



2025 Cornhole League Rules & Policies

ADULT LEAGUES

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Questions etc. email: adultathletics@crgov.com

***Captains are responsible for their team's knowledge of the rules and code of conduct.**

WEBSITE (www.recreation.crgov.com OR mobile app RockREC)

This is our registration software for team captains. Captains will have access to the following:

- Registrations
- Payments

TEAM FEES

ALL team fees are being collected up front at time of registration. If other arrangements need to be made, administrative staff needs to be contacted and they will assess the situation.

Payment options:

- Captains can pay online with credit card at time of registration.
- If paying with check or cash, you may register at the recreation center front desk OR the Miller Activity Center Front desk.
- If you register after the deadline, you may be subject to a \$50 late fee.

TEAMSIDELINE

Game schedules and standings will be located here:

<https://www.teamsideline.com/sites/castlerock/schedules>

- You do NOT need an account on TeamSideline
- You will be notified via email when schedules are posted online
- Scores/standings are updated weekly

WEATHER

- Communications will be sent out to captains by 4pm on game day via email. Any weather decisions after 4pm will be made onsite.
- **All lightning delays are for lightning within 10 miles and delays will last for 30 minutes after the last strike within 10 miles.**

ROSTERS

- Team rosters are comprised of 2, 3, or 4 players.
- If a player participates and is not listed on the roster, please notify Athletics Staff so we can get them to sign a waiver.
- Players are not permitted to play on multiple teams inside the same league at the same location.
- **Transgender participants are eligible to play on a team that matches the gender on their state or federal issued identification document. Since this is a coed league, all are welcome.**

RESCHEDULING AND FORFEIT POLICY

- Forfeits will be applied if athletics staff is not notified 48 hours prior to your game. If you know ahead of time you will be gone, please let league coordinator know so you can make up the game.
- Please always be courteous of the other team. It is not fun to show up and not have an opponent.
- Official Cornhole Board and bags will be provided by Castle Rocks own Cap'n Cornhole
- Each court will consist of 2 boards and 8 bags
- You are welcome to bring your own bags, but it is required you have the League Coordinator check them before play begins.
- Boards will be placed 27' apart, measured from the front of the boards.

PLAYER EJECTIONS

Any time a player, participant, or spectator is ejected from a game, the manager/captain of that team is automatically ejected at the same time **IF** they are not visibly seen controlling their team/fans. If at any time a player(s), or persons are ejected from the game, it will be an automatic 2 game suspension. Ejected persons must leave the premises immediately. The game will not be stopped as the ejected player leaves the facility. Ejected players or persons may not sit around and watch any game after being ejected. Failure to leave the facility premises immediately could result in the notification to local authorities and the game being forfeited.

- **Two ejections** in the same year is an automatic suspension for the remainder of the year.
- Each team needs to have an assistant captain in place should the captain be ejected and suspended.
- Ejection from a game may result in additional game suspensions depending upon the severity of the unsportsmanlike conduct.
- **NO APPEALS!**
- Indefinite suspensions will serve a minimum two-year suspension from all league play. After two years an official petition for reinstatement can be submitted. The statement should include accountability for the incident that took place, and what actions or steps will be taken by the participant to prevent future negative interactions within our program.

ELASTIC POWER

The Castle Rock athletics staff reserves the right to establish guidelines for any and all rules or infractions not covered in the above league rules. We reserve the right to refuse participation to any individual or coach if they do not obey the rules and regulations and/or keep within in the spirit of sportsmanship.

LEAGUE INVESTIGATIONS

Unfortunately, there are times when the league must investigate player incidents for the safety and security of all participants in the league. All participants are expected to fully assist the Athletics Supervisor or their designee in finding out what actually occurred. Failure to assist or untruthful statements could result in the player or team being removed from the league.

SPECTATOR CONDUCT

All team captains/managers are required to control their spectators. This includes children playing near the ball field. Game suspensions, with the game clock running, will be enforced for any violations. Forfeits will be enforced if the violation is not corrected.

OBJECT

The object of the game is to be the first team to reach 21 points. Three points are awarded if a bean bag is thrown in the hole: 1 point if it lands on the board.

TERMS

- Round- A round is complete when all eight bags are thrown.
- Game- Teams compete until one team reaches or exceeds 21 at the end of a round.
- Match- The winner of the best 3 games.
- Side- The position of the player to the left or right of the board
- End- The position of the player in relation to both game boards.

HOW TO PLAY

- To begin play, players can decide the color of bag they choose to throw. Players will decide which side they want to stand on. If same side is desired, flip a coin or play paper, scissors, rock.
- After each game, all players must switch ends and stay on the same directional side.
- Players may only sub in and out between games, not between rounds.
- Team's alternate throws until all 8 bags are thrown.
- Foul line is defined as the front of the boards. If you step over the foul line and your bag lands on the board or through the hole it simply doesn't count and cannot be thrown again.
- The team that scores most points in a round throws first in the next round.
- If the round is tied, the last team to win a round throws first.

SCORING

- Scores are counted at the end of a round after all 8 bags have been thrown
- 1 point if bag lands on board
- 3 points if bag drops through hole.
- If a bag touches the ground, it is not counted and should be removed. (Yes, even if it hits in front of board and bounces up onto the board).
- The team with the most points wins the round and subtracts the other team's score from theirs. The difference is added to the team's score that won the round. Example: blue team scores 7 points and the red team scores 4. Blue is awarded 3 points for that round.
- The first team to reach or exceed 21 points at the end of a round wins.
- You are not required to win by 2 or more points. If you exceed 21 points you do not go back to 13 points.

SUDDEN DEATH

If the 40-minute time limit for a game has run out, each team will be given 4 more bag tosses (one more round each side) and, the team with the highest score at the end of that will be declared the winner.

FOULS OR CONFLICTS

Players can request a protest or rule confirmation from the League Coordinator at the time the problem occurs. The Ruling of League Coordinator is final with no exceptions.

SPORTSMANSHIP

We want to seek a relaxed, friendly atmosphere to play Cornhole. Good sportsmanship is expected. Please don't distract your opponent with noises or hand movements as well as those playing around you. If a problem with conduct is continued you will be asked to leave. Let's make this a fun community sport in a great environment.

ALCOHOL POLICY

- **Outdoor leagues** – allowed, please no glass!
- **Indoor leagues** – **NOT** allowed inside town facilities!
 - If you are caught with alcohol, you will be asked to leave and any games in progress and or games yet to be played that night will be automatically forfeited.