

SPORT: WASHER PITCHING

EVENT (recreational)

PITCHING WASHERS

Competition in an age group will only be conducted if there are at least two entries in that age group.

EQUIPMENT

A two and one-half (2 1/2") inch flat metal disk, a three inch inside diameter cup or pipe. Official LSOG games will be played using square platforms: 30" square x 3.5" high placed 3 feet away from the back wall. There will be uniformity of construction in the washer pitch platform to include a thickness of wood and carpet specifications which will be determined at a later date.

Washers will be provided.

DESCRIPTION

Washer Pitch is a bracketed competition in which metal disks are tossed at cups depressed into a surface.

1. Target (cup) will be twelve feet from the foul line. For females athletes 75+, the target (cup), will be ten (10) feet from the foul line.
2. Warm-up or practice tosses may be made beginning 30 minutes before the official starting time. No warm-up or practice tosses will be allowed after the event has officially started.
3. Four tosses by each player constitute an inning. Each competitor will take four consecutive tosses followed by the opponent's four tosses.
4. The number of innings is determined by match points.
5. The choice of first pitch at the beginning of the match is determined by the toss of a coin. Players alternate first pitch of each inning thereafter.
6. Both competitors' feet must remain behind the foul line until the washer touches the playing surface. A foot foul will result in a no score for that toss. If the toss displaces an opponent's washer/washers, the participant tossing that washer will not score. It will be a Dead Washer.
7. Both competitors must remain behind the foul line until all washers have been tossed.
8. After all washers have been tossed in an inning, neither contestant shall touch either his own or opponent's washer (s) until scoring is completed. Failure to comply with this rule will result in loss of score for the offender in the inning of violation.

SCORING

Match is 21 points in all rounds. (First to reach 21 points, WINS). Age groups 75+ the winner would be whoever reaches 21 points first, or whoever has the highest score after 20 washers have been pitched (five frames with 4 throws per frame). If tied, an additional frame will be played until there is no tie at the end of a frame.

Match is twenty-one points in semi-finals and finals.

Points are awarded as follows:

5 points.....in the hole

3 point.....leaning over the hole

1 point.....anywhere on platform

1. Scores are determined based on the positions of the washers at the end of an inning. If a washer bounces onto the platform or in the hole from the floor or ground, it will be called a DEAD WASHER, no points.
2. Each washer that goes in the hole is scored five points. Points do not increase or decrease if a player tosses a washer(s) in the hole on top of the other player's washer(s).
3. Each washer that leans over the hole is scored three points.
4. After washers in the hole and washers leaning over the hole are scored, players will be awarded one (1) point for each washer on the platform.

TIES

In the case of a tie, contestants will toss an extra inning until the player with the advantage wins. Play may extend longer than the time specified for an age group.