

# New Mexico Senior Olympics

## Horseshoes Rules

Revised 12-2022

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### Playing Format

1. All matches will be conducted in accordance with the National Horseshoe Pitching Association rules. For a copy of these rules please write or call:  
National Horseshoe Pitcher's Association  
2826 Domino Drive  
Bismarck, ND 58503-0831  
(701) 258-5686  
www.horseshoepitching.com
2. Event will be singles.

### Playing Rules

1. A participant will be allowed to use his/her own horseshoes if they are 2-1/2-pound regulation shoes. New Mexico Senior Olympics will provide a limited number of shoes.
2. Competition Pitching distance:

Women	50 to 74 - 30 ft.	Women	75+ - 20 ft.
Men	50 to 69 - 40 ft.	Men	70+ - 30 ft.

Non-Ambulatory: Men and Women, all ages, will be 20 feet
3. Non-Ambulatory participants must be seated in their wheelchair or scooter for the entire duration of competition. Non-Ambulatory Rules will be provided upon request.
4. Event will be singles.
5. Playing format will be double elimination or round robin tournaments based on the numbers of registered entrants. Tournament format will be the responsibility of New Mexico Senior Olympics and established prior to Senior Olympics Summer Game competition.
6. Any game missed/forfeited during bracket play will be considered a loss.
7. ALL age groups, games will be played to 21 points or the high score after 30 shoes, whichever occurs first. If score is tied after 30 shoes are pitched, the first person to score will be declared the winner.
8. Pitched or thrown shoes cannot be moved by individual players until the score has been compiled by the Judge.
9. Each player shall remain behind the foul line (which is designated as an imaginary line 3 ft. ahead of the stake) until the shoe has left the hand.
10. Player who steps over the foul line before releasing the horseshoe will be given one warning, after which he/she will forfeit the toss.
11. A contestant will be guaranteed a minimum of two matches in a double elimination tournament. Single elimination will not be used.
12. No contestant shall make any remarks or utter any sounds within hearing of his opponent, nor make any movement that does or might interfere with opponent's play.

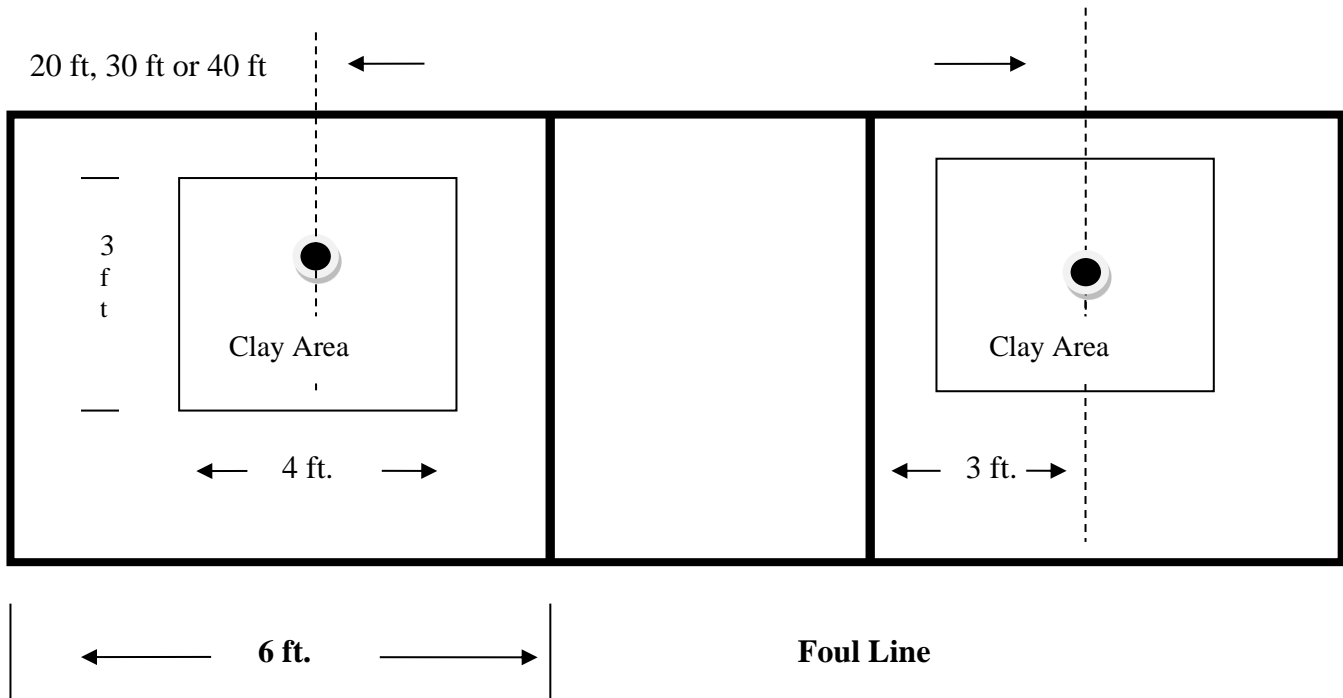
## Horseshoes Rules (cont.)

13. No opponent shall walk across to the opposite stake and examine the position of his opponent's shoe before making his first or final pitch.
14. All contestants shall pitch both shoes before the opponent is allowed to pitch.
15. Any player repeatedly violating rules or guilty of any unsportsmanlike conduct may be barred from further participation in the contest.
16. All persons must be aware and remember not to cross over into playing area for safety reasons.
17. See following page for court layout.

### 18. Scoring Rules

- a. A shoe that first strikes outside the target area cannot be scored, nor can any shoe thrown from an invalid position--such shoes must be removed. All shoes shall be within six inches of the stake to score.
- b. Two shoes landing closer than opponent's scores two points.
- c. One ringer scores three points.
- d. Two ringers scores six points.
- e. One ringer and closest shoe of same player scores four points.
- f. If a contestant has two ringers and his opponent one, the player having two ringers shall score three points.
- g. In case each contestant has a ringer, the next closest shoe, if within six inches of the stake, shall score.
- h. If a horseshoe is knocked out of place by either player, the original value is not counted.
- i. Points are counted if the shoe is pushed/knocked within six inches or a ringer as a result of being knocked by either opponent's shoe.
- j. "Leaner" (shoe touching the stake but not a ringer) will count 1 point.
- k. See Scoring Sheet following rules.

# Horseshoes Court Diagram



1. **Stakes should be of 1" diameter round steel 30" long buried to project 15" above clay or sand.**
2. **Stakes have a 3" lean toward each other.**
3. **Blocks for the clay area should be of a solid hardwood 10" wide and 1" thick.**
4. **Foul line should be 2" wide and 3' from the stakes.**
5. **Distance between the stakes is defined in rules**

# HORSESHOES

## SAMPLE SCORE SHEET

X = indicates a ringer

O = indicates that a ringer is scored

' = indicates a point is scored when placed beside a ringer symbol in the ringer column

L = indicates a leaner

NAME: James Smith VS NAME: John Arthur

GAME NO.: 5 COURT: 3

CALL	RINGERS	POINTS	SCORE	SHOES	RINGERS	POINTS	SCORE
No Score	-	-	0	2	-	-	0
1 ringer each no score	X	-	0	4	X	-	0
2 ringers each no score	XX	-	0	6	XX	-	0
1 ringers each one point (Leaner)	XL	1	1	8	X	-	0
1 point (within 6"		1	2	10	-	-	0
2 points	-	2	4	12	-	-	0
1 ringer, 3 points	0	3	7	14	-	-	0
3 ringers, 3 points	X	1	8	16	X0	3	3
1 ringer, 4 points	-	4	12	18	-	-	3
2 ringers, 6 points	-	-	12	20	00	6	9

Note: The points column indicates points during that inning. The score column indicates the running score.

Scorekeepers Initials \_\_\_\_\_

# HORSESHOE SCORE SHEET

X = indicates a ringer

O = indicates that a ringer is scored

' = indicates a point is scored when placed beside a ringer symbol in the ringer column

L = indicates a leaner

NAME: \_\_\_\_\_ VS NAME: \_\_\_\_\_

GAME NO.: \_\_\_\_\_ COURT: \_\_\_\_\_

CALL	RINGERS	POINTS	SCORE	SHOES	RINGERS	POINTS	SCORE
				2			
				4			
				6			
				8			
				10			
				12			
				14			
				16			
				18			
				20			
				22			
				24			
				26			
				28			
				30			

Note: The points column indicates points during that inning. The score column indicates the running score.

Scorekeepers Initials \_\_\_\_\_