



Cornhole Rules

The department of University Recreation, Intramural Sports assumes no responsibility for injuries; however basic, first aid will be available

Regulations published in the Intramural Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

Cornhole is a self-officiated sport. The Intramural Sports Supervisors will have the final decision on any and all discrepancies.

ELIGIBILITY AND GUIDELINES

All participants must meet the eligibility guidelines as outlined in the Intramural Sports Participants Handbook.

Game Rules and Scoring

- A bag that lands and stays on the board counts as 1 point. A bag that lands or slides completely through the hole counts as 3 points. The score at the end of each round is the difference of the points scored by each team during that round. A team will receive 3 points for any bag pushed through the hole by an opponent's toss. Any bags that touch the ground or are tossed out of turn do not count. (NOTE: Includes hanger bags). If a bag that was settled on the board is knocked off of the board, it does not count.

Players

- Teams will consist of two (2) players each. Teams choose their color of bags and proceed to play.

Gameplay

- Teammates will stand at different boards with an opponent. Boards will be 27 feet apart
- Games will be played to 21; the winner will be the first team to reach 21. Once a team reaches 21 the game is over, no bust.
- Each team plays with 4 bags. Opponents at the same board alternate tosses. Round is scored after all 8 bags have been thrown. The last team to score positively receives "honors" meaning they are the first to throw in the next round.

*Rules derive from the American Cornhole League

Penalties-Foot fouls

- No player throwing a bag may step past the front of the board on their side. This is considered a foot foul and any points scored will not be counted.
- Opponents may call foot fouls and they must be honored. Players may not distract or deceive their opponents.

PARTICIPANT CONDUCT POLICY

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with the The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports. We will be using a “2, 3, 4” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:

- a. The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
- b. The accumulation of THREE (3) total unsporting conducts fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest
- c. The accumulation of FOUR (4) total unsporting conduct fouls by the team’s individual participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

*Unsporting totals rollover to playoffs

PARTICIPANT CONDUCT FACTS

1. Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
2. Any Participant Conduct will be reviewed by the Intramural Sports professional staff.