

2011 Sugarbush Tavern 7:15 Monday Night Horse Shoe League Rules and By Laws. (Ver 1.0)

League President: Jeff Baird

**These Rules are in addition to any preexisting Rules set forth by Sugarbush Tavern.
Classic Sugarbush Tavern Rules include but are not limited to:**

- **All drinks must be consumed within the fenced area.**
- **All drinks are to be purchased from Sugarbush Tavern.**
- **Players must be 21 years of age or older.**
- **Neither profanity nor Loud Noises will be permitted.**

Scoring and Game Play:

1. **Ringers are scored as three (3) Points**
2. **For a Shoe to be a Ringer it's tips must be past the stake (the "hook" part of the shoe need not be past the stake). This can be Verified by placing a straight edge across tip to tip without the stake interfering.**
3. **A Shoe that Measures Seven (7) Inches or less from the stake will be scored as one (1) point.**
4. **A leaner is scored as one (1) point.**
5. **There is no canceling of opponents points; All points score.**
6. **Any Thrown Shoe hitting Wood (or in front of) or Cement will not be counted and will be removed from play.** (note: depending on how bad the throw was, it is the duty of the opposing team to make a loud comment such as to bring awareness to all those around thereby encouraging the player to do better next time!)
7. **Three (3) games of twelve (12) frames each are played.**
8. **After each game (12 frames) the Scores are totaled.**
9. **The Losing team of the First game will "Walk"/switch sides.**
10. **In case of a tie, flip a coin or Horseshoe to decide who walks.**
11. **After the Second Game, The team that hasn't walked will switch sides.**
12. **Flip a coin or Horseshoe to decide who throws first for the first game; The winner of the previous game throws first for the start of the next game.**
13. **During Play, the team that just threw the higher points Go's first.**
 - **A tie means the team that threw first last time, throws first again.**

Valid League Horseshoes:

1. **Traditionally ONLY Diamond "Tournament" Shoes, Set# 2TS were allowed.**
2. **These are evidently hard to find: Amazon has them: 2PK Horseshoe by Cooper Tools (#2TS; model # AS2) (They appear to be not exactly the same...) (They are missing the center indent) But would be Valid League Shoes.**
3. **More may need to be discussed as to valid Horseshoes.**

More Particulars regarding Pits and Throwing:

1. **Players must throw from the Cement Pad Area. No starting from behind the boards, Nor Stepping past the Front of the Cement Pad.**
2. **The Pit Area May be Groomed BEFORE Games ONLY. (With Shovel, Rake or Broom) You may use your feet or Horseshoes during the game.**
3. **Be watchful at ALL times for stray Horseshoes that have been thrown that may bounce out of or otherwise miss the pit!**
4. **If kids are present, keep them behind/between the Picnic Tables and the Fence.**
5. **Do Not Distract Players while they are throwing.**
6. **Do not walk between Pits until there is a break in the action.**

Additional Info, Rules, By Laws, Customs and such.

A handicap system is used:

- 72 Points is a Perfect Game for 12 Frames;
- Handicaps are calculated by taking the Players Average and subtracting it from 72 and then multiplying it by .8 (80%)
- .5 Or more is rounded up.
- Handicap is added to actual score for game totals.
- New Players come in with a Mean league avg. of 20. (we're talking unkind!)

Point System:

- Total of Seven (7) Points per Night per Match.
- Two (2) Points will be awarded for each game Won.
 - One (1) Point per Team in case of Tie.
- One (1) Point for Totals.
 - A Half Point (.5) per Team in rare but occasional Tie of Totals.
- Three (3) games and Totals = 2+2+2+1=7 (Points!)

Score Keeping:

- The Score sheet looks a bit like a bowling score sheet.
- For each frame, points scored for each player are placed in the appropriate box
- The corner squares are used to help quickly tally the total number of Ringers.
 - If a Double Ringer occurs, a 2 or a fully shaded corner square is marked in.
 - If a Single Ringer occurs, a 1 or a diagonal half corner square is shaded in.
- There is no carry over for "strikes" or "spares" as in bowling...
- After each complete frame, a running total is tallied in the center.
 - This gives players an instant status on lead.
 - The "Points Getting" is tallied in from the start at frame 1.
 - "Points Getting" = Team A Total Handicap – Team B Total Handicap. (which ever is Greater is the team "getting points")
 - So if each player threw 1 Point the first frame, and Team A was getting 4 points; At the end of frame 1, the score would be 6 to 2 in favor of Team A.
- At the end of 12 frames, each players score is tallied and Scoring results are verified.
 - Verification 1:
 - For the team that was "giving points" the two players score should add up to the score indicated in the center running total.
 - For the team that was "getting points" the two players score plus the "points given" should add up to the center running total.
- Each Players Score is then added to their handicap and placed in the Total.
- The two player's totals are added and placed in the center total box for each team.
 - Verification 2:
 - The difference between this final total should be the same as that in the running total.
- At the end of the 3 games, each players score is brought down to the bottom of the score sheet, Totals are added and re-confirmed.
- Ringers are counted and recorded at the bottom of the sheet as well.
- Each Team Captain then signs the sheet indicating agreement of the results!
- Completed Sheet and clipboard are returned to the League President...

Yikes! A Third sheet of Rules!

Substitutes and Pacers:

- **There are No Substitutes!**
- **If a single player is unable to attend, the attending Player can use a PACER.**
- **The Pacer simply throws back the horseshoes.**
 - **His points do not count. (But can be kept separately)**
 - **His shoes do count in determining who throws first.**
- **80% of the Missing Players average will be used.**
 - **This value can be factored in the running total at the start of each game just as the “Points Given” are. This will help give a better feel about the current scoring status.**

Make-Ups:

- **No Player should feel animosity towards another Player and should make-up as soon as possible?**
- **If a Team is unable to attend a League Night, They must notify Their Opponents and the League President No Less than four (4) days in Advance.**
- **Make-Ups can be scheduled 1 week prior or 1 week after the scheduled match.**
- **If the Team that could of made the date cannot accommodate a Make-up Date, The teams can agree to “Match Score Sheets”**
 - **On an agreed night, each of the players scores will both count for their current match AND used for the Missed Match ☺.**
 - **If for some reason this is not accomplished, the team that could not originally attend the league night must forfeit all 7 points.**
 - **All reasonable efforts must be made to accommodate matching score sheets.**
- **If Agreed upon by all parties involved, the Make-Up game can be played on any Pits found to be appropriate.**
 - **If there is an objection to using alternate pits, Sugarbush Tavern pits must be used. (I think weekends are League free?)**

Start Time

- **The Official Start Time is 7:15; However, the First League has until 7:30 to finish.**
- **I have seen rules that say they must quit at that time... but have never seen this enforced... However, for the most part they usually finish by 7:30 ☺**
- **Also, Rules have been written in the past requiring Courtesy. Please do not hound the first league about when the Pits will be available... It is said that, The less time asking for the Pits, the sooner games will be completed. (But still sometimes if a particular team is lagging, it might be a good idea to let them know we are waiting...) (They can have Courtesy too.)**
- **It's usually not a big deal; Just plan on starting at 7:30.**
- **Opponents Not present or Ready to play by 7:41, will forfeit the first game!**
- **Any Team still absent by the start of the second game will forfeit all 7 points!**
 - **If winning by forfeit:**
 - **Throw to have Average, Ringers and Total Points updated. (Not required)**
 - **If you do Throw, Games less than 80% of average will not be allowed.**

Yep, you've made it to Page 4 of the Rules, Rules and More Rules!

Rainouts & Delays:

- **The League President will make all decisions on Cancellation of League Play.**
 - Generally, if it has been raining all day and continues to rain, it will be called.
 - If there is Lightning, it will be called.
 - If the First League does not play, We will not. (Usually but not always!)
 - There can be up to a 25 minute Rain Delay.
 - We will play in drizzle, wet, muddy and miserable conditions. (Bring a hand towel)
- **Make up of Rain canceled Games**
 - Make-ups for the entire league really cannot occur.
 - All points will be split. (3.5 per team)
 - However, the schedule contains 16 weeks where only 15 are required to play each team once (13) Plus two Position Nights. (15 total)
 - The 16th week is the last week of August. This week may be arranged to match up the teams from the first occurring Rain out day.

Averages:

In an effort to even the playing field, Averages will be a “Rolling” average of the Past four (4) weeks; or 12 games. I feel this is enough data to maintain a good enough average. The reasoning is that near the end of the season it seems to no longer matter what you throw, your average will remain the same. The end of the season is more intense and players often throw better. This may not be intentional “Sandbagging” but when it occurs, a 4 week average should help even out the stretch.

League Dues:

- League Dues are \$75.
- \$40 is to be paid by the 3rd week May 16th!
- The remaining \$35 must be paid by the first Position Night Jun 27th!
- Names of any players past due will be listed on the weekly status sheets. (Peer Pressure)
- Please pay on time...

Rule One Hundred and Seventy-Two:

- Enjoyment must be had by All!!!
- Play Ball! (or... Toss Shoes!)