



## 2020 Cornhole League Rules and Regulations

### **Sportsmanship:**

1. **Remember! This league is meant to provide a safe and fun environment.** Even when games can become intense and competitive, you still can be competitive while maintaining a good sportsmanship. Any behavior deemed unacceptable by RPR staff may result in a 1 game suspension or removal from the league. Each game will have at least 1 paid supervisor.
  - a. If a player touches another player physically, inappropriately or with intent to harm, despite who may be “right or wrong”, they will be immediately ejected from the game.
  - b. On their second offense, they will be removed from the season with no refund.
  - c. On a third offense, they will be removed from the season with no refund and banned from the league.

### **Equipment and Field of Play:**

1. Bags and boxes will be provided by RPR.
2. Teams are welcome to use their own bags.
3. Teams must use the same set of bags for an entire game, unless the bag is damaged.
  - a. Team may switch bags in between games if they'd like.
4. 8 total bags per cornhole set- 4 one color for Team A and 4 another color for Team B.
  - a. Teams may use their own bags if they choose.
5. All leagues play with the boxes positioned 24' from front edge to front edge of the board.

### **Teams/Substitutions:**

1. Teams consist of 2 players (Two players per box, 1 player from each team)
2. Teams may use any combination of male and female players

### **Game Duration:**

1. Games are to be started no later than 10 minutes after the scheduled start time.
2. Best of 3 games to 21 points wins (no winning by 2 and going over 21 points is allowed).

### **Game Play:**

1. Home team will decide to throw first or which side they want to stand on. Home teams will be determined on the schedule.

2. Team A throws 1 bag, then Team B, then Team A, then Team B, etc.
3. Players may throw from either side of the box, but can't step past the front of the box and must stand on the same side of the board as their partner but on opposite ends.
  - a. Stepping over the line will result in a forfeit of that bag. No points will be awarded and the bag must be removed from the box, if necessary, before the next throw.

### **Scoring:**

1. Bag on the box = 1 pt. Bag in the Hole = 3 pts
2. Alternate every turn and the points cancel out
  - a. Ex = Team A throws for 4 pts and Team B throws for 3 pts. Team A gets 1 pt and Team B gets 0 pts.
3. No Leaners
  - a. To determine a leaner, gently lift the front of the box off the ground, if the bag stays on the board, it counts. If the bag falls, no point.
4. Bounces do not count.
5. The team that won points during previous round throws first the next round
  - a. If all points cancel or no points are scored, then the team who scored last throws first.
6. Team with the most points after all 8 bags are thrown will add the difference in points to their score.
7. Guaranteed 3 games per night, first to 21 points wins.
  - a. No winning by 2
  - b. All bags in that turn must be thrown before the game is determined over
8. Any disputes should be resolved with a re-throw.

### **Forfeits:**

1. Teams have until 10 minutes past the designated start time to field the minimum requirement.
2. A forfeit will be scored 3-0
3. If your team is going to forfeit a game, PLEASE call our office (816-322-2791) or email [tbrennon@raymore.com](mailto:tbrennon@raymore.com)
  - a. First Offense - Loss of game and warning issued.
  - b. Second Offense - Loss of game and RPR reserves the right to remove the team from playoffs.
  - c. Final Offense - Loss of game and removal from the league with no refund.

### **Standings:**

1. Standings are sorted by Winning % first.

### **Tournament Format:**

1. A Tournament will be played on Week #7 on the same day the league is scheduled
2. All teams will qualify for the tournament.
3. Best of 3 series to be played to determine who advances to each round.

- a. If Team A wins first two games, a third game will not be played.
4. The tournament will be played all in one night.