Eligibility/Registration

- All players must present wildcards when registering to participate.
- Each participant must have registered and submitted a waiver and entry fee ($10) by the deadline.
- Undergraduate and graduate students, faculty and staff are eligible to participate.
- There will be a Men’s, Women’s and Co-ed Division.
- Participants will progress through a weekend long tournament with final placing determined by progression through the bracket. Participant placing will be factored toward final Yard Game Olympics standings.

General Information

Play consists of four players divided into opposing teams of two. Members of the same team (partners) stand at opposite goals. This simply means partners stand at opposite ends of the field of play. Partners will alternate throwing horseshoes by round.

Gameplay

Simply put, horseshoes involves two opposite playing pits with a stake in each. Players toss horseshoes from one stake pit to the opposite stake in an attempt to get a “ringer” – a horseshoe landing around the stake. Normally two players play against each other, but doubles are also possible. A turn consists of each player throwing their two horseshoes at the same stake by turn, tabulating the score, then pitching to the opposite stake. One player throws both of his horseshoes while the opposing player keeps a polite distance. Fewer points are given if the horseshoe leans on the stake or is close, and points can also be cancelled out for various reasons.

Horseshoe Rules

Aside from a few common-sense rules about standing apart for the pitch (to keep everyone safe), and being polite not to talk or make rude exclamations during a service, the rules are all about points. Keeping score can be a little confusing at first, but, to keep it all straight, have these rules handy when you first begin.

- 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.

- 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.

- 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.
Rule 7: The game will consist of a best of three rounds of 15 minutes played to 21 points. If at the end of the 15 minute round a score of 21 has not been reached then whatever team is winning will be designated winner of that round. If there is a tie at the end of the 15 minute round, there will be a 2 minute overtime period to determine a winner with both teams getting an equal number of opportunities to score, and the winner being whichever team scores first. If a winner is determined after two rounds, a third exhibition round may be played by participants.