
INTRAMURAL SPORTS



ELIGIBILITY

The following eligibility regulations have been established to protect the intramural athletes and to insure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team captain is responsible for the eligibility of his/her team members.

- In order to be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:
 - All Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergraduate and Graduate students who are enrolled during the current semester. The key to being eligible is that a student who has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).
 - Faculty/Staff members who have purchased a Colvin Recreation Center Activity Card.
- Before participation in an Intramural Sport, individuals must be registered on an entry form filed in the Intramural Sports Office. This entry form becomes the official team roster.
 - For each Intramural Sport(s) there is a maximum and minimum number of players allowed. These numbers vary per intramural sport/activity and they are known as roster limitations. At no time will the Intramural Sports Office accept an entry form that does not fit within the roster limitations.
 - Roster additions and deletions may be made throughout the sport season in the Intramural Office, or they may be completed at the game site.
 - During scheduled contest(s), new players' full names may be added at the game site up to the roster limitations.
 - If there is no space remaining on the team roster, names must be deleted and the new name of the team member(s) inserted into that roster spot.
 - The full names, ID numbers (last eight (8) digits) MUST be clearly written on the appropriate score sheet for the new team member to be added to the permanent roster. Players are not eligible until this occurs.
 - If this procedure is completed properly the Intramural Sports Office will add and delete the player(s) to the permanent team roster. Note: Roster deletions are permanent. The deleted player will not be eligible to compete unless she/he is added back to the roster.
 - For all intramural activities the final opportunity to add/delete a player(s) is during the first contest played in playoffs.
 - No roster additions/deletions will be taken over the phone.
 - Substitutions in individual/dual sports must be made before a player's first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.

- An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men's A league and Men's B league, but is allowed to play on a Men's team and a Co-Rec team.
 - If a player wishes to change from one team to another, he/she must do so in the Intramural Sports Office before their current team's first contest played.
 - A player listed on two rosters will be considered a member of the team he/she first plays for. *Any player signed in on a game score sheet will be considered to "have played."
- Any person playing under an assumed name or ID number shall be barred from intramural competition during that season and the team penalized with losses for all the games in which the violator participated.
- Any person who is a member of a varsity or junior varsity squad shall not be eligible to participate in that sport or corresponding sports.
- Any person who has competed as a professional in a sport shall not be eligible to participate in that sport or corresponding sport(s) until the lapse of seven (7) years from their last season on a professional roster.
- In order to participate for a fraternity or sorority an individual must be associated with that organization as a pledge, member or alumni.
- In order to compete on a residence hall team, a player must be a current or past resident of the hall. The maximum number of past residents on a team's roster is two (2).
- Independent teams may be composed of persons who may or may not belong to a previously mentioned group.
- Consequences for using an ineligible player(s):
 - The team shall forfeit all contests in which the ineligible individual(s) played.
 - Players participating illegally are referred to the Intramural Sports Coordinator for further disciplinary action.

For any additional information on eligibility please see the Intramural Sports 2007-2008 Policies and Procedures Handbook which can be viewed online at <http://campusrec.okstate.edu/> or visit the Intramural Sports Office in room 104 Colvin Recreation Center

RULE 1 – PLAY OF THE GAME AND VALUE OF THE SHOE

Section A – Innings

The game is divided into innings. Each inning consists of four (4) pitched shoes; two (2) by each contestant.

Section B – Value of the Shoe

1. **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.

(a) 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.

(b) 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.

2. Shoe in Count

(a) 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.

(b) 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. 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 (see Rule 5 for additional information) is also considered to be a shoe that is out of count, no matter where it comes to rest.

Section C – Delivery of Shoes

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/League Officials).

2. Time Limit – A contestant shall deliver both shoes within thirty (30) seconds. This time limitation shall be determined by a judge and will start when the contestant steps onto the pitching platform with the intention of pitching and is in a “set” position for the first pitch.

Exceptions:

(a) Extra time will be allowed to repair a damaged shoe (filing a burr for example).

(b) If a contestant becomes distracted due to unusual playing conditions or by another contestant or spectator, they will not be penalized for this additional time.

3. Accidental Release – Any shoe that leaves a contestant’s hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched shoe. A shoe that is accidentally dropped by a contestant before the final step (if taken) and final forward swing has started, shall not be considered a foul shoe and may be picked up and pitched.

Section D – Position of Contestants During Delivery

The Pitcher – During the entire address and release of a shoe, the contestant must not start or step completely outside the platform with either foot.

Exceptions:

(a) A contestant observing the thirty-seven-foot (37') foul line may start directly behind the platform provided they step within it when they release the shoe.

(b) A physically challenged contestant must have at least some contact with the platform and be completely behind the twenty-seven-foot (27') foul line when the shoe is released.

- 1. The Opponent** – When not pitching, the opponent shall stand quietly and stationary on or behind the same court's opposite pitching platform and at least two feet (2') behind the contestant who is pitching from the same or adjacent court. In mixed-distance pitching, a short-distance contestant who pitches first must return to this position; on or behind the forty-foot (40') pitching platform.
- 2. The Contestants** – If both contestants use the same pitching platform to deliver their shoes, the contestant pitching first should cross over (in front of the pit) to the other platform and then move back to the position described in # 2, above. As the first contestant is crossing over in front, the second contestant should be crossing over and onto the same platform, from the rear. If the contestants use opposite platforms, the contestant who pitches first should step directly back to the position described in # 2, above.

RULE 2 – FLOW OF THE GAME

Section A – Possible Delays

- 1. Scoring** – Once the four (4) shoes of an inning have been pitched, the contestants shall walk to the opposite pit to determine the score for the inning and retrieve their shoes. No shoe shall be moved before its' scoring value is determined. If this decision is in doubt, a judge shall be called. The judge shall make the necessary measurements and determine the scoring for the shoe(s) in question. To help speed up play, contestants are encouraged to carry measuring tools and to make their own decisions on scoring, whenever possible. Play shall continue in a similar fashion for each inning until the game is completed.
- 2. Opposite Stake** – No contestant shall walk to the opposite stake (except to remove a foul shoe) or ask to be informed about the position of any pitched shoes prior to the completion of an inning.
- 3. Spare Shoes** – At any one time, a contestant shall carry and use only two (2) sanctioned horseshoes during the course of a game. A spare shoe or shoes should be taken along to the courts in case of a broken shoe or if the contestant chooses to switch shoes. Shoes may be switched between innings, but not during an inning, unless a shoe breaks.
- 4. Wrong Shoe** – If it is discovered during an inning that a contestant has pitched the shoe of an opponent (and if the opponent agrees), the remaining shoes may be pitched and the score will be based on the shoes they pitched. If the contestants do not agree on

pitching the remaining shoes, then the shoes pitched shall be picked up and the entire inning shall be re-pitched, using the correct shoes. If the contestants fail to discover this error until after all four (4) shoes have been pitched, the inning shall be scored on the basis of whatever shoes they pitched. If agreement cannot be reached, a judge shall be called. Based upon input from the contestants, the judge shall either determine the scoring for the inning or void it and order the inning to be re-pitched.

- 5. Moving The Shoe Or Stake** – When a *contestant* is measuring a shoe and the shoe (or the stake) is accidentally moved, the inning shall be scored only if the contestants can come to an agreement. If no agreement can be reached, a judge shall be called. The judge shall either determine the scoring or void the inning and order it to be re-pitched. When a *judge* is measuring a shoe and the shoe (or the stake) is accidentally moved, the judge shall either determine the scoring for the inning or void it and order it to be re-pitched.

Exceptions: Any shoes for which point values have been agreed upon by the contestants (such as ringers which may have been removed to measure other shoes) should not be re-pitched or have their value changed due to a re-pitch of other shoes. Only the shoe(s) in question when the shoe or stake was moved should be ordered re-pitched by the judge. If one or more shoes are below the shoe(s) in question, they shall remain in place for the re-pitch and shall be scored at the completion of the inning.

- 6. Leaving The Courts** – If a contestant has to leave the area of the court complex between games for a legitimate reason, they shall notify their next opponent, the scorekeeper, or a Tournament/League Official and shall return soon after the last game of that round is completed. Failure to return in a reasonable period of time (to be determined by the Tournament/League Officials) will result in the forfeiture of that *next* game.

RULE 3 – FOUL SHOES

Section A – Removal from Pit

A *foul shoe* is a shoe that is delivered in non-compliance with one of the rules listed below. It scores as a shoe “out of count” (see RULE 3, Section B.3) and is to be removed from the pit (if it appears to be within the scoring area of the stake) before any more shoes are pitched. **Note:** *Live* shoes already in the pit area that may be disturbed by a foul shoe (or other live shoes), are not to be removed, unless they are knocked into foul territory and then come to rest in the scoring area. Live shoes shall be scored “as they lie”, after all shoes for the inning have been pitched.

Section B – Enforcing Violations

1. Enforced by Judge

The following are rules violations that must be spotted and called by an assigned judge. The penalty is to declare the shoe a foul shoe.

- (a) Any shoe pitched when the contestant, during the delivery, has stepped on or over the foul line before releasing the shoe.

- (b) Any shoe pitched when the contestant has started or stepped completely outside the pitching platform with either foot before releasing the shoe (see exceptions in RULE 3, Section D-1a, 1b).
- (c) Any shoe not delivered within the thirty (30) second time limit (see RULE 3, Section C-2).

2. Monitored by Judge and Contestants

The following occurrences are also considered foul shoes and, where it applies, the shoes must be removed from the pit (if they appear to be in the scoring area of the stake) before any more shoes are delivered, unless all contestants in that game agree to leave a foul shoe where it is.

- (a) Any shoe pitched with the opposite hand/arm; in the same tournament (See also Rule 3, Section C.1).
- (b) The second shoe, if it is pitched from a different platform than the first shoe.
- (c) Any shoe that contacts the backboard, platform, court frame, or any ground outside the pit area before it comes to rest.
- (d) Any shoe that strikes a permanent object such as a tree limb, wire, indoor court ceiling, etc. **Note:** A shoe that strikes a foreign, moving object is not foul and may be re-pitched.
- (e) The second shoe if the contestant changes shoes after the first shoe has been pitched. The only exception is if the first shoe has broken and qualifies for a re-pitch.
- (f) A contestant's shoe(s), if the contestant removes any shoe before the scoring of that shoe has been agreed upon. If the contestants cannot agree, a judge shall be called to determine the scoring or may order the inning re-pitched.

RULE 4 – SCORING THE GAME, CALLING THE SCORE

Section A – Methods of Scoring

There are *two methods* of scoring the game of horseshoes: *cancellation scoring* and *count-all scoring*. The method of scoring to be used shall be announced by the Tournament/League Officials before the tournament begins. **Note:** Shoes that land outside of the “in count” area or that are declared foul shoes (see RULE 5) shall score zero (0) points.

1. **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.

- (a) 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.
- (b) 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:
1. 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.
 2. 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.
 3. If there is one un-cancelled (live) ringer and if the other shoe, of the scoring contestant, is the closest in-count shoe to the stake, it shall score one (1) point (a total of four (4) points).
 4. Opposing contestant’s shoes that are touching the stake, or that are in count and determined to be an equal distance from the stake, shall cancel each other and, like cancelled ringers, shall score zero (0) points. In this situation, the next closest shoe in count (if there is one) shall score one (1) point.
- 2. Count-all Scoring** – In count-all scoring, *both* contestants receive credit for the points they score in each inning.
- (a) Point Values** – Each contestant may score zero (0), one (1), two (2), three (3), four (4), or six (6) points per inning.
- (b) Ringers Only”** – A variation of count-all scoring where the contestants only receive credit for the *ringers* they pitch, for all innings of the game. In this format, each ringer is worth one (1) point. Each contestant may score zero (0), one (1), or two (2) points per inning. This type of scoring should be limited to higher percentage classes. **Note:** Single points are not countable in this format.

Section B – Calling the Score

2. Cancellation Play

- (a) Called By** – The score shall be called to the scorekeeper by the contestant who scores one or more points, inning by inning. If no points are scored, the contestant who pitched second in the previous inning will call the score.
- (b) The Correct Call** – When calling the score, ringers (if made) shall be reported first, and then points (if made). **Note:** Contestants from different regions may use different phrases for calling the scores. (Recommended and alternative calls can be found in GUIDELINES PART I, #2.)

2. Count-all Play

(a) Called By – The score shall be called to the scorekeeper by only one of the two contestants, for the entire game, inning by inning. The person who calls the score shall be determined by Sanctioned League rules or by the Tournament/League Officials.

(b) The Correct Call – The caller shall report his/her score first, followed by the opponent's score. Since there are no cancelled ringers, only number scores shall be reported (see Section A.2, above). **Note:** It is most important that the scorekeeper credits each contestant with their correct score and understands how many ringers are associated with each number called (see GUIDELINES PART I, #3).

SECTION B – Court Specifications

1. **Court Dimensions** – The rectangular playing area of a horseshoe court shall be six feet (6') wide and forty-six feet (46') long. An additional two feet (2') of buffer zone, along each side and behind each pitching box, is recommended for safety reasons. This combination of measurements results in an overall court area that is ten feet (10') wide and fifty feet (50') long. All surfaces within this area shall be level. A north-south orientation for outdoor courts is recommended, to minimize the effects of sunlight.

Pit Substance - Clay, sand, dirt and NHPA-approved synthetic materials are all legal pit substances. The *minimum* depth of the pit substance shall be four inches (4"). An eight inch (8") depth is recommended for ground-level pits.