East Carolina University<br>Campus Recreation and Wellness<br>Intramural Sports<br>Cornhole Tournament Rules 2017

I. COURT LAYOUT
A. Dimensions - A Cornhole / Corn Toss court shall be a level rectangular area 10 ft wide and a minimum of 45 ft long. The court should consist of two corn platforms, designated pitchers boxes and foul lines.
B. Pitcher's Box - The pitcher's box is the rectangle 4 ft by 3 ft at each end of the court, parallel and on both sides of Cornhole platforms. Each contestant must remain in the pitchers box while pitching the corn bag.
C. Foul Lines - The open adult play foul lines shall be defined as an imaginary line 30 ft . from the beginning of the hole in the opposite Cornhole platform. For Cornhole / Corn Toss sets that meet ACA specifications, this foul line will be parallel to the front of the cornhole platform. See the diagram below. .
II. PLAY OF THE GAME
A. Doubles Play - In doubles play two contestants are partners against another team of two contestants. One member of each team pitches from one cornhole platform and the other members pitch from the other cornhole platform.
B. Innings - Every Cornhole / Corn Toss match is broken down into innings of play. During each inning of play each contestant must pitch all four corn bags.
C. Pitching: All contestants shall pitch from the pitcher's box behind the 30 foot foul lines
I. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four corn bags, then the remaining contestant (pitching from the other cornhole platform) continue to alternate in the same manner until all four corn bags are delivered and the inning completed.
2. A contestant may deliver the corn bag from either the left or right pitchers box but, in any one inning, all corn bags must be delivered from the same pitcher's box.
D. Pitching Rotation During The Game - The contestant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched last in the preceding inning shall pitch first in the next inning.

## III. LENGTH OF THE GAME

A. Point Limits - The Cornhole / Corn Toss match shall be played until the first team of contestants reaches (or exceeds) 21 points at the completion of an inning. The winning team does not need to win by two or more points.
B. The Inning Must Be finished - The Cornhole match can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.
C. Ties At The End Of An Inning - If the Cornhole / Corn Toss match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match.

## IV. SCORING

A. Corn Bag In-The-Hole - A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform (knocked in by another player). A corn bag in-the-hole has a value of 3 points.
B. Corn Bag on the board - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the cornhole platform is on the board. A corn bag on the board has a value of one point. For a corn bag to be on the board, it may not be touching the ground at any point and may not touch the ground prior to coming to rest on the cornhole platform. If a corn bag touches the ground before coming to rest on the cornhole platform, it must be removed from the cornhole platform prior to the continuation of play.
C. Cancellation Scoring - In cancellation scoring, corn bags in-the-hole and corn bags on the board pitched by opponents during an inning or half of an inning in doubles play cancel each other out. Only non cancelled corn bags are counted in the score for the inning.
a. Score Calculation - Cancellation scoring may be easily calculated as follows:

The points of both contestants are calculated for hole-ins and on the board corn bags.
D. The points of the lowest scoring contestant are subtracted from the points of the highest scoring contestant. The result is the score for the highest scoring contestant. Only one team may score per round and thus the score for the lowest scoring contestant is zero.

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