

WASHER TOSS RULES

1. **ELIGIBILITY:** A contestant must be at least 20 years of age at the time of the competition and be a member in good standing of FCRV. Contestants(s) must be the official representative(s) of their state or province.
2. **COURT AND EQUIPMENT:** The court area will be selected based upon available space, safety, comfort and convenience. The court can be laid out in any direction or arrangement as fits the above considerations. The boards are 12"x48"x4" high, constructed with wood under frames, topped with plywood (1/2" through 3/4") and surfaced with short napped indoor/outdoor carpet (the carpet must not extend into the holes). There will be three 4" (plus or minus 1/8") holes in each of the two boards. One hole will be in the exact center of the board, with an additional hole twelve inches (center to center) in each direction. The boards will have a pitching base connected by a 10 foot length of cord, rope, chain, cable, etc., to keep the distance consistent and correct. Attaching cans, bowls, or other vessels to catch the washers when they go into a hole are optional. (See drawing).

Two sets of three standard 3" washers are required and each set must be of a different color or somehow marked differently. Contestants may use their own washers as long as each washer is at least 2 15/16" in diameter and weigh 4½ ounces or less.

3. **SCORING:**
 - a) The first (closest) hole is 1 point, second (middle) hole is 3 points and the third (farthest) hole is 5 points. Each time both sets of washers (all 6) are tossed, the points scored for each team are compared and the team which scored the most points is awarded the difference in the points just scored. (EXAMPLE: team A scores 4 points with their three washers and team B scores 10 points with their three washers. Team B is awarded 6 points).
 - b) Any washer which is bumped into a hole by another washer counts just as if it had been tossed into the hole. Foul tosses are removed from the board before the next washer is tossed (see FOULS).
 - c) A game will consist of 10 rounds, and the team leading at the end of the 10th round will be judged the winner. If they are tied at the end of 10 rounds, one round playoffs will continue until there is a winner.
 - d) Each player tossing all 3 washers one time is a round. (EXAMPLE: In singles competition, both players would toss their 3 washers one time and in doubles all four players would toss their 3 washers one time.)
4. **FOULS:**
 - a) Stepping past the front of the board with either foot before the washer has traveled the distance to the other board will be judged a foul.
 - b) Any washer which bounces or rebounds onto the playing surface of the board will be judged a foul.
5. **PLAY:**
 - a) National tournaments will be single elimination where the pairings will be done by lot.
 - b) To begin the game first toss will be determined by the toss of a coin or washer and there after, the first toss will go to the team being awarded points or in the event of no scoring, to the last team to score.
 - c) After the tournament starts, contestants may have two rounds of warm up tosses before beginning their games.
 - d) Players may stand on the boards or beside them when making their tosses, but may not cross the foul line.
 - e) No player shall deliberately attempt to distract another player.
 - f) The player tossing first will toss all 3 washers, and then the other team will toss all 3 of their washers.
 - g) The game will continue for 10 rounds and at the end of the 10th round; the team with the most points will be judged the winner (see scoring).

- h) The Official may declare a forfeit if a team is not present and ready to play when the Official declares that it is time for their game to start.
 - i) The decisions of the Official are final.
6. **BYE:** Byes are used in the preliminary rounds of competition, when uneven numbers of teams occur in a column of a tournament bracket. The bye fills in the place of the missing team, and the team automatically paired with the bye wins and advances to the next bracket. A team must never be advanced to the final playoffs via a bye. The byes must be placed in selected positions of the tournament brackets, except for the finals, before the pairings are done by drawing lots. The byes will be placed so that no team can receive more than one bye in the tournament.



