



T.V.E. WASHER TOSS RULES

ELIGIBILITY: A contestant must be at least 10 years old.

1. COURT AND EQUIPMENT: The court area will be selected based upon available space, safety, comfort and convenience. The two boards are provided by TVE, constructed with carpet tops, and, the two boards will be connected by 10 foot lengths of rope, chain, cable, etc. to keep the distance between the boards consistent and correct.

2. SCORING:

- a) The first (closest) hole is 1 point, second (middle) hole is 3 points and the third (farthest) hole is 5 points. Each time both sets of washers (all 6) are tossed, the points scored for each team are calculated and added to the teams over all for that game. The team which scored the most points is the one to throw first on the next round. (Game is to 21)
- 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).

3. 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) Hindering another player during their throw will result in a foul forfeiting your turn of throwing during your next at play.

4. PLAY:

- a) Tournaments will be single elimination. Bracket will be determined at random.
- b) To begin the game first toss will be determined by the toss of a washer. First toss will be highest point or closest to the furthest (5) hole.
- c) Contestant may not switch partners without paying a new entry fee. No new established teams after first throw of tournament.
- 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 during their throw.
- f) The player tossing first will toss all 3 washers, and then the other team will toss all 3 of their washers.
- g) If the team that threw first makes 21 the team to throw second can utilize the 1st teams washers to try and cover the teams winning points. (Opponents washers can not be used to gain points only to cover opposing teams). The team to reach 21 at the conclusion of a round will be judged the winner of their bracket.
- 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. Once notified, teams have 10 minutes for both members to be at the game of play.
- i) The decisions of the Official are final.
- j) A bust (going over 21) returns the teams score to 15 and forfeits their remaining washers for that round. A bust **CAN NOT** be covered. Competing team may then finish the round with an "open" board.
- k) A round would be when one person of each team, standing on the same side, has thrown their 3 washers.
- l) Skunk- 11 to nothing at the end of a round. Team with the points wins the game. In the event the team that skunks threw first the losing team does not get to attempt to recover game with the winning team's washers.
- m) Covering- Throwing a washer into a hole that was previously scored in by your opponent does not warrant points gained only to subtract points from your opponent. Opposing team's washers can only be used to cover when applicable.

5. Sign up

- a) Either online (tvefair.com) or day of registration. Registration/Check in ends 30 minutes before tournament begins. \$10 a person (\$20 a team).
- b) Phone number with texting must be provided for notification of your turn to play.
- c) Upon Check in you will be given a wrist band with your team number. (Check in must be completed 30 Minutes before tournament start time or forfeiture occurs)
- d) No refunds will be given for any reason. By entering the tournament you agree to all rules or judgements made by the chairman. Any pictures taken at the event are owned by TVE with the rights to use as they see fit.