

# #DiscoverParksVictoria Field Day

## Washer Rules

**(361) 485-3200**

The City of Victoria Parks & Recreation Department reserves the right to change and implement new rules at any time. All rules and brackets will be posted on-site in the Special Events Area and it is the individuals'/team's responsibility to stay up to date on game times.

### TOURNAMENT REGISTRATION

- 1.) Registration will end at 1:30pm on July 13<sup>th</sup>. Bracket will be posted, and tournament will start at 2pm on July 13<sup>th</sup>. All individuals/teams must be present at 2pm.
- 2.) Players may register individually and/or as a partnered team, but may play on one "team" within each division only.
- 3.) There is no minimum or maximum age for participants.

### GAME RULES

- 4.) Tournament will be double-elimination.
- 5.) Games will have a maximum time limit of 45 minutes.
- 6.) 3-hole washer style, with the closest hole being 1 point, the middle hole 3 points, and the furthest hole being worth 5 points.
- 7.) One player from each team will pitch three washers towards the opposite board, followed by the opposing player.
- 8.) 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.
- 9.) Whichever player scores the most during a turn, his or her teammate gets to go first in the next turn.
- 10.) In each game, the winning score will be 21 points.
- 11.) Covering: If a player scores, a player of the opposing team can cover (cancel) those points by scoring in the exact same hole.
- 12.) 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.
- 13.) 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 they had made in that turn.
- 14.) When a team reaches 21 points, the opposing team has a chance to cover.



- 15.) The player that scored 21 steps aside, even if they have one or two washers left, and the opposing player gets three washers to cover.
- 16.) 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.
- 17.) 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.
- 18.) Matches are best of three.

