



Cobb County PARKS Department Adult Men's & Coed Cornhole League Rules and Regulations

(Revised 6/3/24)

***Highlighted rules denote revisions made since the previous season. ***

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I. League Organization

- A. Cobb County PARKS Department is the governing body of this league.
- B. The American Cornhole Organization rules shall be strictly adhered to unless superseded by the following rules and regulations. Cobb PARKS reserves the right to rule on anything not covered by the ACO rulebook.
- C. Each team is responsible for checking the website for schedules, standings, and make-up game information. League information can be found at www.quickscores.com/cobbcounty.
- D. If a team forfeits two games or more during the season, Cobb PARKS reserves the right to drop that team from the league with no entry fee refund.
- E. After the schedule is complete, there will be no changes or refunds. Schedules will be emailed to the team managers. You may submit a scheduling request before the season and the League Coordinator will accommodate if possible.
- F. Leagues will be divided into three (3) divisions. If we do not have a minimum of 5 teams per division, we will combine divisions. Divisions will be categorized into open leagues, coed leagues, or men's leagues. Schedule may include double headers.

Open League – A combination of men and women may play on each team.

Coed League – One man and one woman must play on each team.

Men's League – 2 men will play on each team.

- 1. Beginner Open League – hits the board a few times and occasionally hits the hole. **(Uses league bags)**
- 2. Intermediate Men's & Coed Leagues– hits the board consistently and a few in the hole **(Uses own bags or may use league bags)**
 - A. Bag Clause Beginner Open League – Before a game starts, teams can meet to discuss using league bags or their own bags. If a team wants to use their own bag instead of league bags the other team must agree. If one teams do not agree, both must use league bags. If both teams agree they may play with either their own bags or league bags.
- G. Forfeits – Each match is allotted 45 minutes to play the best of 3 series. A team will forfeit their match if at least two players do not show up within the first 15



minutes of their scheduled playing time. If a team shows up within the first 15 minutes, that team will not receive extra time to play, and must complete the match in the remaining 45 minutes. If the best 2 out of 3 has not been determined within the scheduled timeframe, the team that showed up late will lose the remaining games in the match. If a team no shows/forfeits two or more times in one season, Cobb PARKS reserves the right to drop that team from the league with no entry fee refunded.

- H. Cobb PARKS reserves the right to place any team in a higher or lower league. League standings and point differential will be used to help determine league placement. Teams that perform exceptionally well or poorly, whether in the regular season or playoffs, may be moved to a different division for the subsequent season.

II. Roster

- A. A. Player Requirements and Substitutions – A minimum of 2 players per team must be present to play. Teams may have more than 2 players if they wish but no more than 5. Teams may substitute players after a frame has concluded (all bags have been tossed from one side). No player may be a “walker” and play from both sides during one game. If a player arrives late, they cannot substitute in the middle of a frame.
- B. A player cannot be a member of 2 teams within the same league. Teams may pick up players on another team, **ONLY** if they are short the full starting lineup and the other team agrees. Teams may not pick up players as subs from another team. Once the playoffs start, teams may only use players that are on their team/roster. In the playoffs, if a team does not have enough players to start the game, they will forfeit their game.
- C. Rosters will be managed and updated online at www.quickscores.com/cobbcounty. It is the manager’s responsibility to input all team members on the roster online.
- D. No new players may be added to the team’s roster after the **last game of the regular season**. All new players must be added to the roster on QuickScores. A team’s coach may delete players on his/her roster at any time. Players that are not on the roster after the last game of the regular season will not be eligible for the playoffs.

III. Game Setup

- A. Cornhole boards – Boards are positioned 27’ from the from edge to front edge of the board.



- B. Cornhole Foul Lines – the front edge of the cornhole board is the foul line.
- C. Beginning a Match – The home team gets to choose sides. The visitor team throws first. In the playoffs, the higher seeded team gets to pick whether they want to choose sides or throw first.

IV. Length of Games

Traditional 21: The game shall be played to the predetermined number of twenty-one (21) points. The first team to reach (or exceed) 21 points wins the frame. Each player/team will play a best of 3 series each week.

V. Cornhole Scoring – Bag Terms

- A. Woody – Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame.
- B. Cornhole – Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame.
- C. Foul Bags – Refers to any cornhole bag that has not been determined as a “woody” or “cornhole” or was designated a foul bag as the result of rules violation.

VI. Designated Foul Bags

- Any bag pitched without at least one foot or appendage completely inside the pitcher’s box at the time of release.
- Any bag not pitched within the 15 second time limit.
- A bag pitched from a different pitcher’s box than their designated pitcher’s box.
- Any bag that contacted the court or the ground before coming to rest on the playing surface.
- Any bag that comes to rest touching the ground and the board.
- Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
- If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.

VII. Methods of Scoring

- A. Cancellation Scoring – The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel



out the points of their opponent. Using this method, only one player/team can score in each frame.

- B. Woody – Each woody is worth one (1) point
- C. Cornhole – Each cornhole is worth three (3) points
- D. Example: Red achieved one (1) woody and two (2) cornholes during the frame (7 total points) Blue achieves two (2) woodies and zero (0) cornholes during the frame (2 total points). 7 points – 2 points = Red scores five (5) points for that frame.

VIII. Recording the Score

- A. No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, an official shall be called to determine the scoring for the frame in question.
- B. Recording the score – Players are encouraged to pay close attention to the score at all times. Players are required to update their score on the score card at the conclusion of each game. It is the responsibility of the players/team to ensure the score is represented correctly on the score card.

IX. Overview of Singles and Doubles Play

A. Singles Play

- Player A competes against Player B.
- Both players stay in their designated lane for the whole game.
- Players start the game at the headboard and will alternate pitching bags until each player has pitched all (4) of his/her bags.
- Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other cornhole board.

B. Doubles Play

- Team A competes against Team B – each team is comprised of two (2) people.
- Each team will stay in their designated lane for the whole game.
- Players at the headboard will alternate pitching bags until each player has pitched all (4) of his/her bags.
- Players will take score and resume pitching back to the other cornhole board.



X. Pitching Cornhole Bags

A. Pitching

- Players alternate pitching bags (one player at a time) until each player has pitched all (4) of his/her bags.
- A player must pitch all (4) cornhole bags from their designated cornhole pitcher's box.
- Players must deliver the bag with an under-hand release.
- One foot or appendage must be completely within the pitcher's box at the time of releasing the bag.
- When pitching a bag, players must release the bag before any part of the players body touches the ground on or beyond the foul line.

B. Pitching the Next Frame

- The player/team who scored in the preceding frame shall pitch first in the next frame. If neither player/team scores, the player/team who pitched first in the preceding frame shall retain first pitch in the next frame.

C. Accidental Release

- Any cornhole bag that leaves a player's hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitch bag.
- A cornhole bag this is accidentally dropped by a player before the final step (if taken) and final forward swing has started, shall not be considered a foul bag and may be picked up and pitch.

D. Pitching Out of Turn

- If a player pitches out of turn at any time during a frame, their pitch will be considered a foul bag and swept from the playing surface.
- If the out of turn bag affects any bags in play, their opponent has the option of returning all cornhole bags to their original position on the playing surface or leaving all bags as they are.
- If the error is not discovered until after two (2) cornhole bags have been pitched, the frames shall continue and be scored accordingly.
- In no agreement can be reached, an official shall be called. The official shall either determine the scoring or void the inning and order it to be re-pitched.



E. Touching Bags Before Frame is Complete

- If any bags in scoring positions (woodies or cornholes) are touched by a player, whether intentionally or unintentionally, before all bags during the frame are pitched, the frame is over.
- The offending team (team who touches the bags) forfeits all remaining bags and tallies the score for the bags they have already thrown during the frame.
- The non-offending team tallies 12 points as if they had thrown 4 cornholes during the frame. *Important note: 12 points are not automatically added to the overall score. The 12 points are only used within this specific frame before points are cancelled out.*

XI. Other General Rules

A. Moving Cornhole Boards and Bags

- A player can only straighten cornhole boards in between frames with the approval of their opponent.

B. Raking Cornhole Bags

- If bags become piled inside the cornhole board hole and may interfere or obstruct with the next pitch or if there is a question as to whether a cornhole bag would have naturally fallen through the hole, a player may request to “rake” the cornhole bags that have fallen inside the hole.

XII. Player Conduct

- A cornhole player/team while in competition, shall make no disturbing noises or movements that would distract the opponent or players on surrounding courts. Other inappropriate behavior would include profanity, abusive language, obscene gestures, flipping bags, etc.
- Any cornhole player who indulges in heckling or unfair rooting, uses profanity or abusive language, makes obscene gestures, or exhibits any other form of unsportsmanlike conduct towards other players, officials/staff, or others who are in the area, shall be subject to expulsion from the league/tournament.
- Players that do not adhere to the conduct policy may receive the following:

1. Forfeiture of the game being played



2. Disqualification from the league/tournament
3. Removal from the park, facility, and playing area.
4. If suspension is warranted, recreation department staff will determine the length of the suspension.

XIII. Rankings & Tie Breakers

A. Rankings & Playoffs

1. Rankings are calculated based on the total overall match wins. A win receives 1 point, and a loss receives 0 points. The winner of the match will always receive a minimum of 2 points while the loser will receive either 0 or 1 point.
2. All teams qualify for the playoffs.

B. Tie breakers

1. Two-way tie:

- a. Head-to-head – if two teams are tied with identical records, the winner is the team that won the game when the two teams played
- b. If teams split their game, average point differential will determine the winner.
- a. If teams split their game, total points against will determine the winner.

2. Three-way or more tie

- a. Head-to-head – if one of the three or more teams defeated each of the other teams during the season
- b. If teams split their game, average point differential will determine the winner.
- c. If teams split their game, total points against will determine the winner.

NOTE* Forfeit games will be recorded as a 2-0 score. This score can be used except when a disadvantage would occur to a winning team, or an advantage would occur to a losing team.

XIV. Park Rules

- Alcoholic beverages will not be allowed.
- Unattended or unleashed dogs are not allowed in the parks. Dogs are not allowed on athletic fields. Dogs cannot be tied to the fence.
- Smoking in county owned or maintained parks, smoking or vaping shall be



prohibited within the boundaries of any park, sports complex, recreation area or facility owned, leased, or operated by Cobb County, including any open area within such park, sports complex, recreation area or facility.

XV. Rainout Procedure

- WE ENCOURAGE ALL PLAYERS TO REGISTER FOR FIELD CLOSURE ALERTS. To receive an automated text about field closures, please visit <https://rainoutline.com/search/dnis/7622028142> and click the email or text alerts link. You would then click the email or text heading and check which locations you would like to subscribe to for rainout alerts. You can also download the mobile app to receive notifications.