KSU Intramural Sports
Cornhole Rules
Updated 9/21/2015

Team Formation

• Teams consist of 2 players, one member of each team pitches from one Cornhole platform and the other member pitch from the other Cornhole platform.
• All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue
• If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  o 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  o Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
• Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
• Playing boards and bags will be provided
• Players are encouraged to wear athletic attire and shoes, however it is not mandatory
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
• No food or drink will be allowed on the Cornhole field
• Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  o Refusal to comply with or abide by a request or decision of an official
  o Intentionally kicking, spiking, or throwing the ball aside from game play
  o Attempting to influence the decision of an official
  o Disrespectfully addressing an official or an opponent
  o Playing or attempting to play without signing in with their KSU ID
  o Participating in a fight (AUTOMATIC EJECTION)
  o Any act deemed by an official to be unsportsmanlike
• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for
Game Length and Timing

Play Periods
• The Cornhole game shall be played until the first team of contestants reaches (or exceeds) the set number of points at the completion of an inning.
• The Cornhole game can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds the set number of points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.
• If the Cornhole game is tied at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the game.
• A time limit may also be established, if the game is not completed by this time the next point wins.
• Point and Time Limits will be set based on the number of participants entered after registration

Overtime
• There is no overtime

Timeouts
• There are no timeouts

Mercy Rule
• There is no mercy rule

Facility Specifications
• Each playing board will be spaced 9 yards (27 feet) from each other, base to base

Rules of Play

Foul Lines
• The foul lines shall be defined as an imaginary line 30 ft. from the beginning of the hole in the opposite Cornhole platform. All contestants shall pitch behind the 30 foot foul lines.

Delivery of Corn Bags
• The first side of contestants alternate pitching corn bags until they have thrown all four corn bags, then the remaining contestant (pitching from the other Cornhole platform) continue to alternate in the same manner until all four corn bags are delivered and the inning completed. All deliveries must be underhanded.
• A contestant may deliver the corn bag from either side of the board but, in any one inning, all corn bags must be delivered from the same side.
• Each individual contestant shall deliver the corn bag within 20 seconds. The time shall start when the contestant steps up with the intention of pitching.
• 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.

Position of Contestants During Delivery
• The pitcher must remain behind the foul line during the entire address and release of the corn bag. The opponent, while not pitching, shall stand behind the Cornhole platform at least 2 feet to the rear of the contestant who is pitching.
• If both contestants use the same side of the box to deliver their corn bags, the contestant pitching first should cross over to the other side in front of the Cornhole platform and then move to the proper position. (see above) As the first contestant is crossing in front the second contestant should be crossing over in back and mounting the pitchers box from the rear.

Foul Corn Bags
• A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game. It scores as a corn bag out of the count and is to be removed from the Cornhole court before
territory by a foul corn bag should be returned to the scoring area. Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position and still count for one (1) point.

- The following are rule violations that must be spotted and called by a contestant. The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
  - Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.
  - Any corn bag not delivered within the twenty second time limit.
  - A corn bag pitched from a different side than the first corn bag.
  - Any corn bag that contacted the court or the ground before coming to rest on the Cornhole platform.
  - 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.

**Value of the Corn Bag**

- **Corn Bag In-The-Hole** - A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the Cornhole platform or otherwise comes to rest inside the Cornhole platform. A corn bag in-the-hole has a value of three (3) points.
- **Corn Bag In-The-Count** - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the Cornhole platform is in-the-count. A corn bag in-the-count has a value of one (1) point. For a corn 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 corn 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.
- **Corn Bag Out-Of-The-Count** - A corn 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 corn 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.

**Score Calculation**

- Cancellation scoring may be easily calculated as follows:
  - The points of both contestants are calculated for hole-ins and in-the-count corn bags.
  - The points of the lowest scoring contestant for hole-in corn bags are subtracted from the points of the highest scoring contestant for hole-in corn bags. The result is the hole-in score for the highest scoring contestant. The hole-in score for the lowest scoring contestant is zero.
  - The points of the lowest scoring contestant for in-the-count corn bags are subtracted from the points of the highest scoring contestant for in-the-count corn bags. The result is the in-the-count score for the highest scoring contestant. The in-the-count score for the lowest scoring contestant is zero.
  - The hole-in score for each contestant is added to the in-the-count score for each contestant to derive the recorded score for the inning.
  - In this manner hole-in and in-the-count corn bags from each contestant or team of contestants are cancelled out and only non-cancelled corn bags are counted in the score.

**Corec Modifications**

**Teams**

- One male and one female are required to play in a corec competition

**Scoring**