



# Intramural Sports Horseshoes Rules



## Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

## Format

- Teams will compete in 3-week season followed by a single elimination tournament.
- Prior to each match, all players must report to the Intramural Sports staff at Tobin Field House, located at Jessup Fields.
- Horseshoes may be signed-out by leaving both players' Cornell ID Cards.
- A match consists of best-of-three games played to 21 points. Each game is divided into innings and each inning constitutes the pitching of four shoes, the two players each pitching two shoes.
- Following the match, the winning team will record the results at the field house.

## Scoring

- All shoes shall be within six inches of the stake to score.
- Closest shoe to the stake scores one point.
- Two shoes closer than the opponent's scores two points.
- Each ringer scores three points.

## Ringers

- 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.
- Whenever a player knocks off his/her own or opponent's ringer, such knocked off ringers lose their scoring value.
- If a player knocks one of his/her 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.
- When a thrown shoe moves a shoe already at the stake, all shoes are counted in their new positions.

### **The First Pitch**

- At the beginning of the game, the players shall decide who shall have the first pitch. The winner shall have the choice of first pitch or follow.
- At the beginning of successive games between the same players, the loser of the preceding game shall have the first pitch.

### **The Foul Lines**

The outer edges of the pitcher's box shall be known as foul lines.

### **Position of the Players**

- In delivering the shoe into the opposite pitcher's box a contestant may stand anywhere inside of the foul lines.
- If in getting a "toe hold" on the front of the pitcher's box the player's foot extends a trifle over the foul line this shall not be considered an improper position.
- Each player, when not pitching, must remain outside and back of the pitcher's box until his/her opponent has finished pitching.

### **Foul Shoes**

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

### **Interfering with Pitched Shoes**

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

### **Conduct of Players**

- No player shall make any remarks or utter any sound within the hearing of his/her opponent, not make any movement that does or might interfere with the opponents' playing.
- The penalty for violation of this rule shall be declaring as foul both shoes pitched or to be pitched by the offender in the inning complained.
- No player shall walk across to the opposite stake and examine the position of his opponent's shoe before making his/her first or final pitch.
- All players shall pitch both shoes from the pitcher's box into the opposite pitcher's box or forfeit the value of one point to the opponent.
- Any player repeatedly violating the rules or guilty of any unsportsmanlike conduct may be barred from further participation in the contest.

*All rules not specifically covered in this document will be mutually decided by both teams  
All rules are subject to change by the Intramural Sports professional staff.*