



Adult Horse Shoe League Rules

1. The MWR Adult Horse Shoe Leagues shall be governed by the current year's National Horseshoe Pitchers Association (NHPA) Rule Book (The RGS Book) except as specified herein:
 - a.) The MWR Adult Horse Shoe League Program Director reserves the right to make any changes including rules that are deemed necessary for fair competition, safety and the efficient operation of the league.
2. ADULT DIVISION (CO-ED)- (18 years of age and older)
 - a.) Open CO-ED Adult contestants shall pitch from on or behind the full-distance platforms and shall observe the thirty-seven foot (37') foul line.
3. MATCH
 - a.) All games will be played at Nucla Town Park (unless otherwise stated).
 - b.) All games will be played at the time, date and location specified on the league schedule.
 - c.) Official starting time is forfeit time. Teams must have two (2) players to start a game. Teams cannot play with less than two (2) players. Following a forfeit game, the teams may play a practice game.
 - d.) Each contestant shall find his or her court assignment and warm up on that court for their first game. The court shall be prepared for play in a timely manner so that all games can begin at about the same time. Each game will consist of a ten minute warm up.
 - e.) Pit Preparation and Maintenance: Contestants are responsible for preparing one of the pits of their assigned courts before each game. This preparation includes watering and turning of the clay (if needed), to keep it in a soft, putty-like condition. Upon completion, the pit material shall be level, with no evidence of a "dome" or "pocket" within the scoring area. For raised pits, the pit material should be prepared in the same way as above, and at a depth of four inches (4"), within the scoring area. Once a game has started, clay pit material within the scoring area may not be moved or altered without consent of the opponent. Sand or dirt pit material, however, may be re-leveled during the game, without consent of the opponent. Any pit material moved for the measurement of a shoe or for the removal of a "buried" shoe may be replaced.
 - f.) Painting of Stakes: To make the stakes more visible for the contestants, they may be painted between games (white paint is often used) so that there is a good contrast between the color of the stake and the color of the backboard. The

painting of stakes shall not be allowed while a game is in progress, unless both contestants are in agreement.

4. PLAY OF THE GAME AND VALUE OF THE SHOE

Section A – Innings: The game is divided into innings. Each inning consists of four (4) pitched shoes; two (2) by each contestant.

Section B – Value of the Shoe

1. Pitched shoes – After all shoes for the inning have been pitched, they are either considered to be “live shoes” or “dead shoes” and may then be scored accordingly.
 - (a) Live Shoe – Refers to any shoe that has been pitched in compliance with the rules of the game and that comes to rest within the pit area.
 - (b) Dead Shoe – Another term for a foul shoe that was delivered in non compliance with one of the rules of the game. This term may also refer to a ringer that has been “cancelled” by an opponent’s ringer.
2. Shoe in Count
 - (a) Ringers – A ringer is a *live* shoe that comes to rest while encircling the stake. A straightedge touching either the points or any part of the heel calks of the shoe must clear (not touch) the stake in order to be declared a ringer. A ringer has a value of three (3) points.
 - (b) Points – A *live* shoe that is not a ringer, but comes to rest six inches (6”) or closer to the stake, has a value of one (1) point. This includes a “leaner”.
3. Shoe out of Count – A shoe that comes to rest more than six inches (6”) from the stake is a shoe “out of count” and has no scoring value. A foul shoe (see Rule 4 for additional information) is also considered to be a shoe that is out of count, no matter where it comes to rest.

Section C – Delivery of Shoes

1. Delivery – The contestant pitching first shall deliver both shoes (one at a time) and then the other contestant shall deliver both shoes (one at a time). A contestant may deliver the shoes from either the left or right pitching platform, but in any one inning, both shoes must be delivered from the same platform. A contestant shall pitch the entire tournament with the same hand/arm, except in the case of a medical emergency (to be determined by the Tournament Officials /League Director).
2. Time Limit – A contestant shall deliver both shoes within thirty (30) seconds. This time limitation shall be determined by a judge and will start when the contestant steps onto the pitching platform with the intention of pitching and is in a “set” position for the first pitch.

Exceptions:

 - (a) Extra time will be allowed to repair a damaged shoe (filing a burr for example).
 - (b) If a contestant becomes distracted due to unusual playing conditions or by another contestant or spectator, they will not be penalized for this additional time.
3. Accidental Release – Any shoe that leaves a contestant’s hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a

pitched shoe. A shoe that is accidentally dropped by a contestant before the final step (if taken) and final forward swing has started, shall not be considered a foul shoe and may be picked up and pitched.

Section D – Position of Contestants During Delivery

1. The Pitcher – During the entire address and release of a shoe, the contestant must not start or step completely outside the platform with either foot.

Exceptions:

(a) A contestant observing the thirty-seven-foot (37') foul line may start directly behind the platform provided they step within it when they release the shoe.

(b) A physically challenged contestant must have at least some contact with the platform and be completely behind the twenty-seven-foot (27') foul line when the shoe is released.

2. The Opponent – When not pitching, the opponent shall stand quietly and stationary on or behind the same court's opposite pitching platform and at least two feet (2') behind the contestant who is pitching from the same or adjacent court. In mixed distance pitching, a short-distance contestant who pitches first must return to this position; on or behind the forty-foot (40') pitching platform.

3. The Contestants – If both contestants use the same pitching platform to deliver their shoes, the contestant pitching first should cross over (in front of the pit) to the other platform and then move back to the position described in # 2, above. As the first contestant is crossing over in front, the second contestant should be crossing over and onto the same platform, from the rear. If the contestants use opposite platforms, the contestant who pitches first should step directly back to the position described in # 2, above.

5. MISCELLANEOUS RULES

- a.) **Park Rules:** Alcoholic beverages are not permitted at MWR sponsored events or programs or at the Nucla Town Park by players or spectators. Players violating the law may be subject to legal action and participants will be excused from MWR League play.
- b.) **Players:** While in competition, shall make no disturbing noises or movements that would distract the opponent or contestants on adjacent courts. Other inappropriate behavior would include profanity, abusive language, obscene gestures, etc. Please remember, the Nucla Town Park is a public place and a family environment.
- g.) **Spectators:** Watching is a privilege, so please make sure your friends, family, and spectators understand they must abide by the same standards as the players. We ask that no spectator participate in poor behavior.
- h.) **Children:** We ask that all children be under adult supervision at all times. This helps prevent any accidents or interference with games. If the only parent attending is participating, that parent will be responsible to have someone supervise his/her children during the match. Parents will be financially responsible for any damage caused by their children.

- i.) Any damage or vandalism by team members, family or spectator will be turned over to law enforcement and fully prosecuted.
- j.) It is the duty of **ALL** MWR Adult Horse Shoe League participant's to make sure the Park is left clean and in the same condition it was found.
- k.) All judgments on rules and team eligibility will be made by the MWR Adult Horse Shoe League Program Director and are final.