



### **The Cornhole Boards:**

1. Should be placed on a flat surface 27 feet apart (front to front).
2. The cornhole board surface should be 2' x 4'.
3. Throwing lanes on each side of the board will be 3 ft. wide by 4 ft. deep (back of board)

### **The Cornhole Bags:**

1. There should be 8 bags, 4 bags of each color. Consisting of 2 teams.
2. Each bag should be 6 inches by 6 inches and have a weight of 1lb.

### **Cornhole Game Play:**

1. Each scheduled night, a team will play 7 one game head to head matches.
2. Any rostered player may play in any of the matches.
3. Failure to have at least 2 players present past 10 mins of scheduled start time will result in either a forfeit or a single player may choose to play as ironman for the match. If playing a forfeited team, the team may decide to A) accept their win and 2 bonus points for each player, or B) play both against no opponent with no guaranteed bonus points.
4. Two teams of two people, termed partners, shall play. Partners shall stand at opposite cornhole boxes on the same side, from the perspective of a third person, and face each other, so there is no advantage given to one team.
5. Each cornhole team shall have 4 bags of one color.
6. All 8 cornhole bags begin at one end.
7. Coin flip or bag spin will be used to start the match. Winner may choose lane assignment and pitch choice (honors) or which opponent to play against. Bags shall remain the same all match.
8. One of the partners on the team who has honors shall begin play by throwing a cornhole bag at the opposite cornhole box.
9. A cornhole player must throw each bag from the proper throwing lane (behind the front of the board, in front the back of the board, on designated side of the board, and no wider than the 3 ft boundary).
10. Game continues by alternating throws between the two opponent players until all 8 cornhole bags have been thrown.
11. If a cornhole bag hits the ground then bounces up onto the board, that bag shall be taken off the playing surface.
12. The player who scored in the preceding inning pitches first. If neither pitcher scores, the contestant or team who pitched last in the preceding inning pitches first.
13. The cornhole game continues until one team reaches 21 or more points (NO skunking).

**All players must respect their opponents and show good sportsmanship**

### **Fouls:**

1. A cornhole players foot lands past the foot foul line before bag is released is a foot foul.

- Bag shall be removed if it landed on the playing surface and player loses that throw.
- 2. A player goes out of turn.
- Bag shall be removed if it landed on the playing surface and player loses that throw.
- 3. A player throws from outside the proper throwing lane.
- Bag shall be removed if it landed on the playing surface and player loses that throw.
- 4. Any bags touched while in scoring position by a player before all bags are thrown will result in a 5-point deduction for their team.
- 5. Any dispute on a foul shall be brought to the onsite league official.

### **Scoring:**

1. The score shall be taken after all cornhole bags have been thrown for a round.
2. Points shall be given as follows.
  - A. 3 points for a cornhole bag that goes through the hole.
  - B. 1 point for a cornhole bag that is on the playing surface.
  - C. 1 point for a cornhole bag that is hanging into the hole.
  - D. 1 point for a cornhole bag that is hanging off the edge but not touching the ground.
  - E. 0 points for a cornhole bag that is on the playing surface, but also touching the ground.
  - F. 0 points for a cornhole bag that is hanging off the front edge and is resting on a cornhole bag that is on the ground (unless the cornhole bag on the ground can be removed without making the hanging bag fall to the ground, then one point is given).
3. Cancellation scoring will be used for each round. An example would be: Player A scores 5 points, player B scores 3 points, then player A receives 2 points for their team.
4. The cornhole team who wins the round is given honors to throw first in the next round.
5. If both cornhole teams have the same round score then the game score stays the same and honors stays with the team who had it the previous round.
6. Teams will be given scorecards each night before matches begin and teams are responsible for turning in completed scorecards (scores, records, and bonus points) when all of their scheduled matches have concluded.
7. Failure to turn in or to complete scorecard properly will result in: 1<sup>st</sup> offense - warning, 2<sup>nd</sup> offense - forfeit of matches played that night, 3<sup>rd</sup> offense – removed from league

### **Prelims & Playoffs:**

1. The first 2 weeks will be prelims to determine divisions
2. All prelim games will count for individual records and games played, but overall team records will not rollover to regular season.
3. Playoffs will be played the following week concluding the regular season.
4. Playoffs will be played as a seeded double elimination tournament.
5. Matches during playoff tournament play will be 1 game in winners and losers brackets.
6. To qualify to compete in the playoffs, a player must have at least 25 games played.
7. Any ties in regular season winning percentage to determine playoff seeding will go to head to head regular season records.

### **Season XIII Payouts = \$4150 (4 Divisions):**

- #1 seeds into playoffs get free entry to next season - \$100 (4)
- (A) Division – 1<sup>st</sup>: \$1000 2<sup>nd</sup>: \$600 3<sup>rd</sup>: \$200
  - (B) Division – 1<sup>st</sup>: \$700 2<sup>nd</sup>: \$400 3<sup>rd</sup>: \$100
  - (C) Division – 1<sup>st</sup>: \$400 2<sup>nd</sup>: \$200 3<sup>rd</sup>: \$50
  - (D) Division – 1<sup>st</sup>: Free entry to next season