



SATURDAY, SEPTEMBER 27
5:30-9:30 P.M.
PAUL MASON SPORTSPLEX

HORSESHOE TOURNAMENT

Rules & General Information

How to Participate (Registration & Eligibility)

1. Submit Horseshoe Tournament Registration form by August 18, 2014
 - a. Horseshoe Tournament is limited to 16 teams
 - b. Entries will be accepted on a first come, first served basis
2. Pay Horseshoe Tournament Registration fee of \$20.00
 - a. Make checks payable to: City of Casa Grande
3. The tournament is open to all ages; participants under the age of 18 must provide a release form signed by their parent/guardian

Tournament Play

1. The tournament is a double elimination tournament
2. Brackets will be distributed to teams with listed game times two-weeks prior to the tournament
3. All teams will play their first game at 6:00 p.m. Teams are responsible for checking with staff for games to follow.
4. The tournament officials will make an announcement when it is time for the tournament to begin.
5. The blow horn shall signify the beginning/end of each game.
6. The team listed first in each match-up will pitch first; the team receiving first will have choice of side
7. A game will continue until whichever of the following comes first:
 - a. A team scores 15 points, using standard rules and scoring
 - b. Playing time of 15 minutes elapses
8. The team ahead by one point or more at the time of termination will be considered the winner.

Forfeits/Disqualifications

1. Teams not on-site at the start of their designated game time will forfeit.
2. Disqualification shall be at the discretion of the tournament officials; their decisions shall be final and without appeal.

General Rules of Play

1. **Delivery:** The contestant pitching first shall deliver both shoes (one at a time) and then the other contestant shall deliver both shoes (one at a time). A contestant may deliver the shoes from either the left or right pitching platform, but in any one inning, both shoes must be delivered from the same platform. A contestant shall pitch the entire tournament with the same hand/arm, except in the case of a medical emergency (to be determined by the tournament officials). Contestants must release a shoe with both feet behind the penalty line. Any throw in which the contestants foot crosses the penalty line will be ruled a "foul shoe" and will not count towards scoring.
2. **Pitched shoes:** After all shoes for the inning have been pitched, they are either considered to be "live shoes" or "dead shoes" and may then be scored accordingly.
3. **Live Shoe:** Refers to any shoe that has been pitched in compliance with the rules of the game and that comes to rest within the pit area.
4. **Dead Shoe:** Another term for a foul shoe that was delivered in non-compliance with one of the rules of the game. This term may also refer to a ringer that has been "cancelled" by an opponent's ringer.
5. **Shoe out of Count:** A shoe that comes to rest more than six inches (6") from the stake is a shoe "out of count" and has no scoring value. A foul shoe is also considered to be a shoe that is out of count, no matter where it comes to rest.



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Rules & General Information (cont'd)

Scoring

1. Teams shall call their own points
2. Score cards will be turned in to tournament officials at the end of each game
3. Tournament officials shall serve as the final word should any disputes arise

Points

1. **Ringers:** A ringer is a *live* shoe that comes to rest while encircling the stake. A straightedge touching either the points or any part of the heel calks of the shoe must clear (not touch) the stake in order to be declared a ringer. A ringer has a value of three (3) points.
2. **Points:** A *live* shoe that is not a ringer, but comes to rest six inches (6") or closer to the stake, has a value of one (1) point. This includes a "leaner".
3. **Cancellation Scoring:** In cancellation scoring, the ringers of one contestant *cancel* the ringers of the opponent. Cancelled ringers are also referred to as "dead" ringers. **Note:** only *one* contestant can score in each inning.
4. **Ringer Point Values:** The ringer(s) of one contestant cancel the ringer(s) of the opponent. Any cancelled ringer scores zero (0) points. Any un-cancelled (live) ringer scores three (3) points.
5. **Shoes In Count** – A shoe six (6") inches or closer to the stake is "in count" and shall score one (1) point under the following conditions:
 - a. If there are two (2) cancelled (dead) ringers and no live ringer, the closest shoe to the stake, which is in count, shall score one (1) point.
 - b. If there are no ringers, the closest shoe in count shall score one (1) point. If the other shoe of the same contestant is the second closest shoe in count, it shall also score one (1) point.
 - c. If there is one un-cancelled (live) ringer and if the other shoe, of the scoring contestant, is the closest incount shoe to the stake, it shall score one (1) point (a total of four (4) points).

Waiver/Disclaimer

1. In consideration for the right to participate in the "Viva Grande Horseshoe Tournament", the participant agrees to indemnify and hold harmless the City of Casa Grande, its promoters, sponsors, property owners and anyone else connected to this event from and against all liability of loss that the participant and guests may sustain or incur as a result of claims, demands, or judgments from all participants involved.
2. The City of Casa Grande reserves the right to disqualify any participant for violation of these rules.
3. Any situation that occurs that is not covered in the Rules of Play will be left to the discretion of the Tournament officials.

For More Information:

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City of
Casa Grande

Mail or drop off entry form to:

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