



CORNHOLE RULEBOOK

2022 EDITION

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GAME SETUP

1. THE COURT

- 1.1. The court shall be created on a leveling playing surface with the 2 cornhole boards spaced 21 feet apart from the front of the boards.
- 1.2. No objects may be in between the 2 cornhole boards.
- 1.3. The court has 2 lanes, one on the right and one on the left side of the cornhole board.
 - 1.3.1. Each lane has 2 pitcher's boxes, these boxes run the length of the cornhole board.
 - 1.3.2. The front of the pitcher's boxes is the foul line.

2. EQUIPMENT

- 2.1. Cornhole Board - are 48" x 24" rectangle platforms made from 1/2-inch plywood. The front of the platform stands 2-1/2 to 4 inches tall and the back of the platform sits 12 inches off the ground. The plans for this project follow those requirements.
 - 2.1.1. Hole - the hole of the cornhole board is a 6 inch circle with a diameter originating 9' from the top and 12' from the sides of the board.
- 2.2. Cornhole Bags - Regulation corn bags need to be 6-inches square, made from canvas and be filled with two cups of corn feed or synthetic corn.

PARTICIPANTS

3. REFEREE

- 3.1. Referees do not actively watch the games for faults or violations. Games are self-referred by the participants and disputes should try to be resolved by the participating teams. A referee will be present to clarify any rules and recommend a resolution if asked.

4. TEAMS, CAPTAINS & PLAYERS

- 4.1. Each match shall have two (2) participating teams.
- 4.2. Each team must have between three (3) and six (4) players on their roster.
- 4.3. A team must have a minimum of two players on the court at a time.
- 4.4. Each team must field at least one (1) of their own rostered (non-substitute) players.

5. SUBSTITUTE PLAYERS

- 5.1. A team must have a minimum of two (2) players to start the game, of which one (1) must be their own rostered player in order to avoid a forfeit. Teams with two (2) or less players may add substitute players to their rosters in accordance with the following:
 - 5.1.1. A team with 1 player may add 1 substitute player.
 - 5.1.2. A team with 2 players may add 1 substitute player if the opposing team approves.
- 5.2. If a player from the team's roster shows up they must take the place of a substitute player.
- 5.3. Substitute players are eligible to participate if:
 - 5.3.1. They are currently registered players in OUT Cornhole.
 - 5.3.2. They are non-league players who have signed the substitute waiver form. Non-league players are allowed to substitute a maximum of two (2) times per season

GAME PLAY

6. REGULATION GAMES & MATCHES

- 6.1. Teams play three (3) regulation games in a match.
 - 6.1.1. A game is won by the team which first scores 25 or more points.
 - 6.1.2. Teams have 50 minutes to play 3 games.
 - 6.1.3. Games are divided into innings where teams will alternate pitching bags until each player has pitched all four (4) of their bags.
 - 6.1.4. Format is 2 vs 2 players. Teams may swap out bench players in between innings.
 - 6.1.5. All 3 games are played to help determine playoff seeding by winning percentage.
- 6.2. The team that wins two (2) out of three (3) games is the winner of the match.
- 6.3. Teams will flip a coin or play rock-paper-scissors before the game, the winner will determine either if they want to serve first (for both the first and third games) or the side of the court to play on.
- 6.4. **Forfeits** - Teams must have at least two (2) players, of which one (1) must be their own rostered player, participate in a game to avoid a forfeit. In the event of a forfeit, teams are encouraged to play a friendly scrimmage. A Forfeited match will be recorded as a 3-0 game win for the non-forfeiting team.
 - 6.4.1. Games may be delayed by a maximum of 5 minutes for teams with one (1) player to find substitute players or wait for players to arrive.
- 6.5. A match that is called off by the Referee after two full games shall be considered a completed match and will not be rescheduled. Any points scored during a game in-progress will not count.
 - 6.5.1. A match may end in a tie if called off by the Referee.

7. PITCHING

- 7.1. The pitcher must be within the pitcher's box or behind the foul line at the time of a pitch.
 - 7.1.1. The pitcher must stay in the same pitcher's box the entire game.
- 7.2. A player must pitch all four bags from their designated pitcher's box. Teams alternate pitching each inning until each player has pitched all four (4) of their bags.
- 7.3. Players must pitch the bag with an under-hand release.
- 7.4. The player or team who scored in the preceding inning pitches first in the next inning. If neither player or team scores, the player or team who pitched first in the preceding frame shall retain first pitch in the next frame.

8. SCORING

- 8.1. **Cancellation Scoring** - Points are tallied at the end of each inning using cancellation scoring, meaning that points scored by both teams will cancel each other out. This means only one team can score each inning. For example, if Team A scores 5 points in the inning and Team B only scores 2 points, then the total points for that inning will be 3 points for Team A and none for Team B.
- 8.2. **Bag In-The-Count (Woody)** - Any bag which comes to rest anywhere on top of the board. No part of the bag may touch the ground. Each is worth one (1) point.
- 8.3. **Bag In-The-Hole (Cornhole)** - Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth three (3) points.
- 8.4. **Foul Bags** – Refers to any bag touching the ground or a bag thrown that results in a fault. Foul bags are worth zero (0) points. Foul bag violations are defined as:
 - a) Any bag pitched when the player has made contact with or crossed over the foul line
 - b) A bag pitched from a different pitcher's box than the first bag
 - c) Any bag that contacted the court or the ground before coming to rest on the board
 - d) Any bag that strikes any object before landing on the cornhole board

SEASON & TOURNAMENT

9. STRUCTURE & SEEDING

- 9.1. At the closure of league registration the League Commissioner must finalize a divisional structure and schedule for the entire season.
- 9.2. The League Commissioner has the authority to transfer teams between divisions, schedule inter-division games, create free agent teams and allocate free agents to under-staffed teams to create a reasonable league structure.
- 9.3. In the event of teams having tied rankings going into the tournament, final standings will be based on the following tiebreaker structure:
1st tiebreaker: Head to Head matchup
2nd tiebreaker: Total Game Won
3rd tiebreaker: Coin Flip
- 9.4. If all teams with the same record DO NOT have an equal Head to Head matchup (i.e. 4 teams with the same ranking but only two have a head-to-head to evaluate), ALL teams will begin with the 2nd tiebreaker, Total Games Won, to establish the tiebreaker and continue with the 3rd tiebreaker outlined in Rule 9.3.

10. TOURNAMENT RULES

- 10.1. Teams are permitted a single substitute player in the tournament and only if their team has only 1 player in attendance.
- 10.2. All matches are a single game to 25 points unless otherwise specified by the commissioner.
- 10.3. In the event of a rainout, games will be played on the season makeup date which was decided prior to the beginning of the season. Teams that cannot attend the makeup date will forfeit the game.
 - 10.3.1. An additional makeup date may be scheduled if one has already been utilized.



ABOUT THE RULEBOOK

These rules were created by OUT Sports League and influenced by rules from the American Cornhole Federation.
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