



Cornhole Rules and Regulations of Play

GAME TYPE:

- Games are played to 21 points cancellation scoring. Best out of 3 Games.

EQUIPMENT:

- Players must wear the No Idea Sports Cornhole T-Shirts when playing once received. Any player who does not have an NIS team shirt on will be designated as a substitute player. (See substitute player rules below).
- Cornhole Boards surface will be 2' x 4'
- Cornhole Boards will be placed 27 feet apart front to front
- Any fully registered player who has received a team shirt and does not wear it the day of the game can be asked for photo ID during check in.
- During playoffs if a fully registered player does not have their correct team shirt on the opposing captain may choose to not allow them to play.

TEAMS AND PLAYERS:

- Each team must designate a captain who is responsible for the team.
- Each team consists of a 2 players and will have 4 bags to play in each frame. Players are not allowed to switch ends during a game.
- A minimum of 2 players per team must be present to play a game. If the minimum 2 players are present, each team member will toss four bags per frame
- A team must have one player designated as the team captain. The team captain participates in the coin toss and assigns players to their position on the court for the match.

SUBSTITUTIONS:

- Subs are allowed during regular season games. Each sub must sign a waiver and pay the weekly sub fee.
- Subs are only eligible to participate in the playoffs if they have played in 3 regular season matches.
- A match will be forfeited if a team fails to have 2 players present within 15 minutes past the designated start of the match.
- If the other captain approves, a player who is short a teammate may grab a player from a team playing in the game prior or following their game.

ROSTER REQUIREMENTS

- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the third week of play. After the third week, no new names may be added to a team's roster. Only players on the roster will be eligible to play.

- All teams must have 2 fully registered players for the season.
- If a team is short the minimum number of fully registered players by the start of their game for week 1 they will automatically forfeit that game. They may still play but will receive a loss in the standings. This rule applies for week 2, 3, 4, and 5 as well.
- If a team is still short the minimum number of fully registered players at the end of their week 5 game (end of the regular season) the teams season will end and will be removed from the final 3 weeks of the league schedule.
- Captains will forfeit his/her free season/credit if this occurs.

GAME NIGHTS

- At least 2 people must be present for a team to compete. The game will result in a 21-0 forfeit if fewer than 2 people are present.
- Every 5 minutes late, following the start time, will result in 5 points given to the opposing team.
- A team has 15 minutes past the designated start time to show up. If they do show up late, but within the allotted 15 minutes, the team will not receive extra time to play, and they must complete their game in the remaining time. If they do not show up within 15 minutes, the result is a forfeit. The team that shows up will win with a score of 21-0.

START OF GAME

- The game begins with a coin flip or play rock, paper, scissors between the two captains. The winner may choose the end from which play will start or the first toss of the bag, and the loser chooses the color of their team's bags. In the playoffs, the higher-seeded team has those privileges.

GAMES

- A regulation game lasts 1 hour from the designated start time and is played to 21 cancellation scoring. Best out of 3 games.
- The first team to reach (or exceed) that amount at the conclusion of the frame is the winner.
- If no team has reached 21 within the allotted time, the team with the higher score wins. If the two teams are tied after regulation, additional frames are played on a sudden-death basis, the team with a higher score after a frame wins.
- One frame consists of all 8 bags thrown.

COURT RULES

- Two teams of two people, teams partners shall play, Partners shall stand at opposite cornhole boxes on the same side, from the perspective of a third person, and face each other, so there is no advantage given to one team.
- Each cornhole team shall have 4 bags of one color.
- All 8 cornhole bags begin at one end.
- One of the partners on the team who has honors shall begin play by throwing a cornhole bag at the opposite cornhole box.
- A cornhole player may throw from anywhere behind the front of the cornhole box they are throwing from.
- Game continues by alternating throws between the two opponent players until all 8 cornhole bags have been thrown.
- If a cornhole bag hits the ground then bounces up onto the board, that bag shall be taken off the

playing surface.

- The next round starts when the other cornhole player on the team which has honors, throws their first cornhole bag.
- The game continues until one team reaches 21 or more points.
- If a tossed bag hits ceiling on a throw, the player will get the bag back for another toss. If the second toss hits ceiling then the team will not receive a point for that toss.

SCORING:

- The official score for frame is determined after all 8 bags have been played.
- The team that scores in the last frame throws their bags in the next frame and play continues as above.
- Landing the beanbag through the hole – 3 Points
- Beanbag knocked into the hole by another bag – 3 Points
- Landing the beanbag on the board – 1 Point
- Beanbag half on the board – 1 Point
- Beanbag half on the board and touching the floor – 0 Points
- Landing the beanbag anywhere other than the board – 0 Points
- Beanbags landing on the board after hitting the floor – 0 Points and Bag removed from board
- Beanbag resting on the board and getting knocked off by another bag – 0 Points
- Points are scored at the end of each frame, after both teams on the same side have each thrown four beanbags. Every team has the opportunity to score on every throw. Cancellation scoring IS in effect.
- If both teams are tied at 21 at the end of the game, both teams will play 1 complete frame (8 pitches each) with the highest score winning. If teams are still tied, each will play 1 frame (4 pitches each) until there is a winner

FOUL LINE

- A foul occurs when a player's foot goes past the edge of the front of the board during a throw. If a foot foul occurs, the player will get the bag back and have one more opportunity to throw the bag. If they go past the line again, the throw will not count.

DISPUTES

- Only team captains may discuss disputed bags, or request assistance from an NIS Site Manager.
- Any dispute which cannot be resolved by the team captains shall be decided by a No Idea Sports Site Manager. Upon his/her decision, the game shall continue.
- If both teams agree on which team has the point and it is later determined that a mistake has been made, all bags played are valid. If all bags have been played, points are awarded based on the bags that have been thrown.

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 questions 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.
- IMPORTANT NOTE: During raking, all efforts should be made to leave bags on the playing surface undisputed, in their natural state, and to leave bags that may hang on the rim of the hole from

falling inside the hole unnaturally. If a bag is resting on a piled bag, and unavoidably falls into the hole as a result of raking, then it shall be counted as a "cornhole."

PLAYOFFS

- Seasons consist of up to 8 weeks, 5 weeks of regular season and 3 weeks of playoffs. A playoff schedule will be determined after the final week of regulation play and sent to each team's captain (via email) and posted on the website.
- All teams in the League will make the playoffs. First tiebreaker will be the team with the highest overall game differential, then the team with the highest overall game points.
- In the Playoffs, if your team loses but the winning team fails to show up for their next round game, your team is allowed to take their place as if you never lost. This measure is in place to reduce playoff forfeits.
- If your team gets knocked out of the playoffs you will still have friendly games the remaining weeks of the season. All teams are guaranteed 8 games.

WINNING THE GAME

- The first team to 21 points will be deemed the winner for each game. Matches are Best Out of 3.

PLAYOFFS

- All roster players are allowed to participate in the playoffs.
- Substitutes may participate in the playoffs if they have participated in at least 3 regular season games. Subs will have to pay the weekly fee to participate in the playoffs as well.

FORFEITING

Forfeit is strongly discouraged. Your teammates and opponents count on you to have a full team and competitive game. Each team must have 2 players to start a game.

FORFEITING IN ADVANCE:

- If a team knows in advance that it is going to forfeit and not show up, a team member must contact NIS by 12:00 pm the day before the game. If NIS is notified on time, the team will be given losses for all scheduled matches but no further penalty.
- If a voicemail message is left or an e-mail sent, it is not considered notification unless a reply to the team is received. Failure to do so will result in forfeiting all matches, and the team will be ineligible for league playoffs and/or removed from the remainder of the schedule.
- Any team that does not notify NIS in advance of their scheduled game or at all will need to provide one full-rate individual deposit for the next season/sport they register for.

FORFEITING AT GAME TIME/AFTER 12:00 PM:

- Any team that forfeits after 12:00 pm the day before the game will be assessed a \$25 fee that will be given directly to their opponent. This money will go directly to the team which did not receive notice they would not have an opponent that given night. All participants are expected to be able

to make arrangements for subs or to notify NIS prior to 12:00 pm about their plans to participate in that week's games.

- Captains will forfeit his/her free season/credit if this occurs.
- If a team shows up short players, the remaining members who are present should mix with the opponent and play a scrimmage.
- If a team doesn't show up at all, has no members present, and doesn't notify NIS by game time they will be removed from the schedule for the following week's game.

REFUNDS

Refunds are not provided once the season begins or day the season is scheduled to start. If you need a refund because you are unable to play prior to the season we are very happy to reimburse you for your registration as follows:

- Up to 2 Weeks Prior to League Start: FULL REFUND (minus \$10 processing fee)
- Up to 1 Week Prior to League Start: REGISTRATION MINUS \$20
- Less than a week until League Start through the Season: Refunds Not Available. Credit available for a future season if no longer to play due to injury.

Sportsmanship and FUN!!

Above all, this league is for FUN and the enjoyment of all those involved. NIS and its officials will eject/expel players for inappropriate behavior. In addition, NIS will remove any players and/or teams who cannot adhere to its policies and standards without refund.