

2021 Washer League Rules

(361) 485-3200

The City of Victoria Parks & Recreation Department and Aerocrafters reserves the right to change and implement new rules at any time. We are committed to providing the best program possible to ensure the best environment for the players and bystanders. In case of weather, cancellations will be posted on The Victoria Parks and Recreation Facebook page and managers will also receive an email through Quickscores for any game changes.

TEAM REGISTRATION

- 1.) The Washer League is for partnered teams only. A partnered team must have 2 individuals to participate. Each team is allowed one alternate for their team throughout the full season.
- 2.) The name of both partners must be listed on the registration form. An alternate can be listed on the registration form or added to it at any point during the league, pending you have not already named your alternate. An alternate cannot be changed out once one has been named.
- 3.) Individuals must be at least 18 years of age to participate in the league.

LEAGUE RULES

- 4.) The league shall consist of a minimum of 8 games. A game is considered to be the best two out of three matches.
- 5.) Scores from each match must be reported to the Recreation Specialist after each match.
- 6.) Playoffs will consist of the top 4 teams playing in a single elimination tournament once the regular season games have concluded.
- 7.) A team that forfeits 2 or more game nights in a single season will be deemed ineligible for the end of season tournament. A team that forfeits 3 consecutive game nights will be dropped from the league without refund.
- 8.) In the event of a tie between teams at the end of the regular season, standings will be determined by: 1st win/loss record (games), 2nd head to head (all-play), 3rd win/loss record (matches), 4th points differential, and 5th coin flip.
- 9.) Scheduled game time is FORFEIT time (5 min "grace" awarded for 7pm games only). Forfeits will be recorded as 11-0 (for both matches).
- 10.) Games will have a maximum time limit of 45 minutes.
- 11.) Teams are encouraged to have similar shirts, but this is not required.
- 12.) Any protest made on a player or team's eligibility must be made by the opposing team prior to the conclusion of the first match. In the event of a protest, the game will be stopped until a Recreation Specialist makes a ruling. If no protest is made prior to the conclusion of the first



match, then no further protest will be made of the duration of the game. *Any team with a protested player that is deemed ineligible will receive a forfeit.*

- 13.) Any protest made on the game's score must be made prior to the next throw. Scores must be agreed upon by both teams prior to reporting to Recreation Specialist.
- 14.) Players are subject to ID checks at any time and a player without an ID will be ineligible to play until an ID is presented.

LOCAL PLAYING RULES

- 15.) One player from each team will pitch three washers towards the opposite board, followed by the opposing player.
- 16.) In doubles, Team A competes against Team B; each team is comprised of two people.
- 17.) In the event all 3 members of the team are present, the "off" player may sub in to finish the game on 1 board but cannot be subbed out for the remainder of the match.
- 18.) The team to throw first (on the 1st throw of the 1st match) will be decided by coin flip. The 1st throw for the 2nd and 3rd match will be determined by the winner of the previously played match.
- 19.) Players pitching can stand anywhere as long as their feet do not cross the front of the board. They can stand either on top of the board or on the ground and can be to the right or left of the board.
- 20.) Players must pitch the washers with an under-hand release.
- 21.) Whichever player scores the most during a turn, his or her teammate gets to go first in the next turn. If neither player/team scores, the player/team who pitched first in the preceding frame shall retain the first throw in the next frame.

SCORING RULES

- 22.) 3-hole washer style, with the closest hole being 1 point, the middle hole 3 points, and the furthest hole being worth 5 points.
- 23.) In each game, the winning score will be 21 points.
- 24.) Skunk rules are not in effect.
- 25.) Covering: If a player scores, a player of the opposing team can cover (cancel) those points by scoring in the exact same hole.
- 26.) The washer must stay in the hole to count. Bouncing out of the hole will not count if it lands outside of the hole (on the board or on the ground).
- 27.) If a team "busts" (goes over 21 points), the team will go back to 15 points. If a player busts, and the opposing player pitching next covers the points then the bust is canceled, but their turn is still completed (cannot throw again in the case of remaining washers).



- 28.) When a team reaches 21 points, and if they have any washers left to pitch, the player must pitch the remaining washers and they must hit the top of the board. If one of the washers misses the board and hits the ground first, they lose the points earned in that turn.
- 29.) When a team reaches 21 points, the opposing team has a chance to cover.
- 30.) The player that scored 21 steps aside, even if they have remaining washers, and the opposing player gets three washers to cover.
- 31.) If the opposing player can't cover:
The team wins if they take their remaining washers (if they have any) and hit the top of the board.
- 32.) If the opposing player does cover:
He or she takes their remaining washers (if they have any) and steps aside and the team that had hit 21 gets to continue to throw their remaining washers (if they have any) to get their points back.
- 33.) Fouls will be counted as "no score." A foul is defined as:
-Any washer pitched when the player has made contact with or crossed over the foul line (foot of the board).
-Any washer that contacted the ground before coming to rest on the board.
-Any washer that struck a previously defined object such as a tree limb, wire, indoor ceiling, etc.
-Any washer removed from the board before scoring has been agreed upon for that washer.
The offending team (who touches the washers) forfeits all remaining washers and tallies the score of just the washers thrown before the foul was reported.
- 34.) A washer that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched washer. A washer that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched.

