

Official rules for Pasquaney Quoits

from the
Pasquaney Alumni Quoits League

The Play:

A team consists of two players, one at each end of the pits. Two teams play at a time.

The purpose of play is to pitch (an underhand toss of the quoit) your quoit as close as possible to, or onto, the opposite pole.

During the pitch or related motions, the player's feet must not extend beyond their pole (or whatever the marker for proper distance is).

The initial order of pitching is determined by 'rock, scissors, paper', or retained by whomever 'owned' the pits by winning the previous game.

On a given side, a player make two successive pitches, then followed by their opponent on that side.

On subsequent turns, pitch order is determined by which team scored points on the previous turn, so that the team scoring the points pitches first next.

As soon as a quoit touches the surround of the pit it is considered foul and does not count (commonly known as a 'woody'). However, it is not removed until after all four throws from that side have taken place. A quoit landing outside the pit is also considered foul.

Should a quoit hit foul and then go onto the pit and disturb other quoits, it's action will be considered part of the game and no remedies will be taken.

Scoring:

Regular scoring:

- If no ringer is made, the quoit nearest the pole counts as one point in scoring. In the event a player has two quoits nearer the pole than either quoit of his opponent, two points are scored.
- A properly pitched quoit landing in the pit that comes to rest upside down (commonly known as a 'lady') will have no scoring value (even as a leaner or ringer).
- If opposing quoits are touching the pole, both are removed, and the next closest quoits are measured. This also applies when the closest opposing quoits are equidistant from the pole. If the second closest quoit from one team is equidistant from the pole from the closest quoit of the other team, only one point is scored.

Ringer scoring:

- A ringer counts as 6 points. (A ringer is defined as a quoit resting on the ground, with the pole through the middle of the quoit; It must be in the normal position, not a 'lady', to count)
- When a player pitches two ringers, one directly on top of the other, 12 points are counted.
- When the second player pitches a ringer on top of the first players ringer(s), the

- second player receives six points, and the original ringer(s) is not counted.
- When the second player throws consecutive ringers on top of the first player's ringer, the second player receives 12 points, and the original ringer is not counted.
- As a premium, when 4 ringers are made, the player pitching the last ringer wins the game.

Other scoring:

- If a 'leaner' is made it counts as 3 points. A leaner is a quoit which rests against the pole, with at least three fingers of gap between its edge contacting the pole and the average surface of the nearby pit area. If there are opposing 'leaners', both are removed and the scoring is processed against the remaining quoits.
- If a 'hanger' is made, it counts as 7 points. (A hanger is a quoit that hangs suspended from the top of the pole)
- If a stander is made, it counts as 5 points. (A stander is a quoit resting on one edge, perpendicular to the ground)
- In case of exceptions, these shall take priority over a quoit in proximity to the pole. Only one event shall count towards scoring per turn, with the order of preference being a 'hanger' ahead of a 'ringer' ahead of a 'stander' ahead of a 'leaner' ahead of proximity to the pole.

Games shall be to 21, unless agreed upon beforehand. In non-tournament play, when teams are waiting to play, it is courteous to play to 11.

The Pits:

The pits (the field on which quoits are thrown) consists of two metal poles, approximately 1" in diameter, set in the ground 28 feet apart (9 1/3 yards). The poles shall extend 8-10" above the surface of each pit. If played indoors, the distance should be either 28' or the closest distance possible in the given room

Surrounding each pole, a defined pit shall consist of an enclosure four feet wide by four feet long with no open sides. It shall be filled with sand or an equivalent material. The surround is normally made of wood, but this is not required. The pole shall be in the center of each pit. Where a surround does not exist, all rules pertaining to the surround shall be voided.

All efforts shall be made for the pits to be at even height on level ground. Where this is not possible, it is considered an even handicap to both teams, and no remedy shall be provided.

Due to the effect of pitching quoits, the pits should regularly be graded flat.

The Quoits:

There are two quoits per team, each pair being clearly marked as different from the other pair. The quoits shall be made of rubber, weighing 16oz each. They shall be approximately 5 3/4 inches in diameter with a hole in the middle 3 inches in diameter.

Good sportsmanship demands that players and spectators not do anything to annoy or distract the player pitching.