VILLANOVA INTRAMURAL SPORTS
Washers RULES
Updated: 8/2020

Eligibility/Registration

- All players must present wildcards when registering to participate.
- Each participant must have registered and submitted a waiver and entry fee ($10) by the deadline.
- Undergraduate and graduate students, faculty and staff are eligible to participate.
- There will be a Men’s, Women’s and Co-ed Division.
- Participants will progress through a weekend long tournament with final placing determined by progression through the bracket. Participant placing will be factored toward final Yard Game Olympics standings.

General Information

Play consists of four players divided into teams of two. Members of the same team (partners) stand at opposite goals. This simply means partners stand at opposite ends of the field of play. Partners will alternate throwing washers by round.

Gameplay

The game field consists of two washer boxes, each containing one recessed cup of 4 inches in diameter.

The distance from the cup centers is 17 feet.

Each player throws three washers toward the opposite cup.

Players are not allowed to step in front of the box.

Who throws first is determined by Rock, Paper, Scissors. Subsequent throwing order is based on who scored last with the scorer throwing first.

Only one player may score per round, with scoring being determined by point for point canceling. Thus if one player throws one washer in the cup and misses with the other two, and their opponent throws three in the box but not in the cup, no point would be awarded.

A washer inside the cup is worth 3 points.

A washer not inside the cup or on the edge of the box scores 1 point.

Washers completely outside the box area are ineligible for scoring.

Should player #1 land a washer inside the cup and player #2 also land a washer inside the cup, player #2's throw negates the cupper and no points are awarded for the cupper. Should player #1 score two cuppers and player #2 cup only one of them, then 3 points would be awarded player #1.

The last team to score points has "honors" and throws all three washers first, and then their opponent throws their three washers.

The game will consist of a best of three rounds of 15 minutes played to 21 points. If at the end of the 15 minute round a score of 21 has not been reached then whatever team is winning will be designated winner of that round. If there is a tie at the end of the 15 minute round, there will be a 2 minute overtime period to determine a winner with both teams getting an equal number of opportunities to score, and the winner being whichever team scores first. If a winner is determined after two rounds, a third exhibition round may be played by participants.