

Corn Hole Rules & Regulations

- Check begins at 2:30 pm, the tournament starts at 3:30 pm – weather permitting*.
- Cornhole is played with two teams, each consisting of two players, with double elimination rounds**.
- Players pitch their bags in an underhand motion from the pitcher's box next to each side of the board.
- Players alternate turns tossing their cornhole bags toward the opposite board.
- After each team has pitched four bags, players take score, and resume pitching to the opposite board.
- The team who scored points in the previous inning goes first in the next inning. If it was tied, the team who went first in the last inning gets to go first again.
- Players may not jump, blow, kick, or otherwise do anything that may affect the cornhole board and the positioning of bags during an inning.
- Touching, adjusting, or aligning a cornhole board during an inning is prohibited. Players or officials may only align the cornhole board between innings.
- To participate, all players agree to pay the pre-registration fee \$20 per team (2 people).
- Corn holes boards shall be placed 27' apart.
- To eliminate distraction and safely separate activity, cornhole courts adjacent to each other shall be a minimum of 10 feet wide.

Cornhole Scoring

- A cornhole bag that goes through the hole is worth 3 points.
- A cornhole bag that lands on the board and stays there is worth 1 point.
- A cornhole bag that lands on the ground or bounces onto the board is worth 0 points.
- Cancellation Scoring: Only one team can score points per inning. The team with the higher score cancels out the points of the opposing team in that inning.
- Points Calculation: The team with the higher score in an inning earns the difference in points. For instance, if Team A scores 5 points and Team B scores 2 points in an inning, Team A earns 3 points for that inning.

Determining Winners

- The game shall be played to the predetermined number of twenty-one points, or who has the highest amount scored at the end of the allotted time***.
- The first team to reach (or exceed) that amount at the conclusion of an inning is the winner.

Pregame Coin Toss

- Prior to beginning the game, a coin toss will determine playing lanes and sequence of play.
- The team that wins the coin flip will choose either their throwing lane or the throwing order in the first inning of play.
- The team that did not win the coin flip chooses the remaining option.

Doubles Cornhole Matches

- Two teams, consisting of two players, compete against one another until the winning team is determined.
- Each team will stay in their designated lane for the whole game.
- Players line up directly across from their playing teammates in the same lane.
- Players at the headboard alternate pitching bags until each player has pitched all four of his/her bags.
- Players at the footboard take scores and resume pitching back to the other board.

Disqualification

- Purposely interfering with an opponent's pitching motion or movement of the boards or bags will disqualify a player and result in forfeiture of the game.
- Any act deemed excessively poor sportsmanship will disqualify a player and result in forfeiture of the game.

Protests

- If a player desires to make a protest, the protest shall be made to the judge or official at the time the problem occurs. The judge shall make the final ruling on all protests.



* At any time, should the weather create a pause in the tournament, the teams will resume once the weather clears.
If a team does not return at the designated time, they have forfeited their chance to play or receive a refund.

** Should there be over 16 teams registered, the tournament will result in a single elimination tournament.

*** Should there be a tie at the end of the allotted time, the first to score 5 points wins.