

Adult Washer Toss FCRV Rules  
Men and Women  
Singles, Doubles and Mixes  
Revised 1/18/1995

States/Provinces and Regions may play their own rules at their own campouts but the National Adult Sports Rules must be followed at the National Campventions. These rules have been developed from input from all parts of the organization. They are not intended to be like any other rules but are intended to preserve the fun of the game, to make the game easy to play and easy to judge, and to keep the game time reasonable in length.

**I. Eligibility:**

Contestants must be at least 20 years of age at the time of the competition and be a member in good standing of FCRV. Contestants must be the official representative(s) of their province or state.

**II. 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 two boards are twelve (12) inches by forty (48) inches, constructed with two (2) by four (4) inch frames, topped with plywood (½" through ¾") and surfaced with a short napped indoor/outdoor carpet (the carpet must not extend into the holes). There will be three (3) four (4) inch (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 (12) inches (center to center) in each direction. The two boards will be connected by ten (10) foot lengths of rope, chain, cable, etc. to keep the distance between the boards consistent and correct. The attachment of cans, bowls, or other vessels to catch the washers when they go into a hole is optional. (See drawing).

Two sets of three standard three (3) inch 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 weighs 4 ½ ounces or less.

**III. Scoring:**

- A. The first (closest) hole is one (1) point, second (middle) hole is three (3) points, and the third (farthest) hole is five (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 four (4) points with their three washers and team B scores ten (10) points with their three washers. Team B is awarded six (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 ten (10) rounds and the team leading at the end of the tenth round will be judged the winner. If they are tied at the end of ten rounds, one round playoffs will continue until there is a winner.
- D. Each player tossing all three (3) washers one time is a round. (EXAMPLE: In singles competition, both players would toss their three (3) washers one time and in doubles all four players would toss their three (3) washers one time).

#### **IV. 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.

#### **V. 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 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 the first will toss all three (3) washers and then the other team will toss all three (3) of their washers.
- G. The game will continue for ten (10) rounds and at the end of the tenth (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 is final.

#### **VI. Bye:**

Byes are used in the preliminary rounds of competition, when uneven numbers of teams occurs in a column of a tournament bracket. The bye fills in the place of the missing team and the team paired with the bye automatically 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.