

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL WASHERS RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Each team will consist of one (1) player
3. Players will be responsible for contacting their opponent to set up a match time. Contact will be made through IMLeagues.
4. The playing field will consist of 2 washer boards, 18 ft. apart from each other.
5. The first participant to 21 will win the game.
6. A coin flip will be used to determine who goes first.
7. Each participant will have three washers to throw. When throwing the washer, the participants will throw in an alternating order.
8. Washers that land and stay on the board are worth 1 point. Washers that land in the cup on the board are worth 3 points. No points are earned if washers land outside the box.
9. Points will cancel each other out. Example: Participant 1 has 2 washers on the board and 1 in the cup for a total of 5 points. Participant 2 has 3 washers on the board for a total of 3 points. Participant 1 would then receive 2 points.
10. Results must be emailed to getfit@washburn.edu within 24 hours of match being complete. Failure to do so may result in both teams forfeiting the match.

Revised 06/2019