

CORNHOLE RULES:

All games will be governed by the American Cornhole Organization (ACO) with the following modifications:

Players & Equipment

- Each participant must present a current McKendree ID Card in order to be eligible to participate.
- Each participant must sign a liability waiver online at www.mckendree.edu/intramurals
- *Eligible Participants:* Students, Faculty and Staff
- **Each team shall consist of 2 players. Both players must be present to begin a game.**
- **Shoes:** Tennis shoes are the recommended footwear. Players may not play barefoot. No boots, loafers, or non-athletic shoes may be worn if play is indoors. Tennis shoes must be approved court shoes that have a non-marking sole.

Playing Surface

- All games will be played in the Quad area, unless otherwise noted.
- Only players participating and a coach are permitted within the playing area, all spectators must remain outside of the designated playing area.
- Cornhole boards will be placed at a distance of 27 feet from the front edges of each board.

Match Format & Scoring

- All matches will consist of a best 2 out of 3 games. The first team scoring 21 will be declared the winner. If a 3rd match is necessary, the first team scoring 21 points will be declared the winner.
- The winner of a coin toss at the beginning of the match will either choose which team pitches first or a side of the board from which to play. The loser of the toss shall have the remaining option. The team not pitching first in the first game shall pitch to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first pitch or side.
- **Game time is forfeit time**, if a team does not have the minimum number of players necessary to start a match, the game is declared a forfeit.
 - Grace Period: A team may be offered a 10-minute grace period from the original start time to obtain the minimum number of players required to participate.
- Each match will have a time limit of 30 minutes. If the match is not complete when time expires, the winner will be determined as follows:
 - The team that is ahead when the match time expires will be the winner of any game in progress.
 - The team that is ahead in games won will be the winner of the match. If teams are tied in the number of games won (1-1), then a third game will be played to 21 points (first to 21).
- The winner of a coin toss at the beginning of the match will either choose which team pitches first or a side of the board from which to play. The loser of the toss shall have the remaining option. The team not pitching first in the first game shall pitch to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first pitch or side.
- Each game is divided into frames of play. A frame consists of one player from each team pitching four bags.
- **Scoring:** Traditional 21 scoring will be used for each game. This is cancellation scoring in which opposing players' frame points cancel one another out. Only points that do not cancel out count toward the frame score.
 - The winning team does not need to win by 2 or more points.
 - A game may not end in the middle of a frame. If a team pitches first or exceeds 21 points, the game cannot end until the second team pitches all of its bags and the frame is completed.

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- A substitute player may enter at the beginning of any game. A substitute may not enter during any game in progress.
- **Position of Players:** Each player's partner is positioned directly across from him/her in the opposite box at the other board. Each team has one player throwing from the left pitcher's box and one player throwing from the right pitcher's box. Each player is assigned a pitcher's box and will be required to pitch from that box the entire game.
 - The pitcher may not step outside the designated pitcher's box while pitching.
 - The opposing player is to stand just behind his/her own pitcher's box while an opponent is tossing.
- **Delivery of Bags:** Opposing players (one from each team) alternate pitching until all 8 bags have been tossed and the frame is completed. Teammates should then call out the score before removing the bags. The remaining two opposing players will then pitch in the same manner to complete the next frame.
- **Pitching:** Each player must deliver the bag within 15 seconds of stepping into the pitcher's box with the intention of pitching. A bag that leaves a player's hand once the final forward swing of the toss has started shall count as a pitched bag. A bag that is accidentally dropped by a player before the final forward swing has started shall not be counted and may be picked up and pitched.
 - The team which scored in the preceding frame shall pitch first in the next frame.
 - If neither team scores in a frame, the team which pitched first in the preceding frame shall pitch first in the next frame.
- **Scoring Designations**
 - **Cornholes (3 points)** – A bag-in-the-hole is a bag thrown through the hole in the board. A bag can be pushed in by other bags from either player.
 - **Woody or Boarder (1 point)** – A woody is a bag that is not in-the-hole but lands with any portion resting on the board. It may not touch the ground before landing on the board.
 - A "dirty" bag which touches the ground before landing on the board has no point value and must be removed from the board before play continues.
 - A "dirty" bag hanging on the board surface but touching the ground has no point value and must be removed from the board before play continues.
 - **Foul Bag or Stanker (0 points)** – A foul bag is a bag which is not a cornhole or woody or a bag which was delivered in non-compliance with one of the rules of the game. If it lands on the board, it is to be removed from the board surface before any more bags are pitched. Bags knocked into foul territory by a foul bag should be returned as closely as possible to their original position. This also applies to bags that are knocked into the hole by a foul bag.
- **The following rule violations result in a foul bag:**
 - A bag pitched when the player has made contact with or crossed over the foul line before the bag is released.
 - A bag pitched when the player has started or stepped completely outside the pitcher's box before releasing the bag.
 - A bag not delivered within the 15-second time limit.
 - A bag pitched from a different pitcher's box than the first bag.
 - A bag that contacted the court or the ground before coming to rest on the board surface.
 - A bag that strikes an obstruction such as an indoor court ceiling, etc.
- If a team desires to make a protest, a player must immediately make the protest to the Intramural Supervisor at the time the call or ruling in question occurs. The supervisor shall make the final ruling on all protests.

Team Conduct & Sportsmanship

- The official(s)/supervisor(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to, the following:
 - Disrespectfully addressing an official or staff member.
 - Questioning the official's/supervisor's judgment or decisions.
 - Use of disconcerting acts or words when an opponent is about to play the ball.
 - Showing disgust with official's decisions.
 - Using profane or insulting language or gestures toward an official/supervisor or other player.
 - Baiting players of the opposing team
 - Disrupting the game so that it may not be continued in an orderly fashion.
- Coaches, players, and spectators conducting themselves in an unsportsmanlike manner shall be assessed penalties in the following manner:
 - A CONDUCT CALL will be issued as a warning.
 - A second CONDUCT CALL results in a point/loss of rally awarded to the opponent. This is equivalent to a TECHNICAL CALL.
 - A TECHNICAL CALL issued alone for a single offense will result in a point/loss of rally to the opponent. A TECHNICAL CALL will also result in an ejection for the offending player from the remainder of the match.