

*“Best Horseshoe Event of the Year”– Sue Snyder*

# TEAM WORLD

Team World is a unique event in which horseshoe players from their home state or province form teams to compete for the Team World title. The first Team World event was originally named the Canadian-American Friendship Tournament, or “Can-Am”, and was played in 1985 at the Pitchin’ Palace in Sturtevant, Wisconsin. The concept of the event was created by the original Tournament Director, Tom Roanhouse, and Bob Fanjoy of Hamilton, Canada, who envisioned an event that would have players representing Canada and the U.S. in some friendly horseshoe competition with national pride on the line. In 1990, the event moved to its current location at 24 enclosed portable courts inside the Edwards Sports Arena at Telfer Park in Beloit, Wisconsin, and the name was changed to Team World.

Many participants consider Team World to be the best horseshoe event of the year. Most agree that no other event is run as well or is quite as fun.

Team World is held each year on the Friday, Saturday, and Sunday following Mother’s Day in May. Each team plays all opposing teams that enter in a round robin format. The 5 teams finishing with the most wins after round robin play move on to an elimination playoff to determine the winner of the event.

Participating teams consist of 4 or 5 adult players from the same state or province. There is a maximum limit of 3 short distance pitchers allowed on a team. The entry fee is \$200 per team and a scorekeeper fee of \$1 per player, per game, is assessed when teams arrive to check in. The event is limited to 24 teams. Teams with the lowest combined entering ringer percentage from a state or province with multiple teams entered may be denied entry if more than 24 teams or an odd number of teams enter.

## **TEAM WORLD PROCEDURES AND RULES OF PLAY**

- This is an NHPA sanctioned tournament; NHPA rules apply.
- Teams are comprised of 4 or 5 adult pitchers from the same state or province.
- Teams may consist of pitchers from any division (Men, Women, and/or Elders), but each team is only allowed a maximum of 3 short distance pitchers on their roster.
- Teams shall be identified by their state/province of entry and designated a roster number.
- All competition consists of singles play, no handicap, with 40-shoe cancellation games.
- Decisions of and by the TEAM WORLD COMMITTEE on all matters shall be final.

## **PRELIMINARY ROUNDS**

- Preliminary rounds consist of each team competing against all other teams that enter the event for one match in a round robin format.
- Preliminary play begins on Friday and concludes on Sunday.
- One point is awarded to teams for each game win and a tie game after 40 shoes stands as a tie with each team being awarded ½ point for the match.
- Maximum point total for a team in each round is 4 points.
- All teams will be ranked by total team win points into standings position. Only the top 5 ranked teams advance to the final round competition. All other teams have completed play.

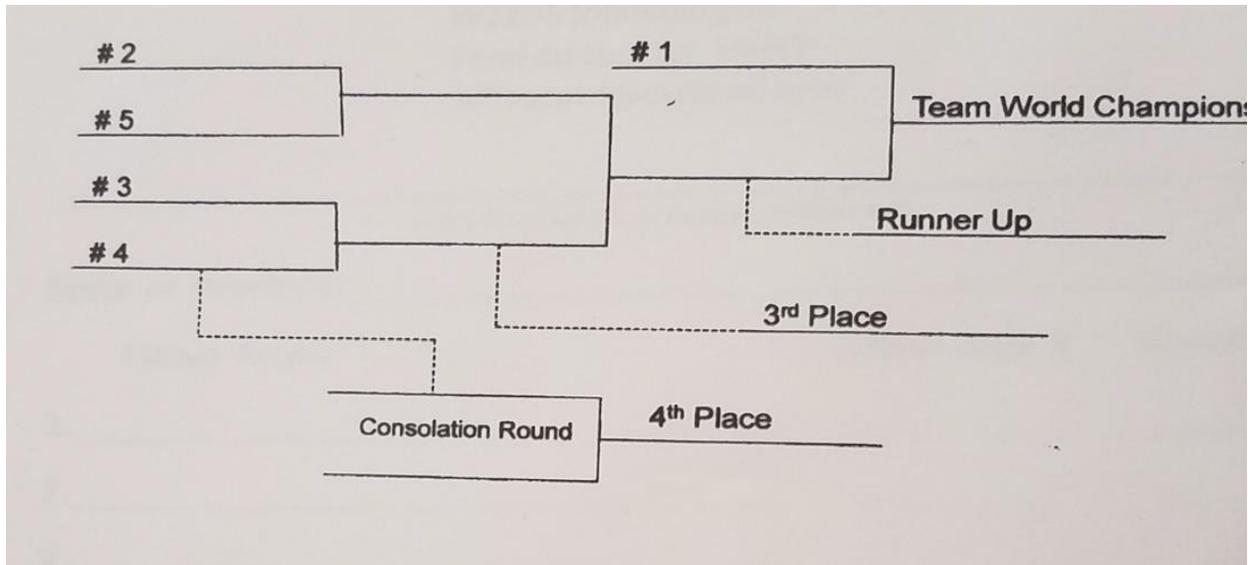
## **MATCH PLAY FORMAT FOR PRELIMS**

- A team representative must report to the scorer's table prior to each match for a coin toss by a tournament official.
- The teams that win the coin toss choose individual opponent pairings for the team match.
- The teams that lose the coin toss have choice of courts and first pitch to start the match.
- An active player lineup must be on file at the scorer's table.
- Lineup changes for five-player teams must be submitted to the scorer's table prior to the coin toss.
- Substitutions are not allowed after the coin toss except in the case of an emergency which must be approved by the tournament directors.

## **FINAL ROUNDS**

- Final rounds occur on Sunday at the conclusion of the Prelims.
- Teams ranked 2 through 5 by team wins during the preliminaries will compete in single elimination match play.
- Opponents in the final rounds will be paired against each other in percentage order according to final ringer percentage earned during preliminary competition.
- NO TIE GAMES* -Tie games after 40 shoes will be played off in a 4-shoe sudden death format until the tie is broken.
- NO TIE MATCHES* -The winner of a match that ends in a 2-games-each tie will be awarded to the team with the most points earned in the 4 games. Total ringers will be used in the case of a tie in total points.

- The team that wins this single-elimination competition will play the number 1 ranked team in a final match. The winner of the final match will be recognized as **“Team World Tournament Champions!”**



## TEAM WORLD COMMITTEE:

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