

Texas Crab Festival Doubles Washers Tournament Rules

- The tournament will be double elimination format with teams consisting of 2 players. There will be a winners' bracket and a losers' bracket. Once a team loses in the losers' bracket, that team is out of the tournament. Initial bracket position will be randomly drawn the day of the tournament.
- Teams have 5 minutes to report to the judge's table when their name is called; otherwise, that team forfeits the game.
- The game will be played on 3-holed washer boards placed 8 feet apart with a throwing distance of 12 feet. Washers are 2.5 inches in diameter. Teammates will stand at opposite boards and throw from BEHIND the board. Absolutely no standing on the boards, they will break.
- The closest hole will be worth 1 point, the middle hole 3 points, and the furthest hole 5 points.
- A round consists of both teams throwing all 3 of their washers in a row. The team who netted more points in the previous round throws first in the next round. (We mention netted here because it is possible for a team to lose points in a round by busting). To start the game, the team on top in the bracket will throw first.
- It is possible for the opposing team to knock in your washers with their washers. If the opposing team knocks your team's washers in, these washers will be scored just as if you threw in the washer.
- Games will be played to 21 points. Teams must reach 21 EXACTLY. Busting over 21 will set that team's score to 15, and that team may not throw any remaining washers for that round. This is the penalty for busting.
- In each round, opposing washers cancel each other out on a one-for-one basis per hole (this is called Covering), except if a team busts. **Once a team busts, that team cannot be "un-busted" by the opposing team's covering.** In addition, once a team busts, **ALL HOLES WILL BE "OPEN" TO SCORE ON BY THE OPPOSING TEAM, REGARDLESS IF ANY WASHERS ARE IN THE HOLE OR NOT.** In other words, a team throwing after an opposing team has busted would not be able to *further* decrease the busted team's score by covering. All holes can be scored upon in this scenario. This is the penalty for busting.
 - Example 1: At the start of a game, Team A makes washers in the 1-hole and 3-hole (score 4). Team B then throws 2 washers into the 3-hole and another in the 5-hole. All washers have been thrown; the score is Team A 1 and Team B 8. The two opposing washers in the 3-hole cancel each other, but the third washer counts for Team B in the 3-hole.
 - Example 2: At the start of a round the score is Team A 18, and Team B 16. Team A throws their first washer into the 1-hole (score 19). Team A's second washer lands in the 5-hole (score 24). This is a BUST, and Team A's score is set to 15. Team A will NOT throw their last washer in this round. In addition, the 1-hole and the 5-hole will be "open" to score upon by Team B. This is the penalty for busting.

- Example 3: At the start of a round the score is Team A 15, and Team B 17. Team A misses on the first 2 throws and then hits a 5-hole on the last throw (score 20). Team B's first throw lands in the 5-hole. This **WOULD NOT** create a Bust for Team B because the throw simply covers Team A's washer. The score would be Team A 15, and Team B 17, and Team B would continue to throw their remaining washers.
- End of Game: When a team reaches exactly 21, that team may hold on to any remaining washers while the opposing team throws. This is called the "Courtesy Rule."
 - Example 1: At the start of a round the score is Team A 18 and Team B 11. Team A throws the first washer into the 3-hole (score 21). Team A may hold on to their remaining 2 washers while Team B throws. Team B will then throw their washers attempting to cover the winning throw. If Team B does cover the winning throw, Team B will cease throwing (holding any remaining washers) and allow Team A to resume throwing their remaining washers. The round will be played in this back-and-forth manner until all washers are thrown.
 - *The Courtesy Rule is put in place out of fairness to teams that reach 21 on their first or second throws. Without the rule, the remaining washers would be wasted throws, as there would be no incentive to throw those washers after reaching 21. The other team would then have 3 chances to cover/win.*
 - It is possible for both teams to reach 21 points at the end of a round by scoring in different holes. Should this happen, the FIRST team to reach 21 will be declared the winner. This is the incentive to put your team in a position to go first during each round by netting more points during the previous round.
- Both teams should AGREE on the score and WHO will be throwing next PRIOR to picking up any thrown washers. When in doubt, call for a judge. Judges' decisions are FINAL.
- There is NO Skunk Rule.
- After the game, ONE member from EACH team shall report the game results to the judge's table, and RETURN ALL WASHERS.