

## WASHER TOSS

All participants must be at least 55 years of age by December 31 of the year of the Games.

### Age Categories/ Events

Open to women and men (teams of two).

AGE	EVENTS	Number of Participants Per Province/Territory
55+	Open Doubles	5 pairs
<b>TOTAL NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY = 10</b>		

### RULES INFORMATION:

1. Boxes are to be standard, '15" Flower Shop Boxes', if possible. Teams will use washers of different colors; each team will have two washers. A standard scoring stick is required at each pitch.
2. Boxes are to be placed 20 feet apart.
3. One player from each team will be designated to toss from each end of the pitch. When tossing the players front foot must be behind the front of the box at that end of the pitch.
4. The player from each team will toss their two washers in succession, following which the score for that end of play will be determined by the players at the other end of the pitch. At the start of the game the team to toss first will be determined by a coin toss, once a score has been made the team to score last will toss first.
5. The winning team will be the first team to reach or exceed 21 points. Note: To enable the games to precede more quickly the requirement for an exact score of 21 WILL NOT BE USED.
6. At the end of the game the winning team and the score will be submitted to the Marshall and be awarded 5 points in the competition. In the event that a game has been called for a time limit the team with the highest score will be awarded 5 points. In the event of a tie each team will be given 2 points.
7. The 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams for the competition will be determined by the teams point total. If an unequal number of games have been played, the team(s) with the most games will have the score from their last game taken from their total points. In the event of a tie for 1<sup>st</sup> place the gold medal will be determined as follows:

**NOTE:** If only 2 teams are tied and one has beaten the other in the round robin play they will be awarded 1<sup>st</sup> and the other team 2<sup>nd</sup> place. If they have not played in the round robin, or split their games in a double round robin if it were played, a coin toss will determine the winner. With 3 or more teams tied, straws of different lengths will be drawn, with the longest straw determining the position. Ties for the silver or gold medal will be decided in the same manner. **NOTE:** If time permits, additional games may be played to break ties.

### **FORMAT:**

A modified round robin format of play will be used, teams will be numbered and play as designated by the Marshall. The number of rounds to be played will be determined by time available, at least 6 rounds are desirable. After each round of play the Marshall will designate the playing positions of the teams. The Marshall may enforce a time limit if necessary to complete a round in a timely fashion.

### **SCORING:**

1. After each team's player has tossed their two washers the score for that end will be determined. Only one team can score on a single end. The score for the washers thrown is as follows;
  - 3 points - In middle cup
  - 2 points - Inside the box
  - 1 point - Outside the box, but close enough that it can be touched by the scoring stick while the stick is touching the box.
2. Washers outside the box can count anywhere around the box. Leaners and/or washers which go under the box will be considered the same as a washer touching the box. Washers of different color at equal distance outside the box cancel.
3. Washers of different colors in the same area, middle cup or box cancel.
4. For washers of different colors outside the box the closest to the box scores. If 3 or 4 washers are within scoring distance outside the box, a team may score 2 points if both their washers are closer than the opponent's.

### **NOTE: Only one team can score on an end!**

However, either team's washer which has not been cancelled eliminates all washers of the other team in a lower position. For example; with a yellow washer in the middle zone, a silver washer in the box and a yellow washer in the scoring area outside the box, the yellow team scores 3 only. A team's score from an end is added to that team's previous score until one of the teams reach or exceeds 21 points. That team is then declared the winner and will be awarded 5 points in the overall competition.