

~University of Houston~
DEPARTMENT OF CAMPUS RECREATION

Horseshoes Doubles Tournament Rules
~ Spring 2007 ~

The decision of the sport official and supervisor on rule interpretations, policies, and procedures are final.

Format:

- The Horseshoes Doubles Tournament will follow a single-elimination, double-elimination, or pool play format, depending on the number of entries. If the pool play format is utilized, the tournament will be as such: there will be pool play matches consisting of 2, 3, 4 or 5 teams. For the 2-team pools, both players will advance; for 3-team pools, the top 2 players advance; for 4-team pools, the top 3 players advance; and for the 5-team pools, the top 4 teams advance.
- A match will be determined on a best two-out-of-three game basis.
- Teams will “call” their own games. Gentleman’s Rules apply. Please respect the calls. However, if a decision can not be mutually agreed upon, the point will be played over as if the incident did not occur.
- Game time is forfeit time.

Equipment:

- Two stakes and two horseshoes per team will be supplied by the intramural sports program.
- Close-toed athletic shoes are required. No barefoot or sandals will be allowed for safety reasons.

The Game:

- A coin toss can determine which player/team will pitch first. The player/team winning the toss will start the game.
- The first player/team will pitch all their horseshoes. The opposing player/team will then pitch their horseshoes. Teammates will play at opposite ends of the court.
- The objective is to pitch (or throw) the horseshoes to encircle the stake, or get as close to the stake as possible.
- The distance between the stakes will be 40’ in length.
- Each game will be played to 21 points.
- One horseshoe closer to the stake than any of the opponents’ horseshoes scores 1 point.
- Two horseshoes closer to the stake than any of the opponents’ horseshoes scores 2 points.
- One “ringer” scores 3 points.
- One “ringer” and closest horseshoe pitched by the same player/team scores 4 points.
- Two “ringers” for one player/team and none for the opposing team scores 6 points.
- In the event of equal pitches from the opposing players/teams, any points made cancel each other out. Example: Player/Team A has one “ringer” and player/team B has one “ringer” – no points awarded to these horseshoes.
- Any horseshoe that is moved, when hit by another horseshoe, will be measured from its new position. If a player/team knocks one of his opponents’ horseshoes from a “non-ringer” position to

a “ringer” position, that horseshoe will score as a “ringer” and 3 points will be awarded to the holder of that horseshoe.