



Horseshoe Tournament Rules & Scoring

Cancellation Scoring – the ringers of one contestant cancel the ringers of the opponent. Note: only one contestant can score in each inning.

Rule 1: Ringers are awarded 3 points. To qualify as a ringer, a straight edge must be able to touch both points of the horseshoe.

Rule 2: If nobody scores a ringer, the closest horseshoe to the stake scores one point. This includes “leaners,” or horseshoes touching the stake but not qualified as a ringer. The horseshoe does not have to lean to qualify as a leaner, and the points remain the same no matter how close the leaner is as compared to another leaner. One leaner by each team would cancel each other out.

Rule 3: Give two points to the player who threw both horseshoes closer to the stake than his or her opponent’s.

Rule 4: For the “closest to the stake” points, horseshoes must be within 6 inches of the stake to qualify. (length of the horseshoe)

Rule 5: Cancellation rules: The twist in the game of horseshoes is the ability to cancel out your opponent’s points, allowing for strategy within the game. If one player scores a ringer, the points will be cancelled if the opposing player tops it with another ringer during the same turn. The same rule applies for all other equal plays during the course of one turn. For instance, if both players throw a ringer and a leaner, no points are awarded. If one player throws two ringers, and the other player throws one, the player with two ringers gets three points for that turn.

Rule 6: If a player scores one ringer and has the closest horseshoe with his remaining play, the player gets points for both.

Scoring: *Games are to 11 points.* Winner will be awarded 2 extra points for a total of 13. The loser will be awarded the points they scored to be counted towards their round robin total. I.E. Score is 11-7, winner gets 13, and loser gets 7. Top 16 teams will go through to the second round (Single elimination). Winner from each court automatically goes through. Last 6 teams to go through will be decided based on highest score. In case of a tie on those 6 teams: then a single pitch (by each player) playoff will occur to determine the team to advance.

Round Robin: You have one court. Two teams should always be playing and the other 3 teams should rotate officiating/keeping score.

Single Elimination Rounds: Follow same rules as above

General Rules: To determine which team pitches first please use the “rock, paper, scissors” methodology. After that, the player who goes first is the one player that most recently scored.

Each player shall throw all their shoes before the opponent on their side throws. Then the remaining players (pitching from the other cornhole platform) continue in the same manner until all four horseshoes are delivered and the inning completed.

One contestant from each team shall be at each end of the court. When contestants are pitching their shoes, the contestants at the other end shall be well behind & to the side of pitcher's box (for their own safety).