



# **SPEEDWAY HORSESHOE LEAGUES Rules**



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### **1. LEAGUE MEMBERSHIP**

1. Registering includes declaring a team and a pitching distance. A person can also choose to only register as a "Sub".
2. Each Individual League has a nightly fee of \$5.00 per pitcher. The Team Captain is responsible for collecting the money and turning it in. It is asked that pitchers pay for the entire league by the first night.

### **2. HANDICAPPING**

1. All players will establish a new handicap at the beginning of the league, or on their first night of pitching. When a player pitches in more than one **Individual League** a new handicap will be established for each league during the first night that the pitcher pitches.
2. The handicap established and used for the first night of pitching will be used for the second night that the player pitches. That handicap will change after each night of pitching based on the pitchers scores.
3. The handicap will be based upon a player's average for their first three games. If the first league night of pitching is shortened to two games due to weather concerns the first week's average will be based upon the two games completed.

### **3. A LEGAL TEAM**

1. Two pitcher teams shall consist of no less than one person and no more than 4 people and all team members need to be listed on that **Individual League's** team roster.
2. At least one team member of a two-pitcher team must participate on every night

of that **Individual League** to constitute a “Legal Team”.

3. Subs and/or Blinds must be used to complete a team when the full number of pitchers are not present.
4. Each team must have an assigned team captain. It is the team captain’s responsibility to obtain subs as needed.

#### **4. A LEGAL SUB**

1. A team member can be used as a sub on another team, but they cannot pitch against their own team.
2. When a non-team member is first performing as a Sub, they must be recorded with the Assistant Secretary so that they can be entered onto that **Individual League’s** roster.
3. Members on a team roster must pitch for their team at least once before they can sub on another team.

#### **5. BLIND SCORES**

1. A team that is missing a pitcher will have one pitcher pitch on both courts. Before the game begins the pitcher will designate which court will count as their score and which shall be designated as the BLIND score. The BLIND will be assigned the same handicap as its “pitching partner”. A score reduction will be imposed of minus 8 points for 40 shoe games. This reduction will be taken away from the BLIND handicap before the game begins.
2. A team may use one BLIND teammate per night.

#### **6. POSITION NIGHTS**

1. Legal subs or members of another team can be used on Position nights.
2. To be eligible for the mid-season Position night (if there is one) the sub or team member must have previously pitched at least one night.
3. To be eligible for the end-of-season Position night (if there is one) the sub or team member must have previously pitched at least two nights for an eight-week league.

#### **7. FAILURE TO FIELD A LEGAL TEAM**

1. If a “Legal Team” is not fielded by 15 minutes past the designated start time, the

team default for the game(s). The defaulting team will receive 0 points for each defaulted game. The opposing legal team must pitch the game(s) against the calculated average game score for the defaulting team minus 16 points.

2. In the event a default occurs in week 1 of the season, the team numbers rather than position standing, will be used to identify the team from which the scores will be obtained.
3. If the defaulting team's member(s) arrives after 15 minutes past the designated start time and before the opposing team starts the second game, they can participate in the 2nd & 3rd game competitions.
4. If both teams cannot field "Legal Teams" by 15 minutes past the designated start time, the three games for this match will all be defaulted. No points will be awarded to either team. **At the League President's discretion teams may coordinate a time before the scheduled night to throw. They must then turn in their score sheet to the League President and points will be awarded.**

## 8. CANCELLATIONS

1. Cancellations will be called for game time if there is rain or a 100+ degree heat index. The league's President, or the next highest officer present, shall decide when a cancellation shall be declared. That decision will be made no later than 5:00 pm and all captains will be contacted. Captains will then contact their teammates.
2. For a night to be declared official, 2 games must be completed by all teams. If any team(s) has not completed the two games at the termination of pitching on any given night, it will be declared incomplete.
3. If the two-game requirement is met, team points will be allotted only for the 2 games pitched. The third game's points (if any) will be omitted.
4. During the regular season if the night is cancelled that scheduled night moves to the next week. If the scheduled night is cancelled again, it will be dropped from the league.
5. If a cancellation occurs on the last night of the season (the final position night) the contests will be rescheduled for the following week. If a second cancellation occurs the position night contests may be rescheduled at the discretion of the League President and the Team Captains.

## 9. TEAM AWARDS

1. The League Champion shall be the team who scores the most match points during that **Individual League**.

2. In the event of a tie for first place or second place, there will be a one game playoff the same night. The winner will be the team that has the highest total score, including handicaps.
3. A player must pitch 25% of the total possible games to qualify for a team award. For extenuating circumstances, the 25% qualification may be reduced, at the discretion of the League President.
4. A team captain can receive a team award without completing the 25% requirement.
5. If money payouts will be given for 1<sup>st</sup> and 2<sup>nd</sup> place in a league, the formula to determine the **total** amount of payouts for that **Individual League** is as follows:  
**Total of all dues collected multiplied by 20%.**  
Example: All dues collected was \$600.00 multiplied by 20% = \$120.00 total of payouts.

## **10. INDIVIDUAL AWARDS**

1. A player must pitch 25% of the total possible games to qualify for any individual award.
2. High handicap games pitched before completing 25% of the total possible games do not qualify for individual awards.
3. High actual games pitched before completing 25% of the total possible games will become eligible once the player completes 25% of the total possible games.
4. There will be separate categories for high actual awards for the 30-feet and the 40-feet pitchers and high handicap awards for 30-feet and the 40-feet pitchers.
5. A player can receive only one award from the four major individual award groups below. Listed in priority of importance are the following awards: High Actual Series, High Actual Game, High Handicap Series, and High Handicap Game.
6. Subs can receive individual awards if they qualify by the 25% of the total possible games rule.

## **11. PITCHING DISTANCE**

1. Men's pitching distance shall be forty (40) feet between stakes. The foul line shall be marked at thirty-seven (37) feet.
2. Women, juniors (age 17 and younger), seniors (age 65 or older), and pitchers

that have a disability shall have a minimum pitching distance of thirty (30) feet. The foul line shall be marked at twenty-seven (27) feet.

3. If a pitcher changes their pitching distance, a **distance declaration** must be obtained, and a new handicap must be established-for that distance.
4. The minimum distance for all contestants to stand right or left of the stake is 18 inches and no more than 36 inches.

## **12. FOUL LINES**

1. Foul lines surrounding the pitchers' box shall be clearly defined. When delivering the shoe, the pitcher shall stand within the pitcher's box. Foul shoes shall be removed from the opposite pitcher box.
2. A player's foot must not make contact with the foul line nor the ground past it before the shoe leaves their line hand.
3. A shoe striking outside the opposite pitching box before landing in the pit is a foul shoe.

## **13. RULES OF CONDUCT**

1. No contestant, while their opponent is in pitching position, shall make any remark or utter any sounds within hearing of opponent, nor make any movement that might interfere with the opponents playing.
2. No alcoholic beverages on or around the courts (Speedway Park Rules).
3. A player, when not pitching, must remain on the opposite side of the stake as to the player in action and eighteen inches to the rear of line even with the stake.
4. No contestant shall walk to the opposite stake until each contestant has pitched two shoes completing the inning.
5. No contestant shall touch their own or their opponent's shoes until points has been agreed upon or declared by an official if necessary.
6. Any player repeatedly violating rules or guilty of unsportsmanlike conduct may be barred from further participation in the contest at the discretion of the League President.

## **14. SCORING AND PLAYING**

1. A regulation game is divided into twenty innings and each inning constitutes the pitching of two shoes by each contestant: For a total of forty (40) shoes.
2. Choice of first pitch shall be determined by the toss of a coin or horseshoe for each game. Remaining innings shall be alternated.
3. A shoe must be within six inches of the stake to score. A leaning shoe has no extra value over a shoe that is within six inches of the stake. Each shall be scored as one point.
4. Definition of a Ringer - A ringer is declared when a shoe encircles the stake sufficiently to allow the touching of both heel caulks simultaneously with a straight edge. A ringer shall be scored as three points.
5. After each contestant has thrown two shoes, the points shall be scored for all fair shoes where they lay, even though they may have been hit by another shoe.
6. When calling out the score the contestant's name which is on top of the scoreboard is always called first.
7. Broken Shoes: if a shoe lands in fair territory and breaks into separate parts, the broken shoe shall be removed, and the contestant allowed to pitch another shoe.
8. Measurements to determine points won shall be made with a 6" measuring stick and/or a straight edge.

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