



HORSESHOE LEAGUE

The Mustang Horseshoe League is a recreational organization that was formed to carry out competitive horseshoe play. League Officers and Board Members operate the league, and their responsibilities are to the players of the league.

The league is bound by the Rules and By-Laws set forth by the league members.

In the event that the league disbands, all funds and equipment will be disbursed equally to each member.

Revised May 28, 2026

LEAGUE BY-LAWS

LEAGUE OFFICERS

League officers will consist of the following:

President

Vice-President

Secretary Treasurer

League Officers can make a motion, nomination, or cast a vote during their term of office, only if they are the only person representing their team. If there is a tie in votes of motions, the President will cast a vote to break the tie. Any league member in good standing is eligible to run for league officer, but they must be nominated.

BOARD MEMBERS

Board member will consist of the following:

Team Captains

Team Co-Captains

Board members are selected by team players to represent them at the league meetings They are the spokespeople for the league players.

MEETINGS

Meetings will be held in the following manner:

1. Opening of the meeting
2. Minutes of the last meeting
3. Treasurer's report
4. Communication
5. Old business
6. New business
7. Committee reports
8. Good of the order
9. Announcements
10. Closing of the meeting

A quorum must be present at board meetings to validate a vote. A quorum consists of three (3) board members or designees for regular scheduled meetings or 51% of board members or designees for special meetings.

During the meeting a board member or league officer may request the floor to discuss league policies, but only if it concerns a subject that is being discussed at that time. Any time a board member would like to make a change in league rules, by-laws, or policies concerning the league, he/she may do so by requesting the floor and making a motion on the subject matter. After a motion is made, another board member must second the motion before it becomes a valid motion. A discussion will be held by the league officers and board members prior to casting a vote. Majority vote rules.

ELECTIONS

Nominations and elections will be held annually, at the first meeting of that year, for league officers. All league members in good standing are eligible. Each member that runs for league office must be nominated by a board member. League officers may run for a new term, but a board member must nominate them. If a vacancy occurs during a league officer's term, the President will call for nominations at the next scheduled meeting, and an election will be held.

RESPONSIBILITIES AND DUTIES OF LEAGUE OFFICERS AND BOARD MEMBERS

Presidents:

The President will convene over all league meetings and run them in an orderly manner, and according to the league by-laws.

The President **will** be the spokesperson for the league. He/she will attend all league functions, and represent the league if invited in areas outside of the league.

The President will designate the dates, time, and locations of all league meetings.

The President will be responsible for the operations of the league, and insure that all events and activities are held as planned by the board members.

Vice-President:

The Vice-President will attend all league meetings, and assist the President as requested.

The Vice-President will insure that all board members are seated prior to the start of a league meeting, and inform the President that the meeting is ready to proceed.

The Vice-President will convene over league meetings and/or activities in the absence of the President and act according to league by-laws.

The Vice-President will be responsible for the league committees. He/she will attend all committee meetings and insure that they are run according to league by-laws.

Secretary:

The Secretary will attend all league meetings and record the minutes for the league files.

The Secretary will record the league standings and player stats weekly during the season and insure that each team captain and league President receives a copy.

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The Secretary will keep all files for the league and type any correspondence, if requested by the league.

Treasurer:

The Treasurer will attend all league meetings and present the league budget for filing.

The Treasurer will be responsible for the league funds, record the deposits, withdrawals, and transactions for the league.

League funds will only be spent on league items. Any two (2) officers (Treasurer, President or Vice-President) will sign league checks.

The Treasurer will give the financial report, including the current bank statement, at board meetings. Any board member may make a motion for an audit at any time. The President will select three (3) members to perform the audit.

Board Members:

Board members will attend all league meetings. Board members will make nominations, motions, and cast votes during league meetings concerning the good of the league. Including: rules, by-laws, team rosters, league activities, nominations, and elections of league officers. Only one nomination, motion or vote is permitted per team. If a team board member is not able to attend a meeting, the board member may select a player to act on the team's behalf. A new team is not permitted to vote until their sponsor/entry fee has been paid.

Committees:

Committee Members will be assigned by the league President. They can be any league player in good standing. Committees will be responsible for planning and preparing their assigned duties, and submitting their proposals to the board members for their approval.

League Players:

League membership dues are in effect from the first scheduled game of the season until the day prior to the next year's first scheduled game. Players must be twenty-one (21) years of age or older.

Each league player will respect the home teams liquor laws, and abide by them. Captains will be responsible for enforcing this by-law.

Players will abide by the league rules and by-laws.

League Boundaries:

League boundaries will consist of the following streets, avenues and freeways. A team outside of these boundaries must get permission from the league board members to join the league.

North - Everett
south city limits

South -
Interstate 90

West- Highway 99

East - East Lake Sammamish Road, or five (5) miles east of Redmond.

COMMITTEE DUTIES

Arbitration Committee:

The Arbitration Committee will consist of at least three (3) members. The arbitration committee will be appointed by the league president or vice-president comprised of eligible team captains. The committee will be responsible for recommending changes and/or additions to the league rules and by-laws. Including inspection of the teams horseshoe pits prior to league play.

MUSTANG HORSESHOE LEAGUE RULES

Sponsor Fees:

Each team sponsor will be required to pay a sponsor fee \$400 dollars at the league meeting prior to the beginning of the season which is typically the meeting in the first week of April. If a team does not pay at this meeting, they will not be written into the league schedule for that year

Player's Fee:

Each team will be required to pay a team fee. This is currently \$75.00 per full-time player. A full-time player is anyone that intends to, or, actually plays at least 20 games during the season. A player that has a minimum of 20 games is eligible to play in the post-season playoffs. Each team will pay a minimum of \$600 for Player's Fees.

Teams:

Each team will consist of eight (8) players and they will be split into four (4) - two (2) man squads. Each squad will play one (1) game against each opposing team squad for a total of four (4) games. Each team must have a minimum of six (6) league eligible players to play for all scheduled games, playoff games and postponed games.

Games:

All games will count in the league standings. A total of sixteen (16) games per team
are to be played on the scheduled dates

If a regular scheduled game is postponed by weather or the agreement of both Captains, the postponed game will be made up within fifteen (15) days or if at the end of the season, before the last scheduled game. If a

make-up game is not played, both teams will split eight and eight (8 and 8). Individual players will receive their true average stats.

During any regular or postponed games, both teams must have at least 6 players, ready to start at 6:30 PM. If one of the teams cannot present at least 6 players by 6:30 PM, that team will forfeit all 16 games.

If a team has less than eight (8) and more than six (6) players at a game, they forfeit the games of the missing players. If the opposing team has more than eight (8) players, and wishes to loan the shorthanded team those extra players, it is permissible but not required. The loaned player's wins will count for the "loaned to" team. Individual stats will stay with the "loaned" player.

All weekday games will start at 6:30pm.

Team Captains:

Team Captains are responsible for the conduct of their players. Any player that becomes unruly will be removed from the game by his/her Captain, and that game will be forfeited. Any disputes during the game will be settled by the Team Captains. Each team must designate a Captain and a Co-Captain.

Team Rosters:

An unlimited roster is permitted. Any changes to the team roster are permitted, but the team Captain must notify the league Secretary prior to that team's next scheduled game. Team rosters must be turned into the league Secretary prior to the start of the season.

Prior to each league game, a team roster of eight (8), maximum of twelve (12) will be submitted to the scorekeepers.

Player names on Rosters must include both First and Last names.

Substitutions:

Substitutions can only be made from the team's roster between games, unless there is an emergency. A substituted player can return but only to the squad he/she started in.

A player who has substituted previously may substitute subsequently for any other team, however, must play a combined 12 games for one specific team to qualify with that

team for playoffs. Once a substitute has played 12 games for one team, they will be considered a team-member and may not substitute for another team unless they are loaned during game play. See "Games" section for more information about player loaning prior to regular season game play.

Home Teams:

Both team captains are responsible for turning in the score sheets to the league Secretary. The best way to do it, is to take a picture with your phone and then send via email to Bobbie, send text picture as a last resort. The home team squads **will** remain on the same pits all night and visiting team squads will rotate between pits.

Bobbie's email is: **billbobbie@aol.com**

Preferred game set-up method.

Home Team Takes Pit 1, Away Team Takes Pit 2

Pit 1	Page 1	Game#	Pit 1	Page 2
Home	Away		Home	Away
Team 1	Team 1	1 S	Team 1	Team4
Team 2	Team 2	2 6	Team 2	Team 3
Team 1	Team 3	3 7	Team 1	Team 2
Team 2	Team4	4 8	Team 2	Team 1

Pit 2	Page 1	Game#	Pit 2	Page 2
Team 3	Team 3	1 S	Team 3	Team 2
Team4	Team4	2 6	Team4	Team 1
Team 3	Team 1	3 7	Team 3	Team4
Team4	Team 2	4 8	Team 4	Team 3

Home Teams will provide the horseshoes, and they must be league approved. Home teams must provide a covered area for scorekeepers.

Score Sheets:

Score Sheets should be kept as neat as possible. Enter the player's full name (NO NICKNAMES) and the results from the summary sheet. Team Captains or

Co-Captains must sign the summary sheets to prevent disputes at a later date.

Horseshoes:

Each team must have four (4) pair of Mustang League approved horseshoes per set of pits. Mustang League approved horseshoes are "Thoroughbred Bandits, Diamond Tournaments, and Competitions". They must be in good working condition and must be color-coded prior to each league game. Paint 1 to 2 inches of the tips, minimum.

Players:

- (A) Any player that is warned by league for un-sportsmanlike conduct will be required to sit out two (2) scheduled games and if warned a second time, he/she will be expelled from the league play for the remainder of the year.
- (B) Any player that is warned by the league may appeal to the league board at the next scheduled meeting, or earlier if they deem it necessary.
- (C) Any player that quits during a game will forfeit that game.
- (D) Any player that drops off a team roster may be reinstated to his/her original team or any other team roster if approved by the league Board.
- (E) A player will not distract his/her opponent during their throw at any time.
- (F) At no time will any player of the Mustang Horseshoe League commit the league to any activities, or use the league's name for an individual's own profit, or speak for the league without the express permission of the league. Any player that violates this rule will be handled under player's rule (A).
- (G) During a game, the only person to talk to or visit the scorekeeper is the team Captain/Co-Captain or designee.

Women and Elderly Players:

- (A) Woman Players: Woman may pitch from any place on the extended or full-distance platforms and shall observe the twenty-seven-foot (27') foul line.
- (B) Elder Men (70 Years or Older): Elder men may pitch from any place on either extended or full-distance platforms, and shall observe the twenty-seven-foot (27') foul line.

Scorekeepers:

Each team must provide at least one (1) scorekeeper and co-scorekeeper.

Protests:

Any team that protests a game must submit a letter with fifty (50) dollars to the league President within forty-eight (48) hours from the date of the game in question. The league Board will meet and determine if the protest is considered valid, the league will inform the teams involved of their decision and protest money will be returned to the team that filed the protest. Any protest money that remains with the league will be donated to charity.

Scoring:

- (A) Ringers count as three (3) points. A ringer is declared when the tips pass the steak to allow the touching of both heel caulks simultaneously with a straight edge.
- (B) The shoe nearest to the stake, within horseshoe width, counts as one (1) point. A leaner counts as one (1) point. Ringers and points will be recorded for each player for their individual standings, and only if they score points (NO TOPPERS).
- (C) Any horseshoe that lands outside the pit area and bounces, or hits the pit boards and bounces in, will be removed from the pit area prior to the next throw.
- (D) Any shoe pitched while the pitcher's foot extends beyond the concrete pad will be a foul and not count, but only if the opposing team raises an objection to said foul.
- (E) Any shoe repositioned by an illegal shoe or dead shoe will remain at the new position.
- (F) A shoe that breaks when pitched does not count and another shoe must be pitched in its place.
- (G) The first team to reach twenty-one (21) wins the game.
- (H) Players who sit out for an extended period, such as back-to-back games or the first half will get complimentary warm up shoes. (down and back).
- (I) The use of hooks is permitted, but do not remove shoes before both team players have seen them.
- (J) Shoes are to be thrown from the "Pads", not the sand.
- (K) All players throw from behind the same "foul line".

Team Standings:

At the end of the regular season, team standings are ranked by Win/Loss record. In the event of a tie, Head to Head games during the season will determine the higher rank. If a tie still exists, "Total Points" will determine the higher rank. If a tie still exists, "Total Ringers" will determine the higher rank.

Trophies:

Trophies will be awarded to the player that had the most points and ringers. The team Captains will submit a list to the league Secretary for team trophies. The team that wins the championship at the end of the season will receive the league trophy to be kept by their team sponsor for one (1) year. Additional trophies and/or awards will be decided by the Board prior to the start of the new season.

Sponsor trophies will be given to the first, second and third place year-end teams. Trophies will be given to scorekeepers of the first, second and third place teams

in the Play-Offs.

Play-Off Games:

The top 6 teams at the end of the regular season will advance to the playoffs. For the 2024 season, the playoffs location will be at Just Left. For the following years, the playoffs location will be as follows:
2026: Just Left.

General Game and Eligibility

First round Playoff Games will play a race to (7) wins. First round starts at 10:30 AM sharp. All subsequent rounds of the Play-Off games will be sixteen (16) games, or until one team has reached nine (9) wins. If there is a tie after 16 games, the teams will play one tie-breaker game. Captains will select two players of their choice to play in the tie-breaker game.

A player must have 20 games within a regular season to be eligible for playoffs, NO EXCEPTIONS. A maximum of one new player will be allowed per team after mid-season.

There will be no "loaned" players for play-off games.

Division Play-Off

Format Round 1:

Teams #1 and #2 have a bye

Team #3 plays team #6

Team #4 plays team #5

The losers of #3 vs. #6 and of #4 vs. #5 are out.

Round 2:

The winner of #3 vs. #6 will play team #2

The winner of #4 vs. #5 will play team #1

Round 3:

The winners of Round 2 will play each other for 1st and 2nd place.

The losers of Round 2 will play each other for 3rd and 4th place.

If there are 3 teams in the play-offs, the format is as

follows: Round 1:

Team #1 will have a bye

Team #2 will play team #3 for 3rd place.

Round 2;
The winner of Round 1 will play team #1 for 1st and 2nd place.