

TENNESSEE GAME RULES

“HORSESHOE PITCHING”

1. LAY-OUT OF COURTS:

- a. A court should cover an area of level ground of at least ten (10) feet in width and fifty (50) feet in length and shall consist of two (2) pitcher's boxes. The pitcher's box shall extend three (3) feet on either side to the rear and to the front of the stake, outside measurements.

2. STAKES:

- a. The stakes shall be set in the center of each pitcher's box and shall incline toward each other and project twelve (12) inches above the ground.
- b. The stakes shall be forty (40) feet apart for men.
- c. The stakes shall be thirty (30) feet apart for women and children under the age of 16 years of age.

3. THE OFFICIAL SHOE:

- a. No horseshoe shall exceed the following regulations: 7 1/2 inches in length, 7 inches in width, 2 1/2 pounds in weight. The opening between the heel calks shall not exceed 3 1/2 inches, inside measurements.

4. CONDUCT OF PLAYERS:

- a. No contestant shall make any remarks or utter any sounds within the hearing of his opponent, nor make any movement that does or might interfere with the opponent's playing.
- b. The penalty for violation of this rule shall be the declaring as foul both shoes pitched or to be pitched by the offender in the inning complained of. The referee shall be the judge of a violation of this rule.
- c. All contestants shall pitch both shoes from the pitcher's box into the opposite pitcher's box or forfeit the value of one (1) point to his opponent.
- d. The outer edges of the pitcher's box shall be known as foul lines.

TENNESSEE GAME RULES

“HORSESHOE PITCHING”

5. POSITION OF PLAYERS:

- a. In delivering the shoe into the opposite pitcher's box, a person may stand anywhere inside the foul lines.
- b. Each player, when not pitching, must remain outside and back of the pitcher's box until his opponent has finished pitching.

6. FOUL SHOES:

- a. A shoe pitched while the player is standing outside the foul line is a foul.
- b. If a shoe first strikes outside the foul lines before entering the pitcher's box, it is a foul.
- c. A shoe striking any part of the pitcher's box is a foul.
- d. Foul shoes shall be removed from the pitcher's box at the request of the opponent.
- e. A foul shall not be scored or credited.

7. INTERFERING WITH PITCHED SHOES:

- a. No contestant shall touch his own or his opponent's shoes after they have been pitched until the final decision has been rendered as to the scoring values of the shoes.
- b. Failure to comply with this rule shall result in both shoes of the offender being declared foul, and his opponent shall be entitled to as many points as the position of his shoes at the peg should warrant.

8. OTHER RULES:

- a. A ringer shall be a shoe that encircles the stake far enough to permit a straight edge to touch both heel calks simultaneously without touching the stake. All measurements shall be by a straight edge.
- b. Whenever a player knocks off his own or opponent's ringer, such knocked off ringer lose their scoring value.
- c. If a player knocks on one of his own or his opponent's shoes from a non-ringer position to a ringer position, the changed shoe has scoring value and credit for a ringer for its owner.
- d. When a thrown shoe moves a shoe already at the stake, all shoes are counted in their new positions.

TENNESSEE GAME RULES

“HORSESHOE PITCHING”

9. SCORING RULES:

- a. A regulation game shall consist of twenty-one (21) points or ten (10) innings whichever occurs first for a game of **DOUBLES** (4 players). For **SINGLES** (2 players) a game would be twenty-one (21) points or twenty (20) innings whichever comes first. When using the innings the ones with the higher score is the winner.
- b. Each game is divided into innings and each inning constitutes the pitching of four (4) shoes, the two (2) players each pitching two (2) shoes.
- c. All shoes shall be within six (6) inches of the stake to score. Closest shoe to the stake scores one (1) point. Two (2) shoes closer than opponent's scores two (2) points.
- d. One ringer scores three (3) points.
- e. Two ringers score six (6) points.
- f. One (1) ringer and closest shoe of same player scores four (4) points.
- g. If a player shall have two (2) ringers and his opponent one (1), the player having two (2) ringers shall score three (3) points.
- h. All equal count as ties and no points are scored.
- i. In case each player has a ringer, the next closest shoe, if within six inches of stake, shall score. If each player has a double ringer, both double ringers are cancelled and no points scored.
- j. Any shoe leaning against the stake in a tilted position shall have no advantage over a shoe lying flat on the ground and against the stake. All such shoes are ties.
- k. Teams winning game shall advance to next step. Only one game is played before advancing. When playing singles, they shall play only one game before advancing to next step.

10. FIRST PITCH:

- a. At the beginning of a game, the players shall decide who shall have first (1st) pitch by the toss of a shoe or coin. The winner shall have the choice of first (1st) pitch or follow.
- b. At the beginning of successive inning, the winner of the prior inning shall pitch first.