

TRI SPORTS CORNHOLE RULES

Revised August 2020

Rules are adopted from the American Cornhole Assoc. rules except noted below.

RULE 1 - COURT LAYOUT - Boards will be placed 24 ft. apart. Foul line is front edge of board (27 feet from hole)

RULE 2 - PLAY OF THE GAME

Section A - Matches - matches are composed of 3 games. Games are played 2v2 (2 games) and 4v4 (1 game). All 3 games must be played as overall record is a factor in tiebreakers.

Section B - Value of The Corn Bag - 1. Cornholes – A bag-in-the-hole (or Cornhole) - has a value of 3 points. 2. Woody - A corn bag that is not in- the-hole but lands with any portion of the corn bag resting on the cornhole platform is a Woody. A Woody has a value of 1 point. For a corn bag to be a Woody, it must not touch the ground or any other portion of the court 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 is a "Dirty Bag" and must be removed from the cornhole platform prior to the continuation of play.

Section C - Delivery of Corn Bags - Each individual contestant shall deliver the corn bag within 20 seconds. The time shall start when the 1st contestant steps into the pitcher's box or after your opponent has thrown their bag. Loss of pitch results from a 20-second violation, and opponent delivers their next bag, skipping the violating player's turn.

Section D - Pitching Rotation During the Game - The contestant(s) who scored in the preceding frame shall pitch first in the next frame. If neither pitcher scores, the contestant who pitched last in the preceding frame shall pitch first in the next frame.

Section E - Foul Corn Bags - (a) Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released. (b) Any corn bag not delivered within the twenty second time limit. (c) Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform. (d) Any corn bag which struck a previously defined object such as a wire, indoor court ceiling, etc.

RULE 3 - LENGTH OF THE GAME

Section A - Point/Time Limits - The Cornhole / Corn Toss game shall be played until the first team of contestants reaches (or exceeds) 21 points at the completion of a frame or until the 19-minute time limit is reached. The winning team does not need to win by two or more points. Once the 19-minute mark is reached, the limit will be announced, and teams should complete the frame currently in play. Courts finishing before the time limit are HIGHLY encouraged to start their next game immediately to avoid running over the match time limit.

Section B - The Frame Must Be finished - The Cornhole / Corn Toss game can never end in the middle of a frame. Thus, if a team that pitches first reaches or exceeds 21 points, or the 19 minute mark is reached, the game can not end until the other side is allowed to pitch all of their corn bags and the frame is completed.

Section C - Ties At The End of a Frame – If the Cornhole / Corn Toss match is tied at 21 or more at the end of a frame (or less than 21+ at time limit), play continues until one team or the other achieves a higher score at the end of a frame and wins the game.

RULE 4 – SCORING - Cancellation Scoring - Cornhole "Traditional 21" Scoring – This is a negation or cancellation format where opposing players' frame points cancel one another out. Only those points that do not cancel out apply to the total overall score. Example: Red team scores 7 points in a frame and Blue team scores 9 points in the same frame. The difference is 2 (9-7=2). Blue team scores 2 points in that frame. League standings

RULE 5 - LENGTH OF THE MATCH - There is a 1 hour time limit on the entire match. This limit supersedes the 19-minute game time limit. Once this time limit is reached, teams are to complete their current frame, and game 3 becomes final (except where tied). NOTE- courts completing any of their first 2 games before the game time limits, should turnover and start their next game immediately, to avoid being cutoff at the end of the match.

RULE 6 - LEAGUE FORMAT

- 1 match = 3 games
- Games are scored with Traditional 21 scoring (negation scoring)
- Winner of best of three games wins the match either 3-0 or 2-1

RULE 7 - FORFEITS - Teams are required to bring at least 4 players to participate every week. Teams will be allowed to participate with 3 players, with no penalty. Teams will also be allowed to participate with 2 players, but will automatically forfeit game #1 if they cannot produce at least 3 players at game time.