

Adult Cornhole League Rules and Regulations



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I. Registration Procedures

A. Payment of Fees:

- a. Registration fees can be paid online or in person at Jaycee Park by appointment only.
- b. Please make checks payable to Greenville Recreation and Parks Department (GRPD).

B. Refund/Credit Policy:

- a. GRPD will give partial or full refunds for the following reasons:
 - i. Classes slash programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reasons on part of the participant, and/or
 - iii. participant is dissatisfied within the first two (2) meetings of a program and contacts GRPD stare within five (5) business days after the second meeting for a refund.
- b. Other valid reasons for exiting programs will be considered for program credit. GRPD must be notified at least two (2) working days prior to class slash program starting date in order for GRPD to be able to fill program vacancies.
- c. Senior Management must approve a refund or a credit for program/portion of programs deemed appropriate.
- d. Credits can be used only by participants or their immediate family members.

II. Eligibility

- A. All program participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered ineligible player. Proper identification is required.

- B. Player registration fees and forms must be on file with GRPD before the game in which he or she is to play.

III. Playing Rules

A. Equipment

a. Boards

- i. Boards shall be made of wood.
- ii. Boards shall have a finished coat that features a smooth feature.
- iii. Boards must measure two feet wide and four feet long, with a $\pm \frac{1}{4}$ inch tolerance.
- iv. The hole must be 6 inches ($\pm \frac{1}{8}$ inch) in diameter, centered widthwise.
 1. The center of the hole must be 9 inches ($\pm \frac{1}{8}$ inch) from the back edge of the board.
- v. Boards must have a minimum top layer thickness of $\frac{1}{2}$ inch with cross-section support, or $\frac{3}{4}$ inch without cross section support.

- vi. Boards must have a weight of at least 15 pounds.
 - vii. The front edge of the board should be raised between 2.5 and 3.5 inches above the ground.
 - viii. The top of the board should rest 12 inches above the ground ($\pm \frac{1}{2}$ inch).
 - ix. No foreign substances may be applied to the board.
 - 1. Substances include but are not limited to baby powder, cleaning spray, and silicone sprays.
 - 2. A dry cloth may be used to wipe down a board prior to play.
- b. Bags
- i. Bags will be provided by GRPD.
 - 1. Bags must measure 6 inches wide and 6 inches long ($\pm \frac{1}{4}$ inch).
 - 2. Bags must weigh between 15.5 and 16.25 ounces.
 - 3. Bags must have a thickness no less than 1.125 inches and no greater than 1.5 inches.
 - 4. Bags may not be altered in any way.
 - a. Alterations include repair, stitching, removing risen, adding risen, ironing, and any other manipulation that results in a bag becoming different than the original state.
 - b. Bags may be washed using fabric softener or detergent and in a dryer.
 - c. Bags may be labeled with initials or in name with a permanent marker. The label should not exceed 5 square inches.
 - d. Bags with holes where plastic resin can leak out will not be allowed.
 - ii. Players may dry bags but no foreign substances can be applied to the outside of a cornhole bag.
 - 1. Sweat is not a foreign substance unless it is applied intentionally. Players may not intentionally apply water to a set of bags. If a player is found to be intentionally applying water to bags, GRPD reserves the right to either: forced the player to switch bags mid game or forfeit the player for that game.
 - 2. players should use a cloth or towel to remove sweat from themselves. If a player is found to be intentionally applying sweat to a bag or an opponent's bag, the same penalty for applying water may be enforced.
 - iii. All bags and a set of four must have the same design and color for each corresponding side on all four bags.
 - 1. A player may not switch bags during the game (but can after a single game in a series) unless a bag is unintentionally damaged and leaking or if a bag mid game has been unintentionally altered such as it affects the play of game differently for one player in comparison to the other period in the event of a damaged bag all four bags in that set must be swapped out at the end of the ram

for a new set of four bags (intentional damage leads to a forfeit of the game).

B. Layout

- a. Court
 - i. A court is defined as the total area of play for a cornhole game consisting of two boards.
- b. Pitcher's box
 - i. A rectangle measuring 3 feet wide by 4 feet long (length of board) on either side of the board designates a player's pitcher's box.
- c. Lanes
 - i. A lane is defined as two pictures boxes directly across from one another on two different boards on one court.
 - 1. Players on the same team will line up directly across from one another in the same line, not diagonally from each other in opposite lanes.
- d. Boards
 - i. Two boards should be located 27 feet ($\pm \frac{1}{2}$ inch) apart, from the front of one board to the front of another.
 - ii. The front edges of the two boards must face each other.
- e. Foul line
 - i. The fair one is designated as the front end of the board, which is also marked by the front edge of the players pitcher's box.
- f. Vertical clearance
 - i. Or play indoors or under covering, the minimum vertical height of a ceiling or covering is 12 feet.

C. Pre-Game

- a. The team listed as the home team on the schedule will get to choose the lane and location of each player of that team which will be permanent for the entirety of the game.
- b. Practice
 - i. Unless unanimously decided otherwise by all players on the court, it is customary to complete a "down and back" practice round before beginning a game.
 - 1. Competing players on one board will complete one round of practice throughs, and then each player's corresponding doubles partner will complete a practice round throwing from the opposite board in the same Lane as their partner before the game begins.
 - 2. In a series of more than one games played by the same teams/players in a row, the "down and back" practice round does not occur after the first game unless all players unanimously agree to have the practice round.

3. Additional practice rounds must be unanimously agreed upon by all players in the game.

D. Game Play

a. Proper pitching technique

- i. A pitch is defined as one player throwing a cornhole bag towards the opposite board from which they are standing attempting to make the bag onto the board or into the hole.
 1. A player is not necessarily required to attempt to contact the board. They may voluntarily choose to earn zero points on a pitch by pitching the bag intentionally off to the side or short of the board.
- ii. A picture of a cornhole bag maybe underhand or overhand.
- iii. 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.
- iv. Upon release of the bag during a pitch, a player must have at least part of 1 foot inside the pitcher's box with contact to the ground and not across the foul line.
 1. No part of a player's body, except for a hand or arm, may cross the midpoint over the board in the direction of the opposing players pitchers' box (i.e., a player may not straddle the board in order to attempt a shot).
- v. A player may not step on or beyond the foul line before the release of the bag during a pitch/throw.
 1. In the event of a player stepping over a line, an official can be called to the court by the opposing team. A director may also voluntarily officiate the game without a request from the opposing team.
 2. Once the officials contacted; they will come watch the remainder of the match.
 3. If the player steps over or on the foul line during this observation, the player will receive a warning from the official.
 4. For every pitch from that point in the game onward that the player steps over the foul line, they will have the bag corresponding to that pitch forfeited. In the event that an official first witnessed foot-foul violation is viewed to be intentional; the director can skip the warning and proceed to the penalty for the violation.
 - a. A forfeited bag will be removed from the area of play during that round by the official with his little disturbance to play as possible.
 - i. if the forward bag has already caused bags and play to move, the player or team opposing the player

who pitched the forfeited bag decides to either (not both):

1. Having an official place, the moved bags back in their original location as best as possible per instructions by both teams.
 2. Except the new bags locations and proceed through the remainder of the round.
- b. Any scoring that is unavoidable when removing the bag from play will still count.
5. In the event a player is utilizing a follow through step after the release of the bag over the foul line, the player must make an immediate attempt (within 3 seconds of release) to get back behind the foul line so the player cannot, in any way, being the Lane of the opposing player. A failure to get behind the foul line in time will result in the same penalty of a foot fail violation. This rule will be officiated in the same manner as footfall violations with the warning followed by immediate action by the director.

b. Sequence of play

i. Rounds

1. A round is defined as a completed sequence of 8 bags thrown by two players (4 each) towards one board.
2. Scoring is calculated at the conclusion of each round.
3. A player may adjust the board to which they are pitching only before a round if it is misaligned or not at the correct distance.
 - a. A player may adjust the board from which they are pitching at any point as long as it does not disrupt the opposing players pitch, in which case the player would have their next bag forfeited.

ii. Pitch Sequence

1. Pitching alternates until all 8 bags (4 by each player) have been pitched which concludes the round.
2. The two players partners at the opposite board will then complete a round of pitching.
3. Play continues until a score of at least 12 points is achieved by one team at the conclusion of a round.
 - a. A player or team does not have to win by a minimum of two points.
 - b. A team is not penalized for achieving a score over 21 points, the game is finished, and that team wins the game.
4. If a player pitches in an incorrect sequence, the bag that is incorrectly pitched is forfeited.
 - a. Then, to reestablish the correct sequence of pitching, the opposing player will pitch two consecutives bags.

- b. If a player pitches in an incorrect sequence and it is not called/identified immediately, then the round finishes out as it started (which is the incorrect sequence). If that particular round finishes in a wash/push, the next round is then played in the CORRECT sequence as it was supposed to be played previously. If that round finishes with one team scoring points, that team will start the next round.
 - 5. If a player refuses to finish a game, that player will forfeit the game by a score of 21-0.
 - 6. If one partner of a doubles team cannot finish the match for any reason that game will be forfeited by the team that could not finish by a score of 21-0.
- iii. Timing
 - 1. Each player will have 20 seconds to pitch their bag from the moment the opposing players bag comes to rest on the other end.
 - a. A player may request the “pitch clock” be enforced by having a GRPD staff come to the board and enforce the rule. If a player calls for a GRPD staff to do this, then the pitch clock is enforced for BOTH players effective immediately.
 - b. If a player has the first pitch in a round, they will have 45 seconds from when the last bag from the previous round comes to rest on that side of play for doubles and 1 minute for singles play.
 - c. Failure to pitch a bag in time results in loss of bag.
 - 2. Bags must not be picked up while still moving. Players can pick up bags 3 seconds after the bag comes to a complete stop.
 - 3. In doubles play, each team is awarded (1) 90 second timeout. A player may only call a timeout when they have the next bag to throw (i.e., no “icing” the opposing player), or in between rounds. Reasonable judgment from the director will be used to grant timeouts in between rounds if the team that does not have first throw in the next round requests a timeout.
 - a. During a timeout, a player may leave the pitchers box to view the other board.
 - b. The opposing player who did not call the timeout may also leave the pitchers box in order to view the other board.
 - c. Touching of bags that are in play is prohibited. A bag in play is defined as any scoring bag that is being scored as 1 point “on the board”. If a player (or a player’s teammate) touches a bag that is in play during the timeout (or during play outside of a timeout before the round is complete), the round **immediately ends** and all bags are transitioned to the next round at the other board.

- i. In addition, if the team that touches the bags still has just 1 bag left and their opponent has 0 bags remaining, that bag is dead, and the round is ended and scored just like any cornhole round.
 - ii. If the opposing team of the team who touched the bags still has a bag left, then the round is over, and that team will earn a valued score of 12 for the round regardless of the results of the round.
 - iii. The team that touched the bags will receive a valued score totaling the points scored only in the hole for that round for that team prior to the touching.
 - iv. If all bags are believed to have been thrown and both teams/players clear the board of bags and proceed to start the next round only to find that a single bag has not yet been thrown, the round is still over, and the points are scored as the round finishes. The single bag leftover is simply forfeited.
 - v. If a player stomps, jumps, or completed another action that causes bags to fall into the hole in the middle of the round, the same touching rules are applied.
 - vi. If a third-party spectator, official, or other outside force touches bags causing them to move, the best reasonable judgement by the players in the game and a director/official will place the bags back into their original position.
 - vii. If a team begins to remove bags from the hole while the opposing team still has one bag remaining, that remaining bag is scored at a value of 3 points and the round is immediately over. This rule only applies if no bags on the board were touched. If bags on the board were touched, see above rule regarding touching bags in play. If the team begins removing bags from the hole and there are bags on the board, and no bags on the board are touched, the team with the bag remaining can either choose to accept a 3-point value for the bag in hand or can choose to throw the final bag as the round stood prior to touching bags in the hole. Picking up bags that are off the board does not apply to this rule.
- d. Rules for touching the board

- i. In most cases touching the board will not impact the bags, however, if bags are impacted then the same rule is in effect as if you touched the bags.
- ii. Adjusting a board that players are throwing towards is only acceptable in between rounds. If a board is moved in the middle of a round, rule 4.b.iii.3.d.i (directly previous to this rule) is followed. Boards from which a player is playing may be adjusted at any time as long as it is not during an opponent's throw. The penalty for adjusting the board during an opponent's throw is the forfeiting of the next bag.
- e. If a player crosses the foul line prior to pitching a bag attempting to get closer to the opposing board for viewing purposes, it is inferred that the player is choosing to take a timeout.
- f. Timeouts taken in excess of the allowed timeouts will lead to that player/team forfeiting all remaining bags during that round.

iv. Scoring

1. Scoring is always completed at the end of a round, not during.
2. A bag lying on top of the board at the end of a round is valued at 1 point.
 - a. A bag "hanging" in the hole are valued at 1 point.
 - b. If a bag is pinned by another bag and is hanging off the side of the board touching either the ground, board support brace, or board's legs, the pinned bag is immediately deemed dead. An official must be called to remove the pinned bag. If the other bag remains on the board after the official has removed the pinned bag, the bag will count as 1 point. If the other bag also falls off the board when the pinned bag is removed by the official, the bag counts as 0 points.
 - c. If a bag is hanging off of the front of the board, on top of another bag which is on the ground, an official must carefully remove the bag lying on the ground, if the bag on top falls to the ground as well, it is valued at 0 points. If the bag stays on the board, it is valued at 1 point.
3. A bag through the hole at the end of the round is valued at 3 points.
4. A bag that neither went through the hole nor is lying on top of the board at the end of the round is valued at 0 points.
 - a. Bags that are lying on top of the front edge of the board but are touching the ground are valued at 0 points.

- b. Bags that touched the ground or any other surface before touching the board or going into the hole are valued at 0 points and must be removed from the board by an official.
 - i. If this bag causes other bags on the board to move, the final resting places of the bags in play will count.
 - c. In the event a bag is thrown, and it is short of the board but laying up against the board, it should be removed before the next throw.
- 5. A bag through the hole at the end of the round is valued at 3 points.
- 6. A bag that neither went through the hole nor is lying on top of the board at the end of the round is valued at 0 points.
 - a. Bags that are lying on top of the front edge of the board but are touching the ground are valued at 0 points.
 - b. Bags that touched the ground or any other surface before touching the board or going into the hole are valued at 0 points and must be removed from the board by an official.
 - i. If this bag causes other bags on the board to move, the final resting places of the bags in play will count.
 - c. In the event a bag is thrown, and it is short of the board but laying up against the board, it should be removed before the next throw.
- 7. All scoring for a round features cancellation.
 - a. For example, Player A pitches 3 bags in the hole and 1 bag on the board for a total of 10 points. Player B pitches 2 bags in the hole and 2 bags on the board for a total of 8 points. Player A will then earn 2 points ($10-8=2$) towards his or her overall score (or team's score for doubles play).
- 8. In some instances, the bag in the hole will stack on top of each other until they reach the threshold of the hole. In this instance, a player may ask an official to "sweep" the bags from under the hole.
 - a. If a player throws a bag and it "hangs" in the hole but is touching a bag in the hole, an official must come and, if at all possible, "sweep" the bags in the hole without disturbing or touching the hanging bag. If an official is not present, an unbiased spectator must complete the sweep.
 - i. If the hanging bag does not fall into the hole after a correct "sweep", the bag is valued at 1 point.
 - ii. If the hanging bag unavoidably falls into the hole after a correct "sweep" the bag is valued at 3 points.

9. Players must wait 3 seconds after a bag comes to a stop on the board before the players may pick up a bag at the end of the round. If a bag is slick enough that it begins to slide down the board, players must wait for that bag to come to a complete stop before proceeding with a round.
 - a. Players may not jump or complete other actions that cause vibrations of the cornhole board during the 3 seconds waiting period. Any action like this will waive the 3 second waiting period.
- c. Player Conduct
- i. Players may not make contact with each other during gameplay with the intent to disrupt pitching motions.
 1. If a player disrupts another player's pitch with obvious intent an official reserves the right to disqualify a player for that game resulting in a forfeit.
 - ii. Players may not interfere with an opponent's bag during its flight path.
 1. If a player interferes with the flight of a bag, the rest of that player's bags are forfeited for the remainder of the round and the pitching player gets to re-pitch the bag.
 - a. If bags in play are moved as a result of the interfered bag, see section 4.a.v.4. for how to proceed.
 - iii. Talking, yelling, and movement that is distracting to the opposing team is not permitted.
 - a. GRPD deems the right to deem any behavior inappropriate if it harms the integrity of the game.
 - b. Officials may award warnings to any players who display inappropriate behavior.
 - c. If a player continues to display inappropriate behavior during after receiving a warning from an official, the official reserves the right to forfeit the remaining bags of a player for a round/next round OR disqualify the player for the remainder of the game/tournament.
 - d. Celebrations after throws will happen. Excessive celebrations that cause major delays are not acceptable. If a player celebrates a shot, the shot clock for the opponent will begin when the appropriate celebration by the player ends. Excessive celebrations may lead to disciplinary actions as outlined in the ACL Player and Fan Code of Conduct.