

# Adult Cornhole League

## Rules



### Length of Matches

- Traditional 21: Game shall be played to the pre-determined number of 21 points. The first team to reach or exceed that number at the conclusion of a frame is the winner. This is a self-officiated league.
- All matches will be played to the best 2 out of 3 games or a maximum of 45 minutes, whichever happens first. Whichever team is ahead at the 45-minute mark will be the winner of that match.
- **Scoring for Competitive Only:** Each round you will throw 4 bags and keep score. At the end of 10 rounds, add up your score for that round. The team with the best out of three games wins that match.

### Tournament

- Depending on the number of teams per season, the tournament will be broken up into upper and lower brackets. There will be first, second and third place winners in each bracket.
- Each match will be played to the best 2 out of 3 games or a maximum of 45 minutes, whichever happens first. Whichever team is ahead at the 45-minute mark will be the winner. This could change day of between the League Coordinator and teams if so desired.

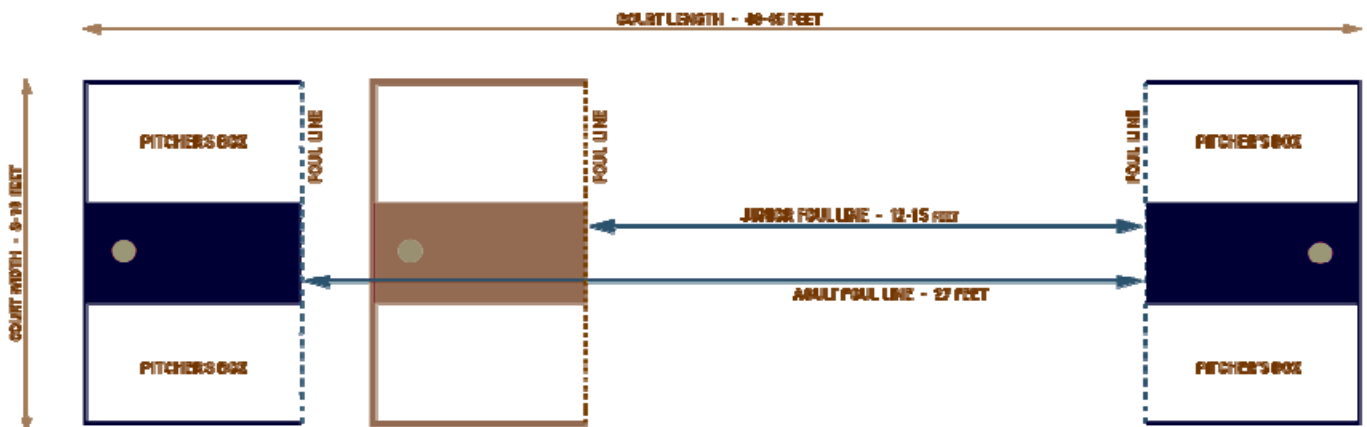
### Players

- Each team is comprised of 2 players; one alternate player is allowed.
- Each team will stay in their designated lane for the whole match.
- Players at the headboard will alternate pitching bags until each player has pitched all 4 of his/her bags.
- Players at the footboard will take score and resume pitching back to the other cornhole board.

### Minimum Number of Players

- Teams must start and finish a game with at least 1 player. If a team drops below 1 player at any point during the game, the team will forfeit that match. There will be a 5-minute grace period after match time before a game is considered a forfeit.
- Matches that are played with 1 player will have that player pitch from both ends by rotating ends at the conclusion of each match.

### Game Play Setup



## Game Terminology

- **Woody – 1 point:** Refers to any bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame.
- **Cornhole – 3 points:** Refers to any bag that has been pitched and passes through the hole on the cornhole board at any time during the frame.
- **Foul Bags:** Refers to any bag that has not been determined a “woody” or “cornhole,” or was designated a foul bag as the result of a rule violation.

## Methods of Scoring

- **Cancellation Scoring:** The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.
- **Example:** Red achieves 1 woody and 2 cornholes during the frame = 7 total points. Blue achieves 2 woodies and 0 cornholes during the frame = 2 total points. 7 points - 2 points = Red scores 5 points for that frame.

## Pitching

- Players alternate pitching bags, one player at a time, until each player has pitched all 4 of his/her bags.
- A player must pitch all 4 cornhole bags from their designated cornhole pitcher’s box.
- Players must deliver the bag with an under-hand release.
- One foot or appendage must be completely within the pitcher’s box when the bag is released.
- When pitching a bag, players must release the bag before any part of the player’s body touches the ground on or beyond the foul line.
- The team who scored in the preceding frame shall pitch first in the next frame. If neither team scores, the team who pitched first in the preceding frame shall retain first pitch in the next match.

## Pitching Out-of-Turn

- If a player pitches out of turn at any time during a frame, their pitch will be considered a foul bag and swept from the playing surface.
- If the out-of-turn bag affects any bags in play, their opponent has the option of returning all bags to their original position on the playing surface or leaving all bags as they are.
- If the error is not discovered until after 2 bags have been pitched, the frame shall continue and be scored accordingly. If no agreement can be reached, the frame is void and it will be replayed.

## Accidental Release

- Any bag that leaves a player’s hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched bag. A bag that is accidentally dropped by a player before the final step (if taken) and final forward swing has started, shall not be considered a foul bag and may be picked up and pitched.

## Recording the Score

- No bags shall be moved before the scoring is determined. If this decision is in doubt, the Field Supervisor shall be called to determine the scoring for the frame in question. Players are encouraged to pay close attention to the score at all times. Players are required to update their score verbally at the conclusion of each frame. If both teams cannot agree on the score, the frame is void and will be replayed.

### **Touching the Bags before Frame is Complete**

- If any bags in scoring positions (woodies or cornholes) are touched by a player, whether intentionally or unintentionally, before all bags during the frame are pitched, the frame is over. The offending team who touched the bags, forfeits all remaining bags and tallies the score for the bags they have already thrown during the frame.
- The non-offending team tallies 12 points as if they had thrown 4 cornholes during the frame. NOTE: 12 points are NOT automatically added to the overall score. The 12 points are only used within this specific match before cancellation.
- **Example:** Red has thrown 3 bags equaling 5 points to this point in the frame. Blue has thrown 3 bags equaling 8 points to this point in the frame. Blue accidentally reaches down and grabs the bags. The frame is over. Blue's remaining bag is declared dead and their previous points are tallied. Red tallies 12 points for the frame, as if they had thrown 4 bags. Red = 12 points, Blue = 8 points. Red scores 4 points for that match.

### **Raking Cornhole Bags**

- If bags become piled inside the hole of the cornhole board and may interfere or obstruct with the next pitch or if there is question as to whether a cornhole bag would have naturally fallen through the hole, a player may request to "rake" the cornhole bags that have fallen inside the hole. To request a rake, the player must ask verbally.
- One or both players may walk to the other board and rake the bags from under the board, one player raking and one player observing.
- Any time 4 bags have entered the hole, or piled bags are visible in the hole, a player may request a "rake" and will not be charged a time-out. Important note: During raking, all efforts should be made to leave bags on the playing surface undisrupted, in their natural state, and to leave bags that may hang on the rim of the hole from falling inside the hole unnaturally. If a bag is resting on a piled bag, and unavoidably falls into the hole as a result of raking, it shall be counted as a "cornhole."

### **Sweeping Cornhole Bags**

- If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately. If a player pitches a foul bag which affects any bags in play, their opponent has the option of returning all cornhole bags to their original position on the playing surface or leaving all bags as they are.

### **Moving Cornhole Boards and Bags**

- A player can only straighten cornhole boards in between frames and with the approval of their opponent.
- A player may only cross the foul line and approach the opposite board during a frame under 3 circumstances:
  1. A timeout has been called.
  2. To rake bags piled inside the cornhole board hole.
  3. To sweep bags that are considered foul bags from the playing surface.

### **Time-Out**

- Each team will be allowed one 1-minute time-out per match.
- A player may only call a time-out when it is his/her turn to pitch.
- Both players may walk to the other boards to examine bag position during the time-out. Players may not touch the bags or boards during a time-out.
- Official time-outs may be granted in the case of a busted bag, equipment malfunction, or other circumstances at the discretion of the Onsite Supervisor. Teams will not be charged a time-out.