

Washers

Ritzenthaler Tournament Rules

July 7, 2018

0. **If both teams can agree on a set of rules - *any* set of rules - then they may use those rules even if they violate these. If both teams cannot agree, the rules MUST fall back to these.**
1. The team that tosses first is chosen by coin toss or a game of Rock-Paper-Scissors (best of ONE). The teammate that tosses first will be chosen by the team that is NOT tossing first. That is, if Team A wins the coin toss against Team B, then after choosing which teammate is on which side, Team B will decide which side tosses first.
2. When a team tosses, they toss all of their washers, one-by-one, before the other team tosses.
3. After the first round of tossing, the team with the higher number of points tosses first. If there is a tie in points, the team that previously tossed first still tosses first.
4. A washer scores points only for falling into a hole; a washer on the board is worth no points. Also, a washer which hits the ground is "dead" and incapable of scoring or canceling points. However, a washer which hits the ground can legally knock another washer off of the board.
5. Points are gained by tossing a washer such that it is not "dead" AND falls into one of the holes. From furthest away to closest, the point values of the holes are
 - 3
 - 2
 - 1
6. When a team lands a washer into a hole in which the other team has already landed a washer, the points are subtracted from the first team's score rather than added to the second team's score. For example, if Team A has landed a washer into the one-point hole, then Team B lands a washer into the SAME hole, then the new score is 0/0, not 1/1.
7. Unlike Beanbag Toss and Ladder Toss, points are tallied as they are scored instead of at the end of the round. When points are scored that put a team's point total above 21, the earned points are subtracted from the point total rather than added. So if a team has 19 points and gets a washer in the three-point hole, their new point total is 16.
8. A team wins by both hitting exactly 21 points and getting all of their washers either in holes or on the board. If a team has exactly 21 points at the beginning of a round, a desirable, winning round would be to have all of the washers on the board but none in any holes. That is, it is not necessary to score on a winning round, but it *is* required that there be no "dead" washers. (This is the most consistently-disregarded rule outside of the championship match)