



Rules: One Hole Boxes or Boards :: by WasherPlayers.net

Playing Area

- Two Washers boxes should be placed on a flat surface, with the holes 21 feet apart.
- The pitching areas are located on either side of the box, with the foul line being the line parallel to the front edge of the box.
- Players may toss from anywhere behind the front of the box from which they are throwing, but all turns should be taken from the same side as the first toss.

Playing Equipment

- Box sizes vary by store and individual builder. In general, boxes are 14 - 18 inches, square.
- Holes should be 4", generally PVC pipe.
- Each team should have a set of 4 washers, for a total of 8.
- Teams should use different colored washers.
- Washer's outer diameter should be 2.5", with an inside hole of 1".

Scoring

3 points - Washer is tossed into the cup.

1 point - Washer lands inside the box.

0 points – A washer lands outside of the box or bounces into the box.

*A washer that bounces into the box should be removed before the next player tosses.

*Scoring is done by cancellation. After each round, the difference between both players scores is the score given to the highest scoring player. If both players score the same amount, no one will receive any points.

Examples:

* Team A scores a 3 point hole and one in the box for 4 total points. Team B lands 2 in the box, for 2 points. Team A would score 2 points for the round.

* Team A scores lands one in the cup, and one in the box. Team B lands one in the cup and one in the box. Points cancel out, no points are gained.

Game Play

For Doubles Play:

- Partners shall stand at opposite Washers boxes, each on the same side of the box.
- Each team will have 4 washers of one color, all 8 washers begin at the same end.
- To decide the starting team, each player should toss one washer toward the opposite box. The team closest to the hole, will toss first. This is called the "Diddle".
- The first team will then begin by throwing all 4 washers at the opposite box.
- The second player will then throw all 4 washers.
- After all 8 washers are tossed, teams count the points scored during the round.
- After scoring, the players on the opposite end will then take their turns in the same manner. The team scoring the most points in the previous round will throw first to start the turn.
- Play continues until either team reaches the 21 points.

For Singles Play:

- Both players will throw from the same box. After each player tosses 4 washers, players move to the opposite box to tally scores, pick up their washers, and begin the next round.
- The player scoring the most points in the previous round will toss first.