

St. Louis Senior Olympics

Horseshoes Rules

EQUIPMENT

Horseshoes are available or contestants may use their own shoes.

PLAYING RULES

1. All rules of the National Horseshoe Pitchers Association shall be followed.
 - a. MEN 50 thru 69: Players shall pitch from a 40-foot distance from the pin. The game will be first player to reach 30 points.
 - b. MEN 70 and over and ALL WOMEN: Players shall pitch from a 30-foot distance. Game will be 30 shoes pitched regardless of points scored. Score after 30 shoes will determine winner. In case of a tie, players will pitch sets of four additional shoes each until tie is broken.
2. Start of play shall be decided by the flip of a coin.
3. Contestants will observe foul lines at all times.
4. Player pitching first shall step to rear of opponent after delivering shoes so as not to disturb other opponents' concentration. Both players will walk to opposite end of the court together after delivering their shoes to tally their scores.

SCORING

1. Scoring will be on the accumulation method.
2. The horseshoe must make contact with the stake and horseshoe to count as a point.
3. A ringer is a shoe that encircles the stake and whereby a straight edge will touch both points of the shoe without touching the stake and shall be scored as 3 points.
4. In women's competition, a shoe will count for score if it is inside the box without hitting or touching the wood.
5. Both participants must agree on the score prior to picking up the horseshoes. A judge will be on call should there be any discrepancies for final ruling.

TIE BREAKER

1. Head to Head Competition
2. Most Games / Sets Won
3. Most Points Scored