SECTION 1. EVENT FORMAT

I. Event Overview
   A. This dual competition will be held on one (1) day, Tuesday, September 8th, 2015 at 6:00pm (weather dependent).
   B. Participants will only be able to play on the specified event day and time.
   C. A single elimination tournament bracket will be used.
      i. Bracket seeding is determined by team check-in with the Intramural Supervisor.

II. Location
   A. The event will take place at the Gold Fields.

III. Supervision
   A. The Intramural Staff will operate the event.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players
to avoid a forfeit.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor or staff if assistance is needed.

IV. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. A 15 minute time limit applies to all matches prior to the championship game.
   B. An inning consists of two (2) individuals throwing four (4) alternating shots against one another.
      i. Scoring does not change until the inning is completed and all eight (8) bags have been thrown.
      ii. Players will alternate throws until the completion of the inning.
   C. Scoring of points will be as follows:
      i. Three (3) points for each bag legally through the playing board hole.
      ii. One (1) point for each bag legally on the playing board at the end of each inning.
      iii. Zero (0) points for any foul bag or any bag that does not remain on the playing board at the end of each
          inning.
   D. At the end of each inning, points scored for each team will cancel out (see Section 6.III).

II. Board Distance
   A. Playing boards should be placed at a distance of 27 feet, or nine (9) yards, from the front of each board.
   B. The front of each board should be parallel to one another. Boards may be adjusted if they are favoring a certain
direction.
III. Beginning Play
   A. The Intramural Supervisor will assist teams with board assignments.
   B. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the Intramural Supervisor.
      ii. Follow the Intramural Supervisor’s instructions and ask any desired rule clarifications at this meeting.
   C. Coin Toss
      i. Either a coin toss or even/odds game will determine the first choice.
      ii. The visiting team (or lower seeded) captain will be designated to make the call.
      iii. The captain winning the toss/game shall choose one of the following options:
          a. Choose to throw first or throw second.
             1. If this option is chosen, the remaining captain will choose which pair of opponents throw first.
          b. Choose which pair of opponents throw first:
             1. If this option is chosen, the remaining captain will choose to throw first or second.
      iv. Upon completion of the toss/game, all players will assume their respective sides and play will begin.
          a. Partners should line up across from each other.
          b. Thus, players from opposing teams should occupy the throwing space next to each playing board.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Eight (8) corn bags will be provided for each match.
      i. Bags should be a minimum of six (6) by six (6) inches and weigh between 14 and 16 ounces.
      ii. Players may use their own bags provided they meet the above requirements.
   B. Two (2) playing boards will be provided for each match.
SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of two (2) players.
   B. Both players must be present to start or continue a game.

II. Substitutions
   A. Substitutions can be made up to the start of the first scheduled match.
   B. Once the tournament begins, no substitutions are permitted.

SECTION 5. TIMING

I. Time Limit
   A. A 15 minute time limit applies to all matches prior to the championship game.
   B. The championship game shall be untimed.

II. Overtime
   A. If the game is not finished at the time limit, the inning in progress will finish (see Section 6.1).
   B. Should a match score be tied at the time limit, teams will play (a) sudden death inning(s) until a team outscores their opponents.

III. Official Game
   A. If the event is no longer able to be completed due to inclement weather, either:
      i. The participants who have advanced in the tournament will be the only ones eligible to win the event.
      ii. The event will be cancelled.
   B. Check with the Intramural Staff and/or Intramural Office for more information.

SECTION 6. SCORING

I. Innings
   A. An inning consists of two (2) individuals throwing four (4) alternating shots against one another.
   B. Scoring is not calculated until the inning is completed and all eight (8) bags have been thrown.

II. Scoring Values
   A. Each bag thrown into the hole on the playing board shall be worth three (3) points.
      i. Bags that are knocked into the hole by another bag still count as three (3) points.
   B. Bags that remain on the board at the end of each inning count for one (1) point each.
      i. Bags that skip onto the board or contact the ground or any other objects shall not receive any points and should be removed from the playing board prior to the subsequent throw.
   C. Any bags off of the playing surface at the end of each inning receive zero (0) points.
      i. This excludes any bags thrown through the hole (see above).

III. Cancellation
   A. At the end of each inning, points scored for each team will cancel out.
   B. To cancel out points each inning, subtract the team with the lowest total points scored from the team with the highest total points scored.
      i. If the number is greater than zero (0), that number is applied to the team's cumulative point total for the match.
      ii. If the number is zero (0), neither team receives any points for the inning.

IV. Winning the Game
   A. The match is played until one (1) team reaches or surpasses 21 points at the completion of an inning.
B. The last inning must be fully played out since points may cancel out.
C. Teams do not need to win by two (2).

SECTION 7. DELIVERY AND FOULS

I. Delivery Side
   A. A player may choose which side of the board they wish to deliver from.
      i. Two (2) opponents may both deliver from the left or right side of the playing board in any given inning since shots are alternated.
   B. Once a player has chosen a side to throw from in an inning, that player may not switch sides until the inning is completed.

II. Foul Bags
   A. A foul bag is a bag which was delivered in non-compliance with one of the rules of the game.
   B. Foul bags receive zero (0) points and should be removed from the playing board.
   C. If any bag legally on the playing board has been knocked off the playing board by a foul bag, it should be returned to the scoring area in a similar position.
      i. Bags knocked into the hole by a foul bag must also be returned to their original position.
   D. The following are considered foul bags:
      i. Any bag thrown when the contestant has made contact with or crossed over the foul line before the bag is released.
      ii. Except as provided above, any bag thrown when the player has started or stepped completely outside the pitching box before releasing the bag.
      iii. Any bag not delivered within an appropriate amount of time (NO stalling).
         a. If a team is believed to be stalling, contact an Intramural Supervisor.
      iv. A bag delivered from a different side of the playing board as a previous bag in an inning.
      v. Any bag that contacts the ground before coming to rest on the playing board.
      vi. Any bag that leaves a player’s hand once the final forward swing of the delivery process has started shall count as a thrown bag.
         a. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered a foul and may be picked up and thrown again.
      vii. A player’s bag shall be called foul if the player removes any bag before the scoring of that bag has been agreed upon.
         a. An Intramural Supervisor shall be called if a decision cannot be reached.
         b. The Intramural Supervisor shall determine the scoring for the inning.

III. Foul Line
   A. The foul line runs parallel to the front of the cornhole board.
   B. Players must release the bag prior to stepping over the foul line.

SECTION 8. THROWING ROTATION

I. Initial Rotation
   A. The initial rotation shall be decided by the coin toss (see Section 2.III).
   B. Players will alternate throws until the completion of the inning.

II. Subsequent Rotations
A. Should a player score points at the conclusion of any inning, that player’s teammate will throw first in the following inning.

B. Should no points be scored in a given inning, the team that threw first in the previous round will throw first again at the start of the next round.

SECTION 9. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policies Information for more details), the event may be played under protest.
   B. Please contact the Intramural Staff to file a protest form.

II. Rule Interpretation Protests
    A. Rule interpretation questions must be declared immediately after the play in question.
    B. Rulings involving judgment MAY NOT be protested.
    C. Players must announce this protest to the Intramural Staff and will be required to fill out information on the Protest Form.