Horseshoe Rules

Regulation Games

Section A  A regulation game shall consist of 50 points in all tournaments and matches.
Section B  In a league, the regulation game shall consist of 21 points.
Section C  Each game is divided into innings and each inning constitutes the pitching of four shoes – the two players each pitching two shoes.
Section D  An official contest between two players shall consist of the best six (6) out of eleven (11) games.

Scoring Points

Section A  All shoes shall be within six inches of the stake to score.
Section B  Closest shoe to stake scores (1) point.
Section C  Two shoes closer than opponent’s – scores (2) points.
Section D  One ringer scores (3) points.
Section E  Two ringers score (6) points.
Section F  One ringer and closest shoe of same player scores (4) points.
Section G  If a contestant shall have two ringers and his opponent one, the player having two ringers shall score (3) points.

Cancelled Points

Section A  All equals counts as ties and no points are scored.
Section B  In case each contestant has a ringer, the next closest shoe, if within six inches of skate, shall score.
Section C  If each contestant has a double ringer, both double ringers are cancelled and no points scored.
Section D  In case there is a tie of all four shoes as four ringers or all four shoes are equal distances from the stake, no score shall be recorded and the contestant who pitched last is entitled to pitch first on the next throw.
Section E  Where ringers are pitched and cancelled, they shall be credited to the contestant who pitched such ringers and no score shall be credited as points scored.
Section F  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.

Announcing Scores

Section A  All shoes shall be scored and announced only in their final position after all shoes have been pitched.
Section B  In all games, the player scoring the points shall call the result.