

## Mustang Horseshoes Rules and Etiquette

- 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.

### Scoring:

- A) Ringers count as three (3) points. A ringer is declared when the tips pass the stake 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. If the shoe hits any of the side rails, that shoe is pulled.
- 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 this foul.
- E) Any shoe repositioned by an illegal or deal 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 21 points wins the game.
- H) Players that sit out for an extended period of time, such as back-to-back games, or the first half will get 4 complimentary warm-up shoes (down and back).
- I) Shoes are to be thrown from concrete pads, and not the sand.

### Etiquette:

- A) The color of the shoe is determined between both players before the game begins. Signal your teammate which color you are playing, so he/she knows.
- B) At the beginning of the game the home team player will flip the shoe to determine who goes first. The visiting team member will call "up" or caulks up or "down" caulks down before the flip. If you called it correctly, you go first, otherwise the person flipping goes first.
- C) When throwing with an adjacent player ready to throw next to you, it's always good to let them throw first (or upon agreement on who throws first). Some people don't care, but some are distracted when you both throw at the same time. (Same as bowling...)
- D) DO NOT touch shoes in pit while figuring out the score. You can brush sand away, or dig around the shoe. Do not move shoes until score is agreed upon by both players.
- E) After score is determined, and your teammate scored, look to the scorekeeper (sitting at the side of the playing area) and yell the name of your teammate, and the points scored. For example, "George, 2 points". Make sure the scorekeeper sees/hears you. Also make sure the players at the scoreboard on your pits know who threw what points.
- F) Do not stand behind the pins; it can be distracting to the opposite thrower.
- G) Do not walk behind a player that is throwing; wait until he/she is done.
- H) At the location of the scoreboard, either player can move the markers to the new score position.