#YEGCORPCHALL HORSESHOES RULES

YOUR BEST EVER EVENT HAPPENS HERE.

TEAM ROSTER (4 players + 2 alternates)
Your team roster will consist of a minimum 4 players
You may register up to 2 alternates

FORMAT
Companies provide 2 teams.
A team consists of 2 players.
Each two-person team will play one of the 2 games within the match.
The announcer will announce the start of each match, as well as signaling the 5-minute warning to complete the current games.
A coin toss determines who pitches first.
The doubles game has one player at one stake and their partner at the other stake.
One team competes as a unit against their opponent’s team, so no walking is required.
Each player pitches two consecutive horseshoes at the opposite stake, tallies the score and the other two players repeat the sequence of throwing (this constitutes one “frame”).
Five (5) frames equal one game.
A total of 10 shoes per person/20 shoes per team per game (see rule #4).
The points scored by one player and his partners are added together against the total accumulated by the other pair of partners.
Game goes to the highest accumulated score after 20 shoes per team are tossed.

TIME LIMIT
There is a thirty (30) minute time limit for all matches.

REGISTRATION
NO ID - NO PLAY - NO EXCEPTIONS!!
Team Captains (or designate) will be responsible for bringing completed team rosters to the registration area with the minimum team required for your division. Roster & Registration information will be included in the Schedule Book distributed in May.
Team Captains are responsible to see that each athlete registers with photo ID and proof of employment (i.e. Human Resource letter or Pay stub). It is the responsibility of each participant to have the proper ID. Business cards are not accepted!!
Players must register at the event together as a minimum 4-person team.
Once 6 players have registered at the event, no additional players or substitutes may register.
RULES

Practicing is allowed until 15 minutes prior to the start of the event.
Teams on a “bye” will be allowed to practice for 15 minutes on the pit they were assigned.
The game of horseshoes is essentially an accuracy game in which the players toss objects in
the form of horseshoes at a target in the form of an iron stake.
Equipment for the game is minimal: two stakes are secured in the ground 40 feet apart and
each player is given two horseshoes to toss.
Each stake is placed in the centre of an area six feet square called the "Pitcher's Box".
Men toss a distance of 40 feet while women pitch at 30 feet.
The object of the game is to pitch the horseshoe so that it comes to rest encircling the stake (a
"ringer") or comes to rest as close to the stake as possible.
Team A plays the first game, Team B plays the second game; all four play the last game if tied
to determine the winner of the match.
The 1-inch diameter iron stakes will protrude approximately 14 inches above the ground.
Each player will throw ten (10) shoes.
A game will consists of 20 shoes being thrown per team – except in the tie breaker game, if
required (see Tie Breaker – Match Rule).
A player must pitch each shoe from inside the outer edges, or "foul lines" of the pitcher's box
and at least 18 inches from the stake.
The foul lines will be clearly marked and not subject to interpretation. Stepping over the foul
line during delivery of the shoe in any way is a foul pitch and no score will be counted.
A player must stand at the rear of the pitcher's box while his/her opponent is delivering his/her
shoes and must not talk or make distracting noises.
A player violating Rule #15 loses the value of both shoes pitched in that frame.
A player cannot walk to the opposite end of the court until both players have pitched their
shoes in a frame.
A shoe which first strikes the ground outside the pitcher's box or on the hard surface of the
pitching platforms and then bounces into scoring distance does not count in the scoring. This
shoe is removed immediately. If this shoe caused any shoe(s) already in the pit to be moved,
the moved shoe(s) remain in the position now occupied.
A shoe, which breaks when pitched, does not count and another shoe must be pitched in its
place.
Shoes must not be moved until the score of that frame is tallied and should not be moved
except in the process of measuring to determine the score. SHOES FOR THE EVENT WILL
BE PROVIDED. Teams will NOT be allowed to use their own shoes.

SCORING

Officials are available if required for measurements and/or verification.
A “ringer” is a shoe that encircles the stake in such a way that a straight edge can be laid across
the open end of the shoes touching both prongs without touching the stake.
A shoe leaning against the stake has the same value as one touching the stake but laying on the
ground. When each player of opposing teams throws a "ringer," or when each player of opposing
teams throws two "ringers" in a frame, the ringers are regarded as ties and cancel each other. Shoes, of opposing players, which are equal distance from the stake in the same frame, are regarded as ties and cancel each other; the next closest shoe scores one point providing it is within width of the horseshoe (6") to the stake.

Shoes must be within width of the horseshoe (6") of the stake to count in the scoring. The player who scores in a frame pitches first in the next frame. If no points are scored in a frame, the player who pitched last in that frame pitches first in the next frame.

Values:
1 point = Horseshoe is within width of the horseshoe (6") of the stake and closer than any opponent's shoes
1 point = Both players have ringers - one player's remaining shoe is closer to stake than opponent's remaining shoe and is within width of the horseshoe (6") of the stake
2 points = Both horseshoes of one player are within width of the horseshoe (6") of stake and closer than either shoe of the opponent
3 points = Player scores ringer, opponent does not have a ringer in that frame
3 points = Player scores two ringers while opponent scores one ringer. (First ringers cancel other)
4 points = One shoe is a ringer while remaining shoe is within width of the horseshoe (6") of stake and is closer than either opponent's shoes
6 points = Both shoes of one player are ringers while neither of opponent's shoes are ringers

TIE BREAKERS:
GAME
In the case of a tie at the completion of any game, each team will choose any one player from the tied game to toss a single shoe. Closest to the stake wins, providing it is a legal throw and eligible to be counted (See Rules).

MATCH
If after the first two games, each team wins one game, a third game will be played to complete the match. This match tie-breaker, with all four players from each team competing, will be played using the following format: One (1) shoe only will be thrown by each player, with two (2) ends comprising the game (total of four (4) shoes per team). All four players will be throwing. A coin toss will determine which team throws first. If after the eight (8) shoes, this game is still tied, the tie breaker for a game will be used to break the tie (single shoe).

POOL PLAY
In the event that there is a tie after pool play, the team that advances to the medal round is the team with the best record against the other team(s) involved in the tie. Example: With four teams in a pool:
A vs. B, A Wins match
A vs. C, A Wins match
A vs. D, D Wins match
C vs. D, C Wins match
B vs. D, B Wins match
B vs. C, C Wins match
In this case both teams A and C win two matches while B and D win one. In the game between team A and team C, team A won over team C so team A advances out of the pool. If there is a three way tie where the records of the teams do not determine an outcome we will use a formula of Total Games Won / Total Games Won + Total Games Lost with best average (percentage) advancing to the medal round. If a tie still exists we will use a formula of Total Points For / Total Points For and Against with best average (percentage) advancing to the medal round. Only teams in the tie will be included in the calculations.

TEAM CANCELLATION / NO SHOW PENALTY
Cancellations must be in writing either emailed or faxed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

CANCELLATION: (Within 48 hours of your event start time)
Teams that provide written notification (by email or fax) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)
A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

MISSING A MATCH:
A company missing two (2) matches throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE match, please call the Corporate Challenge office with at least 24 hours notice so that, out of courtesy, we can inform the challenging team.