Rules of the Game

1. Players & Substitutes
   a. A team consists of 2 players on the court.
   b. There must be 2 players to start a game.
      i. If ejections or injuries cause one team to drop below 2 players, it will result in a forfeit.
   c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that
      remains a risk to any participant (even if covered) will not be permitted.
   d. For Open leagues, there are no gender restrictions.
   e. Only one Sport Club or Registered Student Organization team member may be on a team roster in their
      sport or allied sport.
   f. Substitutes can only be made between games.

2. The Game
   a. Play may be stopped at the discretion of the intramural staff at any time.
   b. All matches consist of the best 2 out of 3 games using rally scoring.
   c. All three games are played to 15.
      i. A team that goes over 15 points will be reset to the score they were at the previous inning.

3. Grace Period
   a. If a team does not have the required minimum number of players checked in at the scheduled game
      time, a 10-minute grace period is given.
      i. If a team (or teams) doesn’t have the required number of players by the end of the 10-minute
         grace period, the game is recorded as a forfeit.
      ii. If one team is present at the start of the grace period (scheduled game time), that team has the
          option to start the first game up by half the points needed to win that game. Therefore, if one
          team is present at the beginning of the scheduled game time, they have the option to start the
          first game at 8-0 when their opposing team arrives during the grace period. However, the
          present team may also elect to decline the penalty and start the game with a score of 0-0.

4. Setup
   a. Boards will be placed 27 feet apart.
   b. Each team will have 4 bags of the same color.
   c. Teammates will line up at opposite boards, but both on the same side of their respective board (lane).
   d. A coin toss will be conducted to determine throwing lane and throwing order in the first inning
      i. Winner chooses option of lane or order.
      ii. Loser chooses remaining option.

5. Playing the Game
   a. Players may throw from anywhere inside their lane.
      i. The throwing lanes run the length of the board and three feet off either side of the board.
      ii. Players may not step outside their lane during a pitch.
   b. An inning consists of each player at one end of the field pitching all four of their bags to the board at the
      opposite end.
      i. The order of throwing in the first inning is determined in the coin toss.
      ii. Players alternate pitching bags until all bags are pitched.
      iii. Each subsequent inning, the team that scored in the previous inning pitches first.
      iv. After an inning is complete, the players opposite those who just pitched will pitch an inning.

6. Scoring
   a. Each game is played to 15 points.
      i. The first team to reach this point total wins that game.
      ii. A team that goes over 15 points will be reset to the score they were at the previous inning
   b. Each bag that lands on the board is worth 1 point.
   c. Each bag that falls through the center hole in the board is worth 3 points.
   d. All bags that are in contact with the ground, or touched the ground prior to landing on the board are
worth 0 points.

e. At the end of each inning, points are tallied for each team and the difference in points is added to the score of the team that had the highest total for that inning

i. For example, Blue gets 2 bags on the board and one in the hole for a total of 5 points. Red gets all four bags on the board for 4 points. Blue team will then have 1 point added to their total score.

ii. Only one team can have points added to their score each inning.

iii. If both teams have the same number of points at the end of an inning, no points are awarded to either team’s score.

7. Pitching

a. The team who scored the most in the previous inning pitches first in the next inning. If neither team scores, the team who pitched first in the previous inning shall pitch first again.

b. A player must pitch all four bags from their designated lane.

c. Players must pitch the bag with an underhand release.

d. A player must wait until the previous bag has come to a complete stop for at least 2 seconds before pitching the next bag.

e. Players may not jump, blow, kick, or otherwise do anything that may affect the cornhole board and the positioning of bags during an inning.

f. Touching, adjusting, or aligning a cornhole board during an inning is prohibited. Players or officials may only align the cornhole board between innings.

8. Violations

a. If a violation occurs, the thrown bag is declared dead.

b. If the bag does not land on the board, it remains counted as zero points.

c. If the bag lands on the board or in the hole, leave the bag where it is. At the end of the inning, the team that committed the violation will remove their highest scoring bag from the scoring calculations.

i. Example: Blue team steps in front of the board while throwing their first bag and it lands on the board. In the subsequent throws, Blue team gets an additional bag on the board and one in the hole. Because of the violation, the bag in the whole is disallowed, meaning Blue team scored 2 points, instead of the expected 5 points.