



Horseshoes



Florida State Senior Games Qualifier: Yes

Location: Ed Wright Park
1326 S Martin Luther King
Clearwater

Event Director: Ron Deckard 286- 8318
Walt Deal 441- 9463

Format:

1. Competition will be singles only and among five-year age-groups.
2. You may use your own horseshoes but others will be available. Event Director reserves the right to certify equipment.
3. Each game of 30 shoes will consist of round robin competition or two out of three.
4. Total points will be tabulated for each entrant.
5. In the championship rounds, all ties will be played off for the medal positions.

General Rules:

1. All matches will be in accordance with National Horseshoe Pitcher's Association (NHPA) rules, except as modified herein. For a copy of these rules, please write or call: National Horseshoe Pitcher's Association, 3085 76th Street, Franksville, WI 53126 Phone: (414) 835-1321. E-mail: www.horseshoepitching.com
2. Shoes shall be pitched from alternate ends of the court 40 feet apart except as modified herein. Women 50-69 will pitch a distance of 30 feet. Women 70+ will pitch 20 feet. Men 50-69 will pitch a distance of 40 feet. Men 70+ will pitch 30 feet.
3. A match will consist of one game.
4. Players will match shoes to determine who pitches first. For preliminary rounds, the order of pitching shall alternate.
5. A 15-minute default time will be enforced. For default matches in preliminary rounds, the remaining player will pitch 30 shoes to determine the score and will be awarded the five bonus points.
6. The pitcher must stand on one of the pitching platforms. Players may use the platform on either side of the court. Feet must stay behind the foul line and within the platform limits until the shoe has left the pitcher's hand. Opponents must remain on the opposite side of the stake, either in the rear quarter of the pitching platform or behind the pitching box, with the toes of one foot touching that platform, and must not talk, move, or in any way distract the pitcher. Such an offense incurs a loss of score in that inning. No player may walk to the opposite stake, or be informed of the position of the shoes before an inning is completed. Once thrown, shoes may not be moved or touched until the scores have been decided. Such an offense incurs a loss of score for that player in that inning.
7. Shoes must be within six inches of the stake to score one point. A shoe that first strikes the ground outside the target area or rebounds from the backboard cannot be scored, nor can any shoe thrown from an invalid position. Such shoes must be removed from the target area on request of the opponent. A shoe landing in the area and breaking is not scored; it is removed and another pitch is taken. A "ringer" is a shoe that encircles the stake so that a straight edge could touch the two prongs without touching the stake and will score three points.