



RULES GOVERNING PLAY OF THE HORSESHOE TOURNAMENT

NOTE: *It is not possible to cover all situations that might occur during this tournament. In order to be as fair as possible, a CLERK OF THE COURSE has been appointed, where if the following rules are not clear, he/she will render a decision which will be final.*

1. The Clerk of the Course will be designated prior to competition - his/her name will be in evidence at the Official Scorer's Table.
2. Any person or total team (2 members) failing to appear within five (5) minutes after their designated time will be eliminated and their opponent(s) awarded a default victory, and allowed to advance to the next round or the Championship.
3. Fifteen (15) points will constitute a complete game in all games except semi-finals and finals. Twenty-one (21) points will constitute a complete game and the first person or team reaching this total will be declared the winner(s) of the semi-finals and/or finals.
4. Scoring:
 - A. A "ringer" = 3 points
 - B. A "leaner" = 2 points
 - C. "Closest shoe" (even touching stake) = 1 point, except if two shoes are closer than either of the opponent's two shoes, then one (1) point for each shoe is awarded.
5. If your opponent tops your "ringer", all points are canceled. A topped "leaner", regardless of height, cancels all points of each shoe.
6. Any "ringer" cancels your opponent's "leaner" or "close to stake".
7. Only one player can score a point or points on each complete throw of the shoes (4 tosses in total, 2 tosses per person/team).
8. For a toss to be legal, shoes must be tossed with both feet even to or behind the stake. One step can be taken during release of the shoe.
9. All shoes, TO BE COUNTED, must hit inside and stay inside the box provided; conversely, shoes hitting outside the box, against the backboard, against the fence or running into the box must be picked up and removed from play.
10. In any case where a dispute occurs or a rule is unclear to either opponent (whether singles or doubles), the CLERK OF THE COURSE will render a decision which shall be final. The decision will consist of one of the following three decisions, if play has begun:
 - A. Decide to allow the point or points as requested by a competitor
 - B. Decide against allowing points as requested by a competitor
 - C. Require either competitors (or teams) to replay one complete throw with those results being final.