

Quoits

Marshall University House Rules

1. Two players from each team will be at each pit.
2. The use of open toed shoes is permitted but not recommended.
3. The foul line is an imaginary line running through each hob and extending out from each side of the pit. Players must stay behind the foul line through the duration of each pitch.
4. The spitting of tobacco is prohibited; if you're chewing, swallow it.
5. The closest quoit to the hob, within a horizontal quoit's diameter, determines which team will receive any point for that round.
6. The discussion of court cases is prohibited during play.
7. No points are awarded to any quoits that are more than a horizontal quoit's diameter from the hob.
8. No expletives used during the game under any circumstances.
9. Any quoit that lands upside down cannot score any points.
10. Any dispute over the match will be settled by a duel at dawn of the following day.
11. A **Point** is any quoit that is less than a horizontal quoit's diameter away from the hob and closer than either of the opponent's two quoits. A **Toucher** or **Hobber** is a Point that lands tight against the hob. A Toucher beats a Point. Two opposing Touchers cancel each other.
12. Any tomfoolery that causes the spilling of medira will result in a one point deduction.
13. A **Leaner** is a quoit that has an edge resting in the clay and is leaning against the TOP EDGE of the hob. If it is leaning against the side of the hob rather than the top edge, it is considered only a "Point". A Leaner scores 2 points unless an opposing team's Ringer is underneath it; in this case the Ringer still counts. Two opposing Leaners on the same hob shall cancel each other. A Leaner always beats a Toucher.

14. Game play in robes and/or brandishing a gavel is strictly prohibited.
15. A **Ringer** is a quoit that lands over the hob so it completely encircles the hob. A ringer scores 3 points, unless an opponent's quoit is rung on top of it. This is called **Topping** a ringer, and the team with the top ringer shall be rewarded 3 points each for ALL the Ringers on the hob. This results in 3 points for each of their own ringers and 3 points for each of their opponents' ringers underneath. Two Ringers on top of an opponent's Ringer shall therefore score 9 points, with a maximum possible score of 12 points for 4 Ringers on the hob. A Ringer always beats a Leaner.
16. Any player who exhibits an excessive level of accuracy will be forced to drink more medira in order to level the playing field.
17. Play continues until one team reaches a score of 21 or greater while having at least a two point lead over the opposing team.
18. The shameful loser had better try taking up Horseshoe pitching or a game befitting a lesser gentlemen.

*** If you have a problem with these rules, shut-up and eat your barbeque.**