not to disturb the contestants.

## Section E – Electronic Scoring Devices

Various programs can be made available for electronic scoring; consequently the scorekeeper should be familiar with the program being used.

## Section F – Hand Signals

Certain contestants regularly use hand signals to indicate their score. If this creates a score keeping problem, the contestant(s) should be informed accordingly and asked to use the common score calls in GUIDELINE #2 above.

## GUIDELINE 4 – JUDGING

### Section A – Responsibilities, Expectations and Duties (also see Judging Guidelines booklet)

Judges are to be appointed by the Tournament/League Officials.

#### Responsibilities

- a. To enforce the rules and issue the proper penalties if and when violations occur.
- b. To measure for ringers, the closest shoe to the stake, or for shoes in count.
- c. To resolve scoring questions or discrepancies, and to answer or resolve any rules questions, when called upon by the contestants.
- d. To help make the correct decision in situations involving broken shoes, broken stakes, shoes and/or stakes that may be moved by contestants during measurements, shoes pitched out of turn, a contestant's shoes mistakenly pitched by the opponent, and other questions which may arise.
- e. To act as a liaison between the contestants and the Tournament/League Officials for all possible questions or situations.

#### Expectations and Duties

- a. During competition, judges should always be available and remain visible to the pitchers. Wearing an orange vest is recommended.
- b. Judges should be very familiar with the Playing Rules and should have a copy of the current rules with them for reference, if needed.
- c. Judges should be reasonably healthy, with good hearing and eyesight.
- d. In addition to their duties, judges should also help out on the courts, where needed. They may be asked to assist with items like keeping watering containers filled, spray paint available, or with picking up score sheets.

## GUIDELINE 5 – PACERS (See also Rule 7, Section D)

### Section A – Use of Pacers (See also RULE 7, Section D)

All contestants, including pacers and/or league substitutes, must be current HORSESHOE CANADA members (see page 7 under PLAYING RULES; also see Bylaws for information on membership). Pacers are commonly used in place of contestants who have entered a tournament but, for various reasons, do not show up. They may also be used when contestants have to drop out of a tournament due to illness.

### Section B – Qualified Pacers

Pacers should pitch from the same distance as the other contestants in the Class, unless the Class is "mixed". They

should also be close to or within the same percentage “spread” as the Class and, if possible, wear a shirt with their name and State on the back.

## Section C – Awards and Statistics

Since pacers are not “official” contestants in the Class competition, their games will always appear in the “loss” column, they are not eligible for prizes or awards, and their statistics are not to be reported to CanStats. Also, they may or may not be asked to pay the scorekeeper for the games they pitch.

## GUIDELINE 6 - UN-SPORTSMAN-LIKE BEHAVIOR

(Also see HORSESHOE CANADA website)

*HORSESHOE CANADA recommendations for the handling of un-sportsman-like behavior at sanctioned events.*

The following information is published here to provide guidelines for members, tournament Directors/Committees, and Provincial Directors to consider and use in dealing with undesirable or unacceptable behaviors seen or heard in the area of the courts during HORSESHOE CANADA sanctioned events. The possible consequences included here are HORSESHOE CANADA recommendations and have been arranged, more or less from the least severe to the most severe.

### LEVEL 1

*A verbal reminder by the Tournament Director to the offender that the behavior is inappropriate.* This reminder could be made by any member to the Tournament Director, either during or after the game/event. This verbal reminder could be repeated a second time, before moving to level 2.

### LEVEL 2

*A verbal reminder followed by a written notice.* A verbal reminder/warning to the offender PLUS a written notice that states the inappropriate behavior and that this behavior will not be tolerated in the future. This written notice or a standard/ completed form (available upon request) could be sent by the Tournament Director, a Provincial Officer or HORSESHOE CANADA Executive member. Provincial Officer and HORSESHOE CANADA Executive members should be notified about and approve this written notice in advance of its being sent. This could be repeated a 2nd time, before moving to level 3.

### LEVEL 3

*A written notice of suspension from this tournament/ league for a designated period of time.* One to twelve months is suggested. A written notice or form describing the inappropriate behavior and consequence should be sent to the offender by the Tournament Director, Provincial Officer or HORSESHOE CANADA Executive member. Provincial Officers or HORSESHOE CANADA Executive members should be notified and approve this suspension in advance, and a copy of this suspension notice will be sent to all Tournament Directors of other tournaments where this pitchers normally pitches .

### LEVEL 4

*Suspension from all HORSESHOE CANADA or Provincial Tournaments and/or Leagues for a designated period of time.* Not less than 4 months or more than one year is suggested. Under these terms, the offender would be allowed to participate in any other Provincial events, and could still qualify for entering the NHPA World Tournament. HORSESHOE CANADA must be involved in this suspension process, and must approve the suspension in advance. Other Provinces where this offender may pitch (see CANSTATS) should be notified of this suspension and should notify HORSESHOE CANADA of any future misconduct.

*LEVEL 5 - Suspension from HORSESHOE CANADA for a designated period of time.* Six months or a year is suggested. HORSESHOE CANADA must be involved in this process and must approve this suspension in advance. Written notification should be sent by the Provincial President or HORSESHOE CANADA President, upon approval of the HORSESHOE CANADA Executive.

NOTE: Depending on the severity of the offense, the consequence issued could begin at any of the above levels. The first 3 levels should be handled at the Provincial level, but for levels 4 and 5, the HORSESHOE CANADA Executive must become involved in the process.

# SPECIFICATIONS

## PREAMBLE

The Specifications Section includes information about specific measurement requirements for equipment and for court layout (including Covered and Indoor Courts), the sanctioning of horseshoes and courts, and the allowable repairs for horseshoes. Diagrams are included here (see back cover), but for individuals or clubs that are constructing new courts, detailed plans can be found on the HORSESHOE CANADA website at [www.horseshoecanada.ca](http://www.horseshoecanada.ca)

## I – EQUIPMENT SPECIFICATIONS

### SECTION A – Sanctioned Horseshoes

All horseshoe designs and prototypes must be approved and sanctioned by the HORSESHOE CANADA Executive before the shoes they represent can officially be manufactured and used in HORSESHOE CANADA sanctioned competition. The maximum weight and measurement standards are as follows: The horseshoe weight shall not be more than two (2) pounds, ten (10) ounces (there is no minimum weight). No horseshoe can exceed seven and one-quarter inches (7-1/4") in width or seven and five-eighths inches (7-5/8") in length. The opening of the shoe must not exceed three and one-half inches (3-1/2"), measured from a parallel line three-fourths of an inch (3/4") inward from a straightedge touching the tips of the shoe points (a one-eighth inch (1/8") tolerance to three and five-eighths inches (3-5/8") is allowed on used shoes). No part of any horseshoe shall exceed one inch (1") in height when placed, with calks down, on a level surface. Shoes not meeting these requirements shall be declared "illegal". Illegal shoes shall not be used in any HORSESHOE CANADA sanctioned competition and all games pitched with illegal shoes shall be forfeited. All horseshoes used by a pitcher may be checked at any time, before or during competition, to verify that they are legal shoes. A judge or other Tournament/League Official will do this checking.

### SECTION B – Altered Horseshoes

Any sanctioned shoe that has been physically and permanently modified from its original design (calk, notch, etc. . .) shall be considered an "altered" shoe. In addition, no shoe can be temporarily modified, with the exception of painting. An altered shoe is illegal and cannot be used in any sanctioned event. Contestants using altered shoes in a sanctioned event shall be subject to penalties, which could include a one (1) year suspension from the HORSESHOE CANADA. **Note:** The HORSESHOE CANADA Executive has the right to waive the "altered" shoe provision for a physically challenged contestant.

### SECTION C – Legal Horseshoe Repair

Through prolonged use, horseshoes may become bent or warped and "mushrooming" or "roll-over" may occur on the inside of the "toe" area, or elsewhere. Horseshoes may also crack or break into two or more parts. When possible, these conditions may be corrected by filing, grinding, heating, pounding, or welding of the shoes, so long as the original design of the shoe is not altered in the process and so long as they still meet all of the measurement requirements for HORSESHOE CANADA sanctioned horseshoes. (See Section A above)

### Section D – Horseshoes Sanctioned in Other Countries

Any horseshoes sanctioned in other countries may be used during HORSESHOE CANADA sanctioned play, but only by contestants from that country and only if the shoes meet HORSESHOE CANADA horseshoe specifications. They are not allowable for use by Canadian citizens in HORSESHOE CANADA sanctioned events unless the horseshoes have also been sanctioned by HORSESHOE CANADA. (See Section A above)

## Section E – Pitching Accessories

It is legal for a contestant to carry and use a blunt-ended hook or horseshoe pick-up device, but it cannot exceed thirty-six inches (36”) in total length. Any hook cannot protrude more than two inches (2”) from the main shaft. Care should be taken in using the hook so as not to endanger the opponent or other contestants. Contestants are also encouraged to carry measuring tools as well as a file and towel to keep their shoes burr-free and shoes/hands clean and dry. Note: All measurement tools manufactured for sale purposes must be pre-approved by HORSESHOE CANADA.

## II – SPECIFICATIONS FOR COURT LAYOUT (also see diagram on inside back cover)

### SECTION A - Sanctioning of Courts

While HORSESHOE CANADA does not officially sanction courts, court conditions inconsistent with the HORSESHOE CANADA specifications listed below are discouraged, primarily because of the need to standardize the conditions and results of play for all pitchers. All HORSESHOE CANADA sanctioned events must be contested on official courts.

### SECTION B – Other Court Requirements/Specifications

#### Court Dimensions

The rectangular playing area of a horseshoe court shall be six feet (6') wide and forty-six feet (46') long. An additional two feet (2') of buffer zone, along each side and behind each pitching box, is recommended for safety reasons. This combination of measurements results in an overall court area that is ten feet (10') wide and fifty feet (50') long. All surfaces within this area shall be level. A north-south orientation for outdoor courts is recommended, to minimize the effects of sunlight.

#### Court Surfaces

There are no specific court surface material requirements other than the use of suitable pit substances (see below). The same surface material should be used for all pitching platforms and crossover areas surrounding the pit. For outdoor courts, recommended materials for all walkways, platforms, and crossover areas include concrete or paved asphalt. For indoor courts, concrete, wood, or suitable carpeting is recommended for all platforms and crossover areas. Other court surfaces may consist of any natural or man-made material, so long as it provides a safe, non-skid surface. Suitable drainage of surface water away from pits and platforms is recommended for outdoor courts. Shrubs, signs or other objects must not block the view of pitchers or interfere with their necessary movements on the court.

#### Multiple Courts

In facilities with multiple courts, the following layout guidelines shall be observed:

##### *1. Side-by-side Courts*

For safety reasons and to minimize distractions, the stakes of adjacent courts must be no closer than ten feet (10') apart. A distance of twelve feet (12') is recommended.

## 2. Back-to-back Courts

The stakes of back-to-back courts must be a minimum of sixteen feet (16') apart and a visual and protective barrier (a minimum of six feet (6') high is recommended) must separate the courts.

### Pitcher's Box

The pitcher's box is a six-foot (6') by six-foot (6') area at each end of the court. It is composed of two main parts: The Pit, and the Pitching Platforms. The back of each box should be forty-six feet (46') from the back of the opposite box.

### The Pit

The pit is a rectangular area filled with the "pit substance" into which the shoes are pitched. The *maximum inside length* of the pit (in the direction in which the shoes are pitched) is seventy-two inches (72") and the *minimum inside length* is forty-three inches (43"). The *maximum inside width* is thirty-six inches (36") and the *minimum inside width* is thirty-one inches (31"). The pits shall be centered on the courts' lengthwise centerline, which is also midway between the full-distance pitching platforms. For safety reasons, the use of sideboards to contain pit material is not recommended. If used, they shall not exceed a height of seven inches (7"). **Note:** The areas behind and in front of the pit are referred to as "crossover" areas (also see RULE 3, Section D.3).

### Pitching Platforms

#### 1. Full-Distance Pitching Platforms

These pitching platforms flank each side of both pits and are parallel to each other. They shall be eighteen inches (18") to twenty and one-half inches (20-1/2") wide (depending upon the width of the pit) and shall be a minimum of six feet (6') long, and shall provide a nonskid surface.

#### 2. Short-Distance Pitching Platforms

The pitching platforms, on each side of both pits, shall be extended forward an additional ten feet (10') to accommodate short-distance pitchers, or for the full length of the court (recommended) to provide a continuous walkway. These platforms shall be level with and be of the same width as the full-distance platforms. The surface material should be the same as the full-distance pitching platforms.

### Imaginary Stakes

Imaginary stakes are a useful reference, for short-distance pitchers, on where to stand. They shall be marked (often by a spot of paint or other marker of the same diameter as the official stake) midway between the extended platforms, or on the inside edge of the extended platforms, at distances of thirty feet (30') and twenty-three feet (23') from the opposite stake.

### Stakes

The stake is the target at which the shoe is pitched. Stakes shall be positioned in the very center of the pitcher's box, on the court's lengthwise centerline, with a minimum of twenty-one inches (21") from the stake to the front and back of the pit substance. The distance between stakes shall be forty feet (40'). This distance is to be measured from the front of each stake, level with the pitching platform. Stakes shall be one inch (1") in diameter and shall be made of cold-rolled steel, mild iron, soft metal, or HORSESHOE CANADA-approved synthetic material. The top of each stake shall be no less than fourteen inches (14") and no greater than fifteen inches (15") above the level of the pitching platforms (see exception for raised pits in Section C, below). Stakes shall be securely mounted (see diagram on page 46) and have a three inch (3") lean toward the opposite stake.

## Foul Lines

Foul lines shall be defined by straight lines extending across the full-distance and extended platforms and shall be placed perpendicular to an imaginary line between the stakes. The thirty-seven foot (37') and twenty-seven foot (27') foul lines shall be measured from the front of the opposite stakes. A single, twenty-foot (20') foul line shall be marked on each platform at the exact mid-point between the stakes. Foul lines shall be measured at the level of the pitching platforms (see exception for "Raised Pits" in Section C, below). While the width of foul lines may vary (two inches (2") is recommended), their location shall be marked in a way that is clearly visible to the pitchers and judges.

## Backstops/Backboards and Protective Barrier

### 1. Backstops/Backboards

For safety reasons, every pit should have a backstop/backboard. It shall be at least three feet (3') behind the stake, be at least one foot (1') high, and extend to the width of the pit. For spectator visibility, a mesh netting or chain-link material is recommended. If made of solid material, it should be a color that will provide a contrasting background so as to make the stake more visible for the contestants. **Note:** The backboards of raised/portable pits are usually attached to the inside of the wooden framework and may therefore be as close as twenty-one inches (21") to the stake.

### 2. Protective Barrier

For safety reasons, all court complexes shall be surrounded by a protective barrier. This barrier should be at least eight feet (8') behind the stakes. A chain-link type of fence at least four feet (4') high is recommended.

## Pit Substance

Clay, sand, dirt and HORSESHOE CANADA-approved synthetic materials are all legal pit substances. The *minimum* depth of the pit substance shall be four inches (4"). An eight inch (8") depth is recommended for ground-level pits.

## Overhead Court Clearances

The air space above all courts shall be free of all natural or man-made objects such as tree limbs, wires, etc. for a height of at least twelve feet (12') above the playing area.

## SECTION C – Specifications for Raised Pits

Also known as temporary or portable pits, raised pits are often used for events of a relatively short duration such as the world tournament, a local fair, or an exhibition. Normally constructed of treated plywood and framing lumber (2X4s and/or 2X6s), the height of the pit framework shall not be more than seven inches (7") above the level of the adjacent pitching platforms. For sanctioned events, the minimum inside dimensions shall be the same as stated in Section B above. After the proper positioning of the stakes/pits (see Section B above), the thirty-seven foot (37') and twenty-seven foot (27') foul lines shall be measured/marked from the front/base of the opposite stake before the approved pit substance is added. The stakes/pits should be anchored in such a way that they will not move during their use. The top of each stake shall be no less than eighteen inches (18") and no greater than nineteen inches (19") above the inside, bottom of the pit. The pit substance in the scoring area surrounding the stake shall be maintained at a depth of four inches (4"), between games.

## SECTION D – Specifications for Covered and Indoor Courts

The specifications for covered and indoor courts are exactly the same as for permanent ground level courts with the additional stipulation that they shall have a minimum twelve-foot (12') vertical clearance for shoe trajectory, at or near mid-court.