

Randomly Seeded Tournaments

*Coin toss winner determines their bag color and who pitches first

*In doubles play, a second coin-toss is used to determine which player/team selects one of the following options:

1. Choose the lane assignments
2. Choose their opponent to pitch against (head-to-head)

If option #1 is selected, the coin toss winner chooses their lane and takes their positions in the Pitcher's boxes, then the opposing team chooses their own Pitcher's boxes to determine head-to-head match-ups.

If option #2 is selected, the coin toss loser chooses their lane and takes their positions in the Pitcher's boxes, then the coin toss winner will choose their own Pitcher's boxes to determine head-to-head match-ups.

*If playing best 2 out of 3 matches, the First Pitch and Pre-Match option choices go to the coin toss loser in the second game. If a third game is necessary, another coin toss will decide who has the options.

Overview Doubles Play

* 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 at the footboard will take score and resume pitching back to the other cornhole board.

Methods of Scoring

*Games are played to 21 points (The first player/team to reach (or exceed) that amount at the conclusion of a frame is the winner)

*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.

*A bag that comes to rest touching the ground AND the board does not count as a point. It is also a designated Foul Bag and must be cleared from the board immediately.

*Any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame =is worth one (1) point

*Any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame = is worth three (3) points

Recording the Score

*No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, a Certified Official shall be called to determine the scoring for the frame in question.

* Players are encouraged to pay close attention to the score at all times. Players are required to update their score on the score tower at the conclusion of each frame. It is the responsibility of the players/teams to ensure the score is represented correctly on the score tower at the conclusion of each frame before moving to the next frame.

Other Play Rules

*Players must deliver the bag with an underhand release.

*If bags become piled inside the cornhole board hole and may interfere or obstruct with the next pitch or if there is question 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. If a “rake” is requested by any player/team, please consult an official for assistance.

*Any cornhole bag that leaves a players hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched bag.

Designated Foul Bags

*Any bag pitched without at least one foot or appendage completely inside the pitcher’s box at the time of release. (Feet must stay behind the line of the front of the board at the time of releasing the bag!)

*Any bag that contacted the court or the ground before coming to rest on the playing surface.

*Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

*Any bag that comes to rest touching the ground and the board.

Pitching Out of Turn

*The player/team who scored in the preceding frame pitches 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

*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.

Timeouts

*Each player or team is allowed two 1 minute time outs per game.

*A player may only call a time out when it is his/her turn to pitch.

*Both players may walk to the other boards to examine bag position during the time out.

*Players may not touch the cornhole bags or boards during a timeout

Player Conduct

*On the courts: 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.

Sportsmanship

*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 toward other players, Certified Officials/Tournament/League Officials, or others who are in the area of the courts, shall be subject to expulsion from the Tournament/Event and from the event site.

Alcohol, Tobacco Products, and Illegal Controlled Substances:

*Illegal Controlled Substances are not permitted at the Event

*Venue permitting, players can drink alcoholic/nonalcoholic beverages while playing

Additional Rules for this Tournament:

*The tournament will conclude at approximately 6:00pm, with the awards presentation to be held at approximately 6:30pm.

*Best 2 of 3

*35 minute time frame allotted for all 3 games (a match) to be completed. If a match reaches 35 minutes and a game is in progress, an Official may make a determination to call the then current game wherever the points stand at the expiration of that 35 minute mark.

*The winning team may be requested to complete an official scorecard/sheet at the conclusion of each match and return the scorecard to the official scorekeeper table.

*Tournament rounds are scheduled to begin every 35 minutes. However, if a previous round completes early and teams are ready/available to begin, they will be allowed to begin playing a round prior to the designated start time.

*A team (comprised of both players) must be prepared to begin their next match promptly at the designated start time of their next round of play. If a team is not at the designated tournament area at the required start time, 5 minutes of grace will be allowed. If a team is more than 5 minutes late to start their match, they will be deemed to have forfeited that match.