



NU Intramural Sports

Washers

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.
6. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

THE GAME AND THE FIELD

1. The cups will be positioned 25 feet apart.
2. The game begins with a coin flip to determine which team goes first.
3. The starting player begins by tossing both of his/her washers toward the opposing cup. Then, the second player throws his/her washers. Players can stand no closer than one normal step in front of the cup.
4. A team scores 5 points for a washer in the hole and 1 point for a washer on the board. Cancellation scoring is used, so both teams cannot score in the same round.
5. The winning team of each round, will throw first in the next round. If neither team scores, the team that threw first in the last round will throw first again.
6. The game is played best 3 of 5 games to 21 points. Games must be won by two (2) points.
7. A team wins by "whitewash" when it scores 17 points before the opponent scores more than 1. A team wins by "skunk" when it scores 11 points before the opponent has scored.