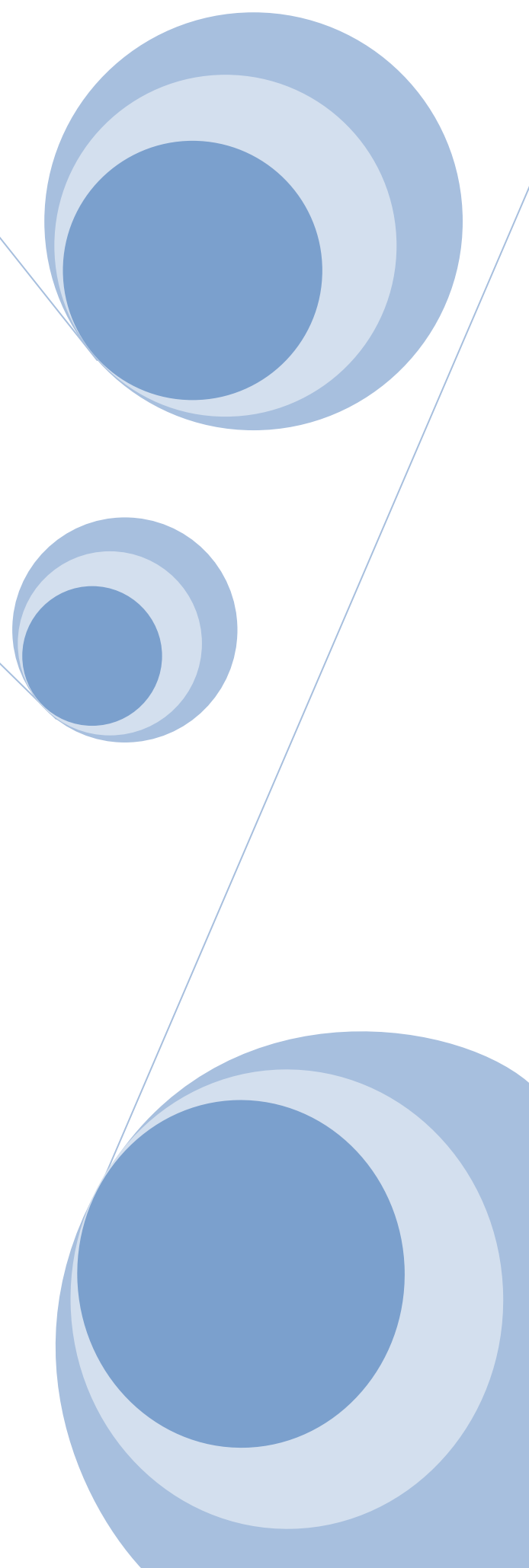




# **Garden State Men's Horseshoe League**

Rules and Regulations

February 2009



# Rules & Regulations

**See 2009 Changes: Section D-3 (Stake diameter and height)  
Section L-8 (Match Point Penalties)  
Sections L-3 (Statistician penalties)**

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**Section A**

**HANDICAP PLAYING RULES & PROCEDURES**

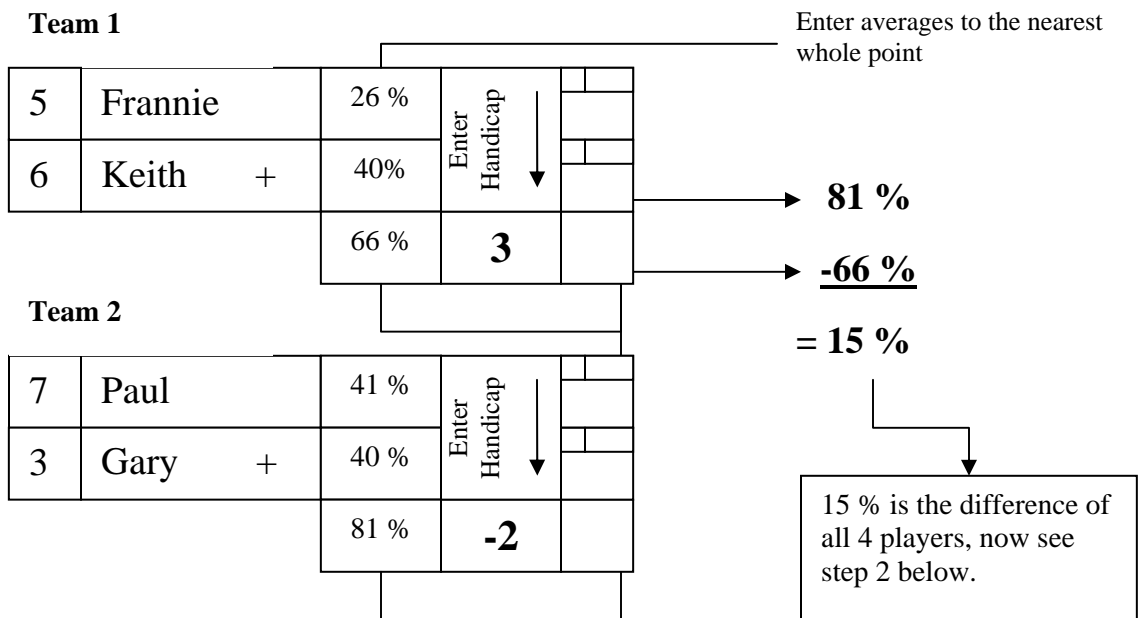
**In-Game Handicapping**

**This handicap is based on a simple formula which is as follows:**

**Step 1:**

Team 1 Total Percent (add the percentages of both players that are to play)  
 - Team 2 Total Percent (add the percentages of both players that are to play)  
 = ? The difference in percentages

**Example:** Sample score sheet



**Step 2: Check the chart on the score sheet for the appropriate handicap and enter it in the correct box. (See chart below)**

Diff.	Low %	High %
0-5 %	= 0 pts.	& 0 pts
6-10 %	= 3 pts.	& 0 pts
→ 11-15 %	= 3 pts.	& -2 pts
16-21 %	= 3 pts.	& -4 pts
22-26 %	= 5 pts.	& -4 pts
27 % and up	5 pts.	& -6 pts

15% falls in the 11-15% bracket so Team 1 will receive 3 pts and Team 2 will receive negative 2 pts (-2) which equals 5 pts overall handicap, So the lower percent team is starting the game 5 pts ahead of the higher percent team.

**Section A** (continued)

**In-Game Handicapping Rules**

1. A **Maximum** of 11 points will be given. A **positive 5 to the low % team and a negative 6 to the high % team.**

2. Regular Garden state league match point scoring applies

3. Player averages are to be entered to the nearest whole number.

**Example** Below .5% round down, above .5% round up (36.3 = 36, 36.7 = 37)

4. Ringer averages from the end of the **previous year** will be used for each players first 72 shoes, including individuals starting at roster change (with new player exceptions; see rule 5), the next match after 72 shoes thrown is reached; current ringer averages will be used for the remainder of the regular season.

5. **New Players** with unknown ringer averages will use a **Default Handicap Ringer Average** for the first match, after which the handicap average will be changed for the individual for the second match using current results.

**Note:** The **Default handicap average** will be the total league average from the previous year. (Which is 23% for 2006),

6. **End of season** averages will be used through the play-offs for handicapping.

7. If a Master and or Consolidated sheet(s) is not turned in on time, regular GSMHL fines and penalties apply. The averages from the previous week will be used for the next match.

8. Each team captain will be required to bring a copy of their list of player averages **And their opponent's list** which will be made available to all teams, either by email or the firstlon.com website.

9. Home teams will now place players on the pits second. (The home field advantage)

10. 12 games are official.

11. A match that is official will use the match point totals from the point at which the match was stopped.

**Section B**

**Franchise and Roster**

1. Annual franchise fee of One Hundred Twenty Five dollars (non-refundable) will be required to enter the Garden State Horseshoe League. Entering deadline will be closed at the regular January meeting.

2. All teams must declare their home field sites for the upcoming season by the January meeting, any team that requires a change after that meeting may cause a conflict in the schedule. If this happens rather than revise the entire schedule, just the 1 teams schedule will be revised which may result in more or less home/away matches and/or matches played at a neutral site.

3. Rosters can be revised up to the May meeting, (final roster change), any team adding or changing a player must notify the league statistician by phone and by noting the change of players on the consolidated sheet. Captains must also notify the opposing team captain before the start of the match. (up to the start of the match). No roster changes can be made after the start of the match **NO EXCEPTIONS**. Any player added to a roster will remain on the roster the entire season and any player removed from a roster will remain off the entire season. Any player added to a roster during this grace period (from start of season to final roster change) must qualify under the full season requirements for post season play (play-offs) and post season awards. No player can be on more than 1 roster at a time during the entire season.
4. Each player will have a number given to them by the team captain. The team captain will submit these to the league. There will be no changes or substitutions unless done by the league statistician, which in turn will notify the league.
5. NON-game related fines are a standard \$20.00.
6. Team names will be submitted to the League with the rosters.
7. All new teams require a one-time \$60.00 deposit for horseshoes (3 sets), refundable when the team disbands and the shoes are returned.
8. Any player who throws a shoe for a team in an official GSMHL match is no longer eligible to play for any other team in the league until the following season.
9. A team may not play at a bar that kicked out another team until the following season.

## Section C

### General Playing Rules

1. Eighteen (18) games equal one match
2. Home team will shoot 1st and decide which player is to throw the first shoe at all matches to begin game.
3. No one (1) man can play more than four (4) games in one given match.
4. Two or three players equal one set. Sets cannot be split once a match has started. (Emergency conditions approved by opposing captains.)
5. **Visiting** team then puts their sets on the pits **First**, then Home team puts their sets on the pits;. Home team should have all advantages if home and away teams cannot agree on an issue of pit conditions.
6. Each player can throw two (2) warm-up shoes before each game. NO practicing on game pits during the match, except on the practice pit provided.
7. Two players, (set), cannot play same two players a second time during the Match except Game 18 - (See Section J2).
8. A team is officially on the pits when they throw their practice shoes (all four (4) players).

9. Scoring points will be applied by the following:

**Game won by:**

**2-3** pts is scored 1 point

**4-7** pts is scored 2 points

**8-12** pts is scored 3 points

**13-17** pts is scored 4 points

**18 or more** pts is scored 5 points

\*21-0 and 21 or more points to 0 are shutout games and scored 6 points

Games must be won by 2 or more points.

10. No Match can end in a tie (See section J)

11. Starting time of games will be 1:30 PM on Sundays, and 7:00 PM on Wednesdays - ALL GAMES ARE REQUESTED TO START ON TIME.

12. All matches must be completed, unless prevented by Acts of God.

13. The season schedule will be set up by the League Officers.

14. All problems that occur on the playing field that cannot be resolved by the Captains will be brought before the League Board of Governors. (NO game will be canceled or short-lived due to any disagreements).

15. Any player may measure for a ringer: One from each team.

16. NO player may participate in any other activity during an official horseshoe match.

17. A player's foot may butt the inside of the foul board and not touch the top while delivering the shoe, otherwise a foul will be called and the shoe will be canceled.

18. Players 65 years old and up may pitch between 30 to 40 feet. They cannot pitch in pit # 2, **and must only shoot on outside lanes for their safety..** Distance must be declared and not changed during match.

19. Teams must play when scheduled to play, the only exception will be an Act of God.

20. Forty-five (45) minutes before each match **NO PRACTICE GAMES** should be played on the pits. Each team shall be given a half the courts to practice on by this time. All pre-game practice shall be done by 6:45 PM and home team must take the next 10 minutes to prepare the pits for the match. Teams then have until 7:00 PM to put men on the pits. This is to avoid late starts.

21. Teams have five (5) minutes to put players on the pits (Please be patient with this 5 min time limit as the new handicap has slowed this process). One exception is the 18th game, after five (5) minutes they may practice on game pits only if other team players are still NOT determined.

22. Players in the pit or team Captains only can call fouls from incoming shoes (includes Co-Captains and Alternate Co-Captains).

23. All game related fines shall be six (6) match points.

24. Foot fouls shall be called by Captains (Co-Captains or Alternate Co-Captains) when Captain is not available.

25. The league will keep statistics on Ringer percentage for each player **ONLY**. Shoes then must be recorded on the Master Score sheet.
26. All teams will use the League standardized Master Score sheet and Standard Score sheet.
27. All columns of the Master Score sheet and consolidated must be added up on the sheet, then checked for any errors.
28. Both teams must keep a Master Score sheet at each match.
29. All team matches will be played in three (3) game sets, except games 16, 17 & 18. The 18th Game may be called by either team. The team calling the 18th game must use an eligible player from the 16th or 17th games. Player or players being held will be announced prior to the start of the 16th and 17th games. The visiting team will choose the pit for the 18th game to be played on.
30. Out of turn shoes will be returned and thrown in proper sequence.
31. All new players that do not have an average from the previous year will start with a Garden State Horseshoe League average of all players from the previous year. This will be for their first week only. Once they pitch in a match they will establish their own average. The league average will be determined each year by the League Statistician. (See **Section A** Handicapping rules for more info on this)
32. Only the players participating in the game and the official scorekeepers are allowed in the playing area.
33. Each home team will supply 3 score keepers, 1 for each pit in play. Each visiting team will supply 3 score keepers, 1 for each pit in play.
34. Score keepers must stay together at all times on the home teams side of choice during a game.
35. All teams are to have at least 1 practice pit available during the matches that must meet league specifications.

## **Section D**

### **Court Playing Area & Equipment**

1. Each pit must have a front foul board 3 feet in front of the stake.
2. Stakes on court are 40 feet apart; courts must be at least 10 feet apart (stake to stake). Three or more courts are required to play a match.
3. Stakes will be made of solid iron or steel and approximately 36 inches long, and 1 inch in diameter, with no more than a two-inch incline towards the players. Height of the stakes will be 14 inches minimum and 15 inches maximum, from the top of the foul board on each side of the stake (not the toe boards).
4. Teams must use wooden or concrete walkways. If walkways are in use, any shoe hitting the walkways will be a foul. Walkways will be 6 feet long by 18 inches wide with toe boards at the front edge 1 x1 x 18 inches.
5. The pit shall have a front foul board it should be 2X6 or 2X8 or 4X4 boards, Foul boards shall not extend more than one inch above the level walkway.
6. The foul board shall extend three feet in front of the stake..

7. If a team is forced to change their home field after the season has started, walkways and lights will not be mandatory at the new location.
8. All playoff games will be held at locations with walkways.
9. All dirt in pit areas will be turned over by shovel, before the start of the match, unless both captains agree not too. Watering of the pits will be the option of the Home Team. All teams will help maintain the pits for good playing conditions.
10. Model American AS-2 horseshoes will be the League's official horseshoes (these shoes will be supplied by the League).
11. One half or 6 shoes will be supplied by home team. Each team will have three (3) full sets given to them from the League. Bring all team shoes to each match. Home team and visiting team shoes must have contrasting colors. Home team pitches any 1 solid color **except white** (this means there can be only 1 color of paint on the shoes, whether its on the tips, on the grip areas or on the whole shoe **1 COLOR ONLY**), away team pitches white.
- 12 Every team captain will be responsible for League shoes.
- 13 All courts must have lights installed with acceptable lighting to play the game of horseshoes on all pits.
- 14 All teams must have their own pits. It is all right to share pits with league approval.
- 15 Toe boards up to one inch above walkway.
- 16 Incline from pit to pit cannot exceed 4 inches.
- 17 All pit pins must be painted white.
- 18 league pits are required to have backboards for the safety of the player and spectators. Backboards are to be a minimum of 2 feet high by 6 feet long. Backboards shall be a minimum of 2 ½ - 3 ½ feet behind each rear foul board.
19. All playing fields will be inspected by a league officer one month before the season starts and must pass league requirements by the start of the season. A 2<sup>nd</sup> pit inspection will be held before the start of the season and any team who fails this pit inspection will receive a 5 match point penalty for week 1 and will continue each week until the pits pass inspections by a league officer.

## Section E

### Refreshments & 50/50

1. Home team will set up refreshments. Team captains will be responsible to collect money from their team to pay for refreshments. Teams will pay a total of \$60 loser - \$40 winner for beer (1/2 Keg).

League Keg Prices are as follows:

\$100 for ½ Keg maximum.

\$60 for ¼ Keg maximum, If each team agrees to getting only a ¼ keg, if so the monetary split would be \$40 loser / \$20 winner.

The home team is responsible for any amount of money that is above the league keg prices.

2. Refreshment money collected from spectators shall be split equally among both teams. Prices determined prior to season.
3. Home teams will supply a 1/2 or 1/4 keg and cups. If a 1/4 keg runs out before the match is over, arrangements must be made by the home team, in agreement with the visiting team, to supply additional refreshments.
5. Home teams will be responsible for running a 50/50 drawing at each game. 50% goes to the winner of the drawing and the balance will go to wherever the league treasurer determines the money should go to at the beginning of the season.

## Section F

### **Procedures for Games Called Due to Inclement Weather Conditions**

1. Before the match begins, captains must agree to play or the match will be postponed (See section C-19) Regardless of weather conditions all teams must report for the match. A decision will be made at the match site whether to play by the team captains. Also, captains may decide to postpone the match earlier in the day.
2. Games will be stopped with the agreement of opposing team captains. No play will be resumed after a half-hour delay, unless captains agree otherwise.
3. Matches not completing 12 games will be played over as a make-up game. Matches that have completed 12 or more games will be considered a completed match, with the team ahead at that point declared the winner. (Rules 2 & 3 will also comply with the "Event of Darkness", causing the game to be stopped).
4. When matches are postponed due to inclement weather, only a teams' captain, co-captain, or alternate co-captain from each team has the authority to re-schedule the match.
5. All regular season matches postponed due to inclement weather must be made up on the first available (non-scheduled, non-holiday) Sunday (Ex: Memorial Day). Any player who was not on the roster at the time of the postponement will not be eligible to play in the make up game. Captains may agree to make up the match as long as it is made up by or on the first available non-holiday non scheduled Sunday (Ex: Thursday, Monday etc.) Stats from the original scheduled play date will be used for the make up match.
6. If a match is postponed after it is started but not official, teams will split the cost of refreshments evenly. Only exception will be if both teams agree that the refreshments can be saved for the make up match.

## Section G

### Procedures for Forfeits

1. Each team must have six players to start the match, and must have nine to start the second round (Games 4, 5, 6,)
2. Any team which forfeits a match will be subject to the following penalties:

First offense	\$50.00 fine
Second offense	\$75.00 fine
Third offense	\$100.00 fine & review by League
3. Refreshments will not be supplied unless each team has nine shooters present. If refreshments are supplied and the match is forfeited, the home team will absorb the cost, unless both team captains agreed to supply refreshments before all shooters arrive. Then, the 1/3 - 2/3 Rule will apply, naming the forfeiting team the loser.

## Section H

### Championship Playoffs

1. All playoff alignment will be decided at the beginning of each year including refreshments and 50/50.
2. Players must have played in 51%, or more of matches, at least one (1) game per match. ( One more than half of scheduled official matches during the regular season).
3. Record all players who did not play in match on the Master Score sheet. Attending players that did not play will be credited for the match as long as they were present for three (3) rounds.
4. All post-season matches must be a complete 18 game match. Any post-season match shortened by inclement weather must be completed before or at the start of the next match. Once a match is started all scores count and get carried over to when the match is completed. If a match is never started then the match will be played on the next wed. or sun., whichever comes first.

## Section L

### Illegal Games

An illegal game is any of the following:

- A. A player in more than four (4) games in a match. (See 19<sup>th</sup> game exception)
- B. Breaking up a 2 or 3 man set after they have been established.
- C. Using a non-roster player.

The penalty shall be six (6) match points for each illegal game. All individual scores from the other team will count. If a non-roster player is the 9th man for a team the match is forfeited and no scores will count.

## Section J

### Tie Breakers & Home field

1. No Match will end in a tie.
2. All tied matches shall be decided by a 19<sup>th</sup> game. Players may play a 5<sup>th</sup> game (19<sup>th</sup> game only), but sets cannot be broken.
3. Championship & playoff matches will be decided by Section J #1A. If not resolved then a flip of a coin will decide.

## Section K

### Game & Non-Game Related Situations (Refer to Section C)

All non-game related situations will be voted on, individually, by the Board of Governors as a precedent to this section on a "Pass"/"Fail" basis.

**Section L****League Statistician Rules**

1. Both teams, winning and losing, have 2 days to supply their **completed and checked** official master and consolidated sheets to the statistician.(via fax, email, hand deliver, overnight mail)
2. There will be no exceptions to this except in an extreme emergency, which will then be discussed by the 4 presiding officers.
3. PENALTIES: Errors on and/or Late or no official master and/or consolidated:  
**1<sup>st</sup> Offense: \$20** statistician awarded fine, payable to the statistician. This applies to any mistake including score error, incomplete paper work, missing info, any errors on your master or consolidated sheets.  
**2<sup>nd</sup> Offense: \$40** statistician awarded fine, payable to the statistician and a **5 match point** penalty.  
**3<sup>rd</sup> Offense: \$40** statistician awarded fine, payable to the statistician and a **10 match point** penalty.  
**All subsequent offenses:** Will be **\$100** league fine and if the team won they will receive a loss for that match (see L-5). If the offending team loss the match they will receive a **20 match point** penalty for the next match.
4. Any Team who receives point penalties on the last week of the regular season will result in a first offense penalty (5 Match points) for the first match of the following season, regardless of how many previous offenses may have occurred during the that season of play.
5. There will be no arguments. **All penalties are non-negotiable.** Any forfeit imposed under these rules would only give a loss to the forfeiting team. The opposing team would not receive a win. This would also make it possible for two teams to receive a loss for a match.
6. The statistician will report all errors and penalties at the league meetings.
7. Penalties will be assessed the same way as penalties for late or missing master and/or Consolidated sheets. They will be assessed against the penalized team and not added to the other teams score. There will be no arguments. All penalties are not negotiable.
8. A team who plays a team that has been penalized will not benefit from this penalty, the match will be played as normal and the penalty points will be assessed at the end of the 18th game. There may be 2 losing teams if the penalty drops the winning team's total match points below the losing team's total match points.

## SECTION M

### Postseason Awards

1. All awards are contingent upon the League agreeing to award them each year.
2. In order to be eligible for post season play and post season awards (with exception of highest average award and most improved awards (see Section M-3 and M-4)), players must play 1 more than half the available games. Example: 17 matches in a season, 4 possible games in each match ( $17 \times 4 = 68$ ), 68 possible games divided in half is 34 plus 1 more than half, equals 35 games needed to qualify. Players added to rosters at the final roster change meeting only will only need 23 games (11 matches times 4 games a match equals 44 available games, divided in half equals 22 plus 1 more than half = 23.) Any players added before final roster change meeting fall under full season requirements. (see section B-3)
3. To be eligible for the highest average award, players must qualify under rule Section M-2 and also have played in 75% of all available matches for that season. Example: 17 matches in a season requires at least 1 game played in 13 matches, players added at final roster change meeting ONLY will only have 11 matches available which will require at least 1 game played in 8 matches.
4. To be eligible for the most improved player award players must qualify under rule Section M-2 and also have played in 75% of all available matches for that season and the previous season. (See example section M-3)
5. The champion team of the prior year must bring the championship trophy to the championship round match the following year. If they fail to bring the trophy they will be subject to a non-game related fine.

**APPENDIX 1**  
**OFFICIAL HORSESHOE PLAYING RULES**

Pitching distance will be forty feet, measured at the front of the stakes where they enter the ground that is level with the walkway.

1. No contestant shall make any remarks or utter any sound within the hearing of his opponent, nor make any movement that does or might interfere with the opponents playing.
2. No contestant shall walk across to the opposite stake and examine the position of his opponent's shoe before making his first or final pitch.
3. In delivering his shoe a contestant may stand anywhere behind the foul line.
4. Each player, when not pitching, must remain outside and back of the pitchers box until his opponent has finished pitching.
5. A shoe is pitched when it leaves a players hand.
6. When a shoe strikes in fair territory and is broken into separate parts, it shall be removed and the player is entitled to pitch another shoe instead
7. A shoe pitched while the player is standing outside the foul line, is a foul.
8. If a shoe first strikes outside the foul line or hits the foul boards before entering the pitchers box, it is a foul.
9. Foul shoes shall be removed from the pitchers box.
10. No contestant shall touch his own shoes, or his opponents shoes after they have been pitched until the final decision has been made as to the values of the shoes. Failure to comply with this rule shall result in both shoes of the offender being declared foul. And his opponent shall be entitled to as many points as the position of his shoes should warrant.
11. A ringer shall be a shoe that encircles the stake far enough to permit a straight edge to touch both heel calks simultaneously without touching the stake.
12. Whenever a player knocks off his own ringer(s) or his opponents ringer(s), such knocked off ringer(s) lose their ringer value. If a players thrown shoe knocks his or his opponent's shoe(s), from a non-ringer to a ringer position. The moved shoe has the scoring value of a ringer.
13. When a thrown shoe moves any shoe already in the pit, all shoes are counted at their new positions.
14. A regulation game shall consist of 21 points.
15. Each game is divided into innings and each inning constitutes the pitching of four shoes. Each player will pitch two shoes alternately.
16. Any rule not covered by GSHL will revert to national rules.

