

HORSESHOE RULES

ALABAMA SAMBOREE

PLAYING COURTS

1. A court should be on relatively level ground ten (10) feet wide and fifty (50) feet long, with two pitcher's boxes facing each other near opposing ends.
2. The stakes should be placed forty (40) feet apart on the court for men, and thirty (30) feet apart on the court for women. The stakes should be driven into the ground so as to incline about three (3) inches from vertical toward each other and project twelve to fifteen (12-15) inches above the ground.
3. Pitchers boxes (6 feet x 6 feet) shall be marked on the ground and extend three (3) feet on each side, to the rear, and to the front of the stakes.
4. A pitching foul line will be marked ten (10) feet in front of each men's pitcher box to be used by any man who considers himself to be elderly or in any way physically disadvantaged; And one ten (10) feet in front of the women's pitcher box to be used by any woman who considers herself to be elderly or in any way physically disadvantaged – and one 10 feet behind the women's pitcher box for any women preferring to pitch the men's distance. Otherwise the normal pitching foul line is the front of each pitcher box.
5. Each court should be equipped with four (4) playing horseshoes (2 marked different for each player) with equal pitching characteristics -- available from the equipment trailer. (Horseshoe about 7 ½ inches long, 7 inches wide, 2 ½ lbs; with heel calk opening 3 ½ inch)

CONDUCT OF PLAYERS

1. No contestant shall act in any way so as to be distracting to the opponent during his/her play (including cell phone use). Player complaint of any such violation during the inning of play will be refereed by the Game Monitor, with his/her ruling being final. When judged to be in violation, both shoes pitched, or to be pitched, by the offender in the inning complained of will be ruled foul and score no points.
2. No contestant shall walk across to the opposite stake and examine the position of his/her opponent's shoe before making his/her first or final pitch.
3. No contestant shall touch his/her own, or the opponent's, fair pitched shoes before the final score value has been agreed upon. Where there is disagreement the Game Monitor's ruling will be final. Violation of this rule deems both of the offender shoes to be foul, and the opponent's shoes to score the warranted points.
4. Contestants must remain outside and back of the box while opponent pitches.

FOUL SHOES

1. A shoe pitched by a player whose foot "breaks" the pitcher's foul line is foul.
2. A shoe that strikes outside the pitcher's box before entering the box is foul.
3. Foul shoes may be removed from pitcher's box when requested by opponent.
4. A foul shoe shall not be scored.

FIRST PITCH

1. At the beginning of a game, the Game Monitor will give a brief overview of the AL rules and specify whether play will be singles or doubles, consisting of a specific number of innings or a score of 21 points; whichever occurs first.
2. Before the first pitch, the players shall decide who shall pitch first by the toss of a horseshoe or a coin, with the winner having the choice of 1st or 2nd pitch; and thereafter alternating pitch at each end. (Warm up pitches will be specified by the Game Monitor).
3. In play the first pitcher throws both shoes at the opposite stake, while standing behind the foul line; the opponent then does the same. Only after both players complete their pitches do players move to the other end to report the score, before proceeding with the next inning in reverse direction.

5. A shoe striking or resting on any pitcher's box perimeter line is foul.
6. No contestant may touch any played shoe until the scoring value has been agreed upon. Violations will result in offender's shoes being declared foul, and entitling the opponent to the points possible by the relative position of his/her shoes. Any disagreement will be ruled on by the Game Monitor.

OTHER RULES

1. 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. All measurements shall be by a straight edge.
2. Whenever a player knocks his own or opponent's ringer shoe off, such knocked off ringer loses their scoring value.
3. If a player knocks one of his own or his opponent's shoes on from a non-ringer position to a ringer position, the changed shoe has its ringer scoring value credited to its owner.
4. When a thrown shoe moves a shoe, or shoes, already near the stake, all shoes are counted in their new positions.

SCORING RULES

1. A game shall consist of 21 points, or 10 innings, whichever ever occurs first for a game of doubles (4 players). For singles a game would be 21 points, or 20 innings, whichever ever comes first (2 players). When using the innings, the ones with the higher score is the winner; (Monitor may modify number of innings)
2. Each game is divided into innings and each inning constitutes the pitching of four shoes; two shoes pitched by each player.
3. A shoe distance from the stake will be within the width of the "outside-of-a-shoe-heel" to score. Closest shoe to the stake scores one (1) point. Two shoes closer than opponent's scores two (2) points.
4. One ringer scores three (3) points; two ringers scores six (6) points. One ringer and closest shoe of same player scores four (4) points.
5. If a player shall have two ringers and his opponent one, the player having two ringers shall score three (3) points. (Opposing ringers cancelled).
6. All equals count as ties and no points are scored for ties.
7. In case each player has a ringer, the next closest shoe, if within the specified distance to stake, shall score. If each player has a double ringer, both double ringers are cancelled and no points scored.
8. A shoe leaning against the stake in a tilted position scores two (2) points. A shoe lying flat on the ground touching the stake scores only one (1) point.
9. Team winners if playing teams, or single winners if playing singles, shall advance to the next elimination step after only one game is played.
10. In team play there will be two (2) first and two (2) second place winners.

TIME RESTRAINTS

Move the game along in a timely/orderly fashion giving consideration to the number of players and potential time needed for play-offs. Remind players beforehand to be committed to the game through play-offs in the event they are in "winners bracket."

If possible, do not delay play-offs. If necessary due to time, weather, etc. the Game Monitor may devise an alternate fair way to determine first, and second place winners, (such as a 3 inning pitch-off, OR, a coin toss if necessary).