OFFICIAL RULES & COMPETITION STANDARDS

Single-Cup Washer Toss

THROW • SCORE • COMPETE

1. Purpose, Scope & Authority

1.1 Purpose

These rules establish a consistent, transparent, and internationally compatible standard for competitive single-cup Washer Toss.

1.2 Scope

These rules govern WWTA-sanctioned leagues, tournaments, matches, friendlies, rankings, and records. Recreational play may modify the rules, but modified results are not championship-standard results unless the event sanction expressly authorizes the modification.

1.3 Discipline

WWTA governs Single-Cup Washer Toss: two opposing targets, each containing one centered cup, with four washers thrown by each player, in an alternating fashion, per round.

1.4 Event Rules

A sanctioned event may select only the options expressly permitted in this rulebook. Its published rules must identify the permitted washer size, division, scoring method, target score, court distance, and any youth, novice, or accessibility modifications.

1.5 Interpretation

The WWTA Rules & Competition Committee has final authority to interpret these rules for WWTA competition, subject to any published protest or appeal procedure.

2. Definitions

Round

A completed sequence of four washers per player at one target end.

Permitted Washer Size

The washer outside diameter an event announces under Section 4.2, not exceeding 2.5 inches.

Cup

The centered, four-inch inside-diameter receiving target.

Box

The square scoring target surrounding the cup.

Outside Top Edge

The upper horizontal surface of the outside perimeter wall of the target box.

Dead Washer

A washer disqualified from scoring because of a foul or other ruling.

Foul Line

The line, marked or unmarked, that forms the forward boundary of the throwing area at each end (see Section 3.2).

All Points Scoring

Both sides add all points scored in the round.

Cancellation Scoring

The lower raw round score is subtracted from the higher; only the difference counts.

Raw Round Score

The total points a player or team earns in a round before any cancellation is applied.

Live Washer

A washer remaining in play until the completed round is scored.

Sanctioned Event

A league, tournament, match or other competition that WWTA has approved to be played under these rules.

Event Director

The person responsible for running a sanctioned event under these rules. References to "the director" mean the event director.

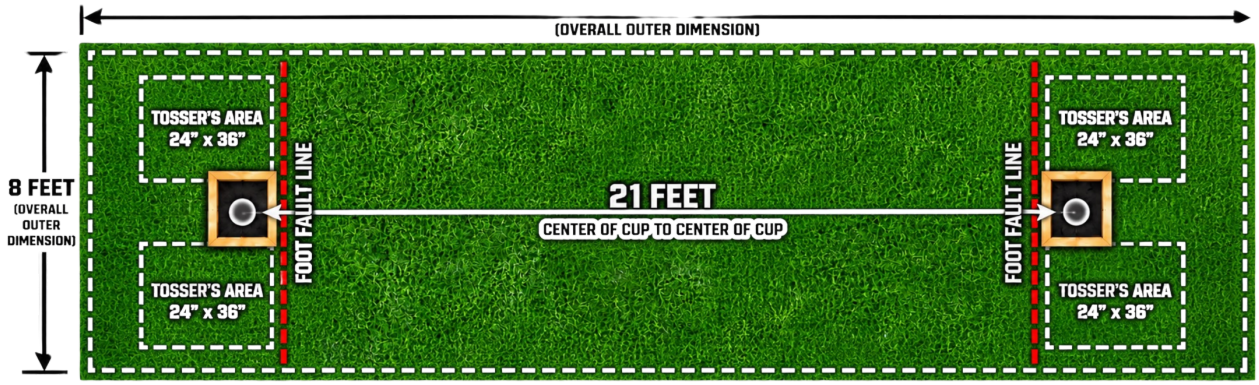
Official

A person assigned by the event director to make rulings during play. "Designated official" has the same meaning.

3. Court & Target Equipment

3.1 Court layout

The standard court is 8 feet wide by 25 feet long, with aligned boxes and cups 21 feet apart measured center to center. Each throwing end provides a designated throwing area approximately 24 by 36 inches.. Court boundaries and player safety clearance must be marked or otherwise made clear before competition.



3.2 Foul line

A foul line, which may be marked or unmarked, defines the forward boundary of the throwing area at each end. The washer must be released before the thrower's foot crosses that line; the throwing arm may reach past it. The event director shall verify consistent placement at both ends before play.

3.3 Box

Each target has one centered cup. Boxes may measure from 12 to 18 inches square; 16.5 by 16.5 inches is the recommended standard. Both boxes used in the same match must have materially identical dimensions, construction and playing surfaces. The precise measurement convention (inside versus outside), wall height and tolerance remain subject to final equipment certification.

3.4 Surface

The base may be pine or an approved equivalent and shall be covered with outdoor carpet no thicker than 1/4 inch. No separate foam or padding layer is permitted for championship-standard play. The playing surface shall be reasonably level and stable.

3.5 Cup

The cup shall have an inside diameter of 4 inches, centered within the box and below the top perimeter edge. Cup depth, mounting, construction material and manufacturing tolerances will be specified in the equipment standard.

3.6 Sand

An event may expressly permit sand in youth, novice or recreational divisions. Sand-assisted results must be separately identified and are not interchangeable with standard dry-surface rankings.

4. Competition Washers

4.1 Quantity and identification

Each player throws four washers per round. Opposing players or teams must use clearly distinguishable colors or markings.

4.2 Permitted sizes

The recommended competition washer is 2.0 inches in outside diameter and weighs approximately 1.5 oz (42 grams). Washers up to 2.5 inches in outside diameter are permitted. Events must announce the permitted size and specifications in advance.

4.3 Uniformity

All eight washers used by opposing players in a game must be materially identical in size, mass, thickness, center opening and material, except for distinguishing color or marking. The same uniformity principle applies to washers used by teams in doubles and events as a whole. No player may alter washers during a match.

4.4 Construction and certification

Steel washers are required and durable powder-coated finishes are permitted subject to published standards. Exact weight tolerances, center-hole size, thickness, finish and certification criteria are set by the WWTA Equipment Standard. A director may reject damaged or materially nonconforming washers.

5. Match Formats & Divisions

5.1 Singles

In singles, two players alternate throws, each using four washers per round. After each round, both players walk to the target they just threw at and throw the next round from there, toward the opposite target.

5.2 Doubles

In doubles, teammates occupy opposite ends and remain at their assigned ends for the game unless an event rule authorizes a change between games.

5.3 Games and Matches

A match may consist of one game or a best-of series. The format must be published before competition begins and applied consistently within the division.

5.4 Scoring

Games are ordinarily played to 21. Authorized tournament formats may use 7 or 11. Unless an event expressly adopts an exact-score rule, a player or team may win by reaching or exceeding the target after completion of a round.

Competition divisions ordinarily use cancellation scoring; novice and recreational divisions may use All Points Scoring. Youth, accessibility and novice modifications must be disclosed before registration. All games finish only after a complete round; reaching or exceeding the target is sufficient unless a separately published exact-score rule applies.

6. Starting and Conducting Play

6.1 Pre-Match Inspection

Players may inspect the court and equipment before the match. Any objection reasonably visible before play must be raised before the first scoring round.

6.2 First Throw

First throw may be determined by coin toss, seeding, or another published neutral method. The winner may select the first throw or starting end.

6.3 Order of Throw

Players alternate one washer at a time until each has thrown four. Opposing players at the same end may throw from the same side of the box, taking turns in the alternating order. In doubles, the players at one end complete the round, after which their partners throw the next round from the opposite end. The player or team that had the higher score in the previous round shall throw first.

6.4 Delivery

A washer may be thrown in any safe manner using any grip or release. The washer must be released before the thrower's foot crosses the foul line.

6.5 Pace of Play

Players must throw without unreasonable delay. An event may publish a shot clock or time limit, applied equally to all competitors.

6.6 First throw in subsequent rounds

The player or team with the higher raw score in the preceding round throws first in the next round, even when cancellation scoring is used. On equal raw round scores, including a scoreless round, the right to throw first remains with the player or team that held it in the preceding round. Play alternates direction between target ends after each round.

7. Scoring

7.1 Point values

Cup: 3 points when the washer comes to rest in the cup. Outside top edge: 2 points when the washer comes to rest supported on the upper horizontal surface of the outside perimeter wall. Box: 1 point when the washer comes to rest in the box playing area without qualifying for the cup or edge. Miss: 0 points. A washer receives only its highest applicable category, never combined points.

7.2 Final resting position

All washers remain live until the completed round is scored. Score only their final resting positions after all throws. A later washer may move an earlier washer into or out of a scoring position. A washer that bounces into a scoring position remains eligible; bouncing is not itself a foul.

7.3 All Points Scoring

Under all points scoring, each player or team adds every point earned during the round to its running total. Example: a 5–3 round adds 5 to one side and 3 to the other.

7.4 Cancellation Scoring

Under cancellation scoring, subtract the lower round total from the higher total. Only the difference is added. Example: a 5–3 round adds 2 points to the higher-scoring side.

7.5 End of Game

A game ends only after both sides have completed the round in which a side reaches or exceeds the target score. The side with the higher game total then wins, subject to any published tie or exact-score rule.

7.6 Ties

If the scores are tied after the target has been reached, play continues in complete rounds until one side leads after a completed round.

7.7 Measurement

A washer visibly within the cup or box is scored without measurement. When position is disputed, the designated official measures or rules before any washer is removed.

7.8 Edge disputes

To earn two points, a washer must remain resting on the outside top edge at the end of the round. A washer touching or leaning against the side without resting on the top edge does not earn edge points. The official resolves uncertain positions before washers are moved.

8. Fouls, Dead Washers & Interference

8.1 Foot Foul

Crossing the foul line before release is a foul. The thrown washer is dead and scores no points. Any washers displaced by the foul throw should be restored when reasonably possible; otherwise the official determines an equitable reconstruction or replay.

8.2 Wrong Order or Wrong Washer

A washer thrown out of turn, from the wrong end, or that does not meet the event's permitted washer size is dead unless the official determines the error was induced by event administration and orders a replay.

8.3 Ground contact and bounce-ins

A washer may contact the ground, target wall or another washer and subsequently enter a scoring position. Such contact alone does not make the washer dead. Contact with a person, unrelated object or obstruction is handled as interference under Section 8.5.

8.4 Premature Removal

No person may touch or remove a potentially scoring washer before the round is scored. The non-offending side receives the most equitable ruling available, which may include replacement, awarded points, or replay of affected throws.

8.5 External Interference

If a throw or resting washer is materially affected by a spectator, animal, equipment failure, weather-created obstruction, or other external cause, the official may order a rethrow or reconstruct the position.

8.6 Unsafe Play

An official may stop play and declare a washer dead when a delivery creates an unreasonable safety risk.

9. Event Administration

9.1 Published Event Notice

Before registration closes, the event must publish the date, venue, divisions, permitted washer size, scoring method, target score, court distance, match format, bracket format, ranking eligibility, equipment rules, and authorized modifications.

9.2 Consistency

All matches within the same division and stage must use materially equivalent courts, targets, equipment standards, and rules. If conditions require a change, the director must notify affected competitors and document the change.

9.3 Seeding and Brackets

Seeding and bracket methods must be neutral and published or announced before the draw. Unless the event publishes another method, seeding is random. A bracket may be single elimination, double elimination, round robin, pool-to-knockout, or another approved format.

9.4 Reporting

A sanctioned event must preserve event, division, match, competitor, score, rules-version, format, and result-status data. Final standings alone are not a sufficient match record for ranking administration.

9.5 Forfeits and Withdrawals

The event director determines forfeits under the published schedule and check-in rules. A recorded forfeit must distinguish between a played result and an administrative result.

9.6 Weather and Conditions

The director may suspend, relocate, shorten, or reschedule play for safety or material court conditions, but must apply changes consistently and preserve the competitive integrity of the division.

10. Officials, Protests & Conduct

10.1 Player Responsibility

Players are expected to call routine scoring fairly. A designated official has authority when assigned or requested before washers are disturbed.

10.2 Protests

A rules or equipment protest must be raised promptly and, when possible, before the next round begins. Judgment calls are final unless the event rules provide an appeal. Misapplication of a written rule may be reviewed by the event director.

10.3 Sportsmanship

Competitors and spectators must not distract a thrower, interfere with equipment, use abusive language, threaten others, or engage in cheating. Sanctions may include warning, loss of throw or round, game or match forfeiture, removal, suspension, or referral to WWTA discipline.

10.4 Alcohol and Impairment

Events may publish age and alcohol rules. Regardless of venue policy, a director may remove a person whose impairment creates unsafe or materially disruptive conditions.

11. Equipment Certification

11.1 Open Standard

Competition equipment must meet the published WWTA Equipment Standard. No rule shall require equipment to be manufactured by WWTA or a single affiliated seller when another manufacturer can satisfy the same published standard and certification process.

11.2 Approval

WWTA may require championship equipment to bear WWTA certification or appear on an approved-equipment list. Approval may include measurement, weighing, materials review, durability testing, play testing, and periodic verification.

11.3 Alteration and Wear

Equipment that was originally approved may be rejected if altered, warped, excessively worn, contaminated, or otherwise no longer compliant.

11.4 Neutral Administration

The Equipment Standards Committee must administer published criteria uniformly, including for products made or sold by persons affiliated with WWTA.

12. Records, Rankings & Rules Governance

12.1 Comparable Records

Records and rankings must identify the rules version, permitted washer size, division, court distance, scoring method, target score, and material playing-surface modification. Non-equivalent formats must not be combined without a published conversion or classification rule.

12.2 Rules Version

Every sanctioned match record must identify the controlling rules version. Material rule changes should take effect between ranking seasons except when immediate action is required for safety, fairness, or administration.

12.3 Change Log

WWTA will maintain a public rules archive and change log stating the adoption date, effective date, and substance of each revision or interpretation.

12.4 Local Rules

A local rule may address site conditions only when it does not contradict the applicable sanctioned format. Local rules must be disclosed before play and recorded with the results when material.

Appendix A —Quick Rules

- Place two aligned single-cup boxes 21 feet apart, measured cup center to cup center.
- Each side throws four distinguishable washers, alternating one at a time.
- Use materially identical washers.
- Score cup 3, washer resting on outside top edge 2, box 1, miss 0.
- Bounce-ins count. All washers remain live; final resting position after the round controls.
- Use All Points Scoring or Cancellation Scoring as published for the division.
- The side with the higher raw round score throws first next round; ties retain first throw.
- Play to 21 after a completed round, or a published tournament short format of 11 or 7.
- Stay behind the foul line until release. Do not touch washers until scoring is complete.

Appendix B - Core Standards at a Glance

Item	Consolidated standard
Court	21 ft cup-center to cup-center; 8 ft overall court width
Target	One centered 4 in inside-diameter cup per box
Box	12–18 in square permitted; 16.5 in recommended
Washers	Four per player; 2.0 to 2.5 inches in outside diameter; identical within a game
Scoring	Cup 3 • Outside top edge 2 • box 1 • miss 0
Game	21 points after completed round; sanctioned short formats to 11 or 7
Scoring systems	Cancellation for competitive play; All Points counted for recreational play