

Cornhole Doubles Rules Spring 2010

Equipment

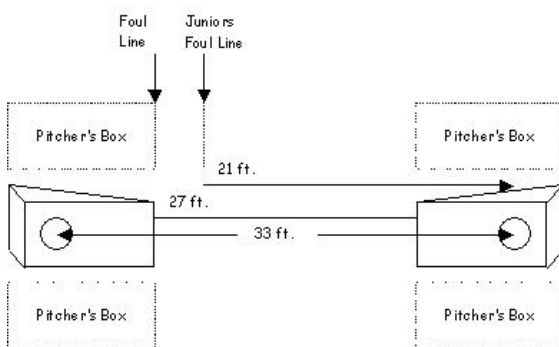
Corn Bags: The corn bags shall be made from two fabric squares with a quarter inch double stitched seam on all four sides. The corn bags should be made from 12 oz / sq yd duck canvas and may be any color that is easy to see during cornhole play. Each bag shall be filled with approximately 2 cups of corn feed and finished bags should be a minimum of 6" X 6" square and weigh between 14 and 16 ounces.

Game Regulations

Players: An unlimited number of registrations are permitted for all program groups. For points clarification see points guidelines.

Substitutions: Substitutions can be made up to and through registration. Once tournament play begins, a player may not be replaced.

Board Distance: Playing boards should be placed at a distance of 27 feet (or nine yards) from the front of each board. Boards may be moved closer if opponents agree.



Foul Line: Players must release the bag prior to stepping over the foul line. The line runs parallel to the front of the cornhole platform.

Covered or Indoor Courts: The regulations for covered and indoor cornhole courts are exactly the same with the additional stipulation that they shall have a minimum 12 foot vertical clearance to the lowest possible obstruction.

Sport Specific Rules

Pitching Distance: Contestants shall pitch from the pitcher's box behind the 30 foot foul lines. Those unable to throw from the 30 foot line may observe the 21 foot foul line, if agreed by all contestants.

Innings: Every cornhole match is broken down into innings of play. During each inning of play each contestant must pitch all four corn bags.

Scoring: In cancellation scoring, bags in-the-hole and bags in-the-count pitched by opponents during an inning or half of an inning in doubles play cancel each other out. Only non cancelled bags are counted in the score for the inning.

A bag in-the-hole (or hole-in) is a bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform (knocked in by another player or an act of God). A bag in-the-hole has a value of three points.

A bag that is not in-the-hole but lands with any portion of the bag resting on the cornhole platform is in-the-count. A bag in-the-count has a value of one point. For a bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform. If a bag touches the ground before coming to rest on the cornhole platform, it is a foul and must be removed from the cornhole platform prior to the continuation of play.

A bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A bag which is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the cornhole surface prior to the continuation of play.

Delivery of Corn Bags: In doubles play, the first side of contestants alternate pitching bags until they have thrown all four bags, then the remaining contestant (pitching from the other cornhole platform) continue to alternate in the same manner until all four bags are delivered and the inning completed. Delivery in singles play is handled in the same manner (but from the same platform) with each of the two contestants alternating their pitching of bags until all four bags have been pitched completing the inning.

A contestant may deliver the bag from either the left or right pitchers box (see above) but, in any one inning, all bags must be delivered from the same pitcher's box. A contestant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.

Time Limit: A 15 minute time limit will be in place for all preliminary rounds before the championship game.

Pitching Rotation: The contestant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.

Foul Corn Bags: A foul bag is a bag which was delivered in non-compliance with one of the rules of the game. It scores as a bag out of the count and is to be removed from the cornhole court before any more corn bags are pitched. Corn bags already in the court that have been knocked into foul territory by a foul bag should be returned to the scoring area. Additionally, bags that are in the

count, but are knocked into the hole by a foul bag must be returned to their original scoring position.

The following are considered fouls:

- (a) Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.
- (b) Except as provided above, any corn bag pitched when the contestant has started or stepped completely outside the pitching box before releasing the corn bag.
- (c) Any corn bag not delivered within the twenty second time limit.
- (d) A corn bag pitched from a different pitchers box than the first corn bag.
- (e) Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform.
- (f) Any corn bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
- (g) Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.

A contestant's bags shall be called foul if the contestant removes any bag before the scoring of that bag has been agreed upon. A judge shall be called if a decision cannot be reached. The judge shall determine the scoring for the inning.

Winning the Game: The cornhole match shall be played until the first team of contestants reaches 21 points at the completion of an inning. The winning team does not need to win by two or more points. The inning must be finished and a match can never end in the middle of an inning.

Basic Policies

Activity Format: A single elimination tournament bracket will be utilized to conduct this one or two night special event.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! Participants must report to the game site and be "ready to play" to avoid a forfeit.

"Ready to play" means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that participants show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game "under play" may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants if they continued to play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports