



## INTRAMURAL SPORTS **Cornhole Rules**

### **1. Players & Equipment**

- 1.1. Each team will consist of two players. Teams must have both players present at game time to begin. Teams can be comprised of any ratio of males/females.
- 1.2. Players may wear baseball-style caps. Knit and stocking caps are permitted. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas are permitted. Rubber or cloth elastic bands may be used to control hair.
- 1.3. No jewelry or any other item deemed dangerous by UTC Intramurals staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

### **2. Game Factors & Timing**

- 2.1. Each match will consist of a best-two-of-three game series. The first team to score or surpass 21 points will be declared the winner of each game.
- 2.2. Each match will have a time limit of 30 minutes. If the time limit expires before the match is completed, a winner will be determined as follows:
  - 2.2.1. The team that is ahead when time expires will be declared the winner of any game that is in progress.
  - 2.2.2. If teams are tied in number of games won after two games, then a third game will be played to 11 points.
  - 2.2.3. Each game is divided into frames of play. A frame consists of one player from each team pitching four bags.
  - 2.2.4. The winner of a coin toss at the beginning of the match will either choose which team pitches first or a side of the board from which to play.
  - 2.2.5. The loser of the toss shall have the remaining option. The team not pitching first in the first game shall pitch to start the second game. In the event of a third game of the match, a second coin toss will determine the choice of first pitch or side.

### **3. Scoring**

- 3.1. Traditional 21-point scoring will be used for each game. This is cancellation scoring, in which opposing players' frame points cancel one another out. Using this method, only one player/team can score in each frame. Only points that do not cancel out will count toward the frame score:
  - 3.1.1. The winning team does not need to win by two or more points.
  - 3.1.2. If a game is tied at 21 or more at the end of a frame, play continues until one team achieves a higher score at the end of a frame and wins the game.
  - 3.1.3. A game may not end in the middle of a frame. If a team pitches first or exceeds 21 points, the game cannot end until the second team pitches all of its bags and the frame is completed.
- 3.2. A toss has the possibility of ending up as an ace or a boarder:
  - 3.2.1. An ace (three points) is a bag thrown through the hole in the board. A bag already resting on the board can be pushed into the hole by other bags and still count as an ace.
  - 3.2.2. A boarder (one point) is a bag thrown onto the board that remains resting on the board but not in the hole. Bags that touch the ground before landing on the board will

not count. Bags that hang off the board and touch the ground will not count. Bags knocked off the board by another bag will not count.

3.3. Players will officiate and keep score of their own games. Any protest must be made to the Intramural Supervisor on duty before another toss occurs.

#### **4. Pitching**

4.1. Each player's partner is positioned directly across from them at the opposite board. Each team has one player throwing from the left and one throwing from the right. No part of the pitching player shall cross the foot of the board when pitching their bag. Players on the opposite board must stay behind their board during each toss.

4.2. Each pitch must be an under-handed toss.

4.3. Both players pitching in a frame will alternate pitching until each player has pitched all four bags.

4.4. If a team scores in a frame, that team will pitch first in the next frame. If neither team scores, the team that pitched first in the previous frame will pitch first again.

4.5. Teammates should announce the score at the conclusion of each frame before removing the bags.

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