

CORNHOLE

League Rules



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1. EVENT COORDINATORS

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF THE EC

- Arrive early, and act as the onsite contact for the facility
- Set-up all required equipment and bring permits to the facility
- Update players with pre-game announcements
- Ensure that games start and end on time
- Record the scores and submit to the CSSC office

ROLES OF PLAYERS IN AN EC'D LEAGUE

- Record the game results on the score sheet after each game/match
- Help the EC set-up and take-down the equipment before and after the games are played

2. GAME REQUIREMENTS

League	Total # of Players Required per Game	Minimum # of F Players Required per Game	Maximum # of M/X Players Allowed per Game
Co-Ed	2	1	1
Open	2	0	2

The CSSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

Format	Minimum # of Players to Avoid Default	Default Score
Co-Ed / Open	1 (No Gender Requirements)	0 - 21; 0 - 21

4. FORMAT & EQUIPMENT

GAME FORMAT

- Players should arrive 15 minutes prior to the scheduled game time
- Teams will play two matches per night against different opponents
- Each match will consist of a best-of-three games format

- The third game is only played if necessary

SCORING

- Each game is played up to 21 points. The first team to score 21 is the winner of that game. Cancellation scoring is used.
- Teams score 1 point for each “Bag In-The-Count”.
 - A Bag In-The-Count is any bags that lands on the board without falling in the hole. It must not touch the ground or any other portion of the court prior to coming to rest on the board. If a bag hits the ground and bounces on to the board, it must be removed prior to continuation.
 - Points are only given for Bags In-The-Count if the bag remains on the platform at the end of the inning. If an opponent’s Bag knocks your bag off the board, it is not counted towards your score.
- Teams score 3 points for each “Bag In-The-Hole”.
 - A Bag In-The-Hole (or Hole-In) is when a bag is thrown through the hole in the board or is knocked through the hole by another played.
- A bag which comes to rest anywhere except in-the-count or in-the-hole has no scoring value. A bag which is declared to be a foul is out-of-the-count and must be removed from the surface prior to continuation of play.
- A bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be re-pitched.
- Cancellation Scoring – After each inning, each team’s total score is calculated. The team with the highest point total in that inning will score the number of points they earned, minus the number of points their opponent earned, in that inning.
 - Example – Team A has 1 Bag In-The-Hole and 2 Bags In-The-Count, for a total of 5 points. Team B has 1 Bag In-The-Hole and 0 Bags In-The-Count, for a total of 3 points. Thus, Team A scores 2 points.

EQUIPMENT

- Players must wear clean, non-marking, indoor shoes
 - No outdoor shoes are allowed
- Bags and Boards will be supplied by the CSSC.

5. GAME PLAY

RULES OF PLAY

PLAYING AREA

- The playing area will consist of 2 Cornhole boards positioned opposite each other. Each board will be set up with the front of the boards 27 feet apart.
- Players will toss the bags from a pre-determined space behind the boards, known as the “Pitcher’s Box”.
- The Pitcher’s Box area will be approximately 3 feet wide from the board and will run the length of the board.
- Each contestant must remain within the Pitcher’s Box for each bag toss.
- They may not cross the **front** of the board.

GAME FLOW

- To start the game, players can use Rock, Paper, Scissors to determine who starts.

- During play, one player from each team pitches from one board, with their partner stationed behind the other board.
- Each Cornhole game is broken down into “innings” of play. Each inning of play consists of all four bags being thrown by a player.
- The first side of contestants alternate pitching bags until they have thrown all 4 bags. Then, for the next inning, the partners at the other end continue to alternate in the same manner, until all 4 bags are delivered.
- A player can throw the bags from either the left or right of the board, but, in any one inning, all 4 bags must be thrown from the same side.
- The team who scored the most points in the preceding inning shall pitch first in the next inning. If neither team scores, the team who pitched last in the preceding inning shall pitch first in the next inning.
- Players that are not actively throwing should stand at least 2 feet behind the rear of the board.
- The match shall be played until the first team of players reach (or exceeds) 21 points at the completion of an inning. The winning team **does not** need to win by 2 or more points.