



ADULT CORNHOLE RULES

Revised and approved 8/23/2021



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GREAT BEND RECREATION COMMISSION

ADULT CORNHOLE RULES

Games will be played by the American Cornhole Association (ACO) official rules with the following emphasis and exceptions:

1. ROSTERS

1. **Player Eligibility:** Players must be a Freshman in high school or at least 16 years of age by August 1 of current year. No player who is a member of a college or high school squad is eligible to play during their respected seasons.
2. **Registration:** We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
3. **Team Rosters:** To be eligible to participate as a player with a team in league play, a player must be properly registered on the team roster. Team rosters will be limited to 4 players, 2 as backups. Managers do not need to acquire the signature of every player. The form allows you to sign up your entire team yourself.
 1. **Dropping Player(s):** Any manager wishing to drop a player may do so by removing that player from the roster at the Great Bend Recreation Commission office.
 2. **Adding Player(s):** Any manager wishing to add a player may do so by placing that player on their roster at the Great Bend Recreation Commission office either by phone or in person between 8:30 am and 5:00 pm Monday through Friday. Once a player is listed on a roster, he/she is obligated to play with that team and ineligible to play for any other team in that respective league.
4. **Refund Policy:** Prior to the deadline for registration the total entry fee will be refunded if a team withdraws from the program. After the closing of the registration deadline, no refund will be issued to teams requesting to withdraw from adult team sports programs.

2. BOARDS AND BAGS

1. **Boards:** Each cornhole board shall be 48 inches in length and 24 inches wide, made of smooth plywood that measures at least 1/2-inch in thickness. The hole in each cornhole board shall be 6 inches in diameter. Its center shall be 9 inches from the top and 12 inches from each side of the board edges. The front of the cornhole board shall be 3-4 inches from bottom to top. The back of the cornhole board shall be approximately 12 inches from ground to the highest point of the deck.
2. **Bags:** Length: Bags should measure 6" x 6" when laid flat and weigh 16 ounces. Players must throw matching bags of the same type (manufacturer and series name) and color (sticky sides match and slick sides match but both sides do not have to be all one color. Bags must be distinguishable between opponents. When choosing bag colors prior to the start of a game, the higher seeded or coin toss winner chooses their color first, then the opponent must choose another, distinguishable color. Bags must not be altered from their original state- altered/new seams, refilled/altered filling, restamped logos, etc. Bags must not have any foreign substance applied- sprays, talc powder, etc. Bags must not leave any residue on the playing surface. Bags must appear clean and free of excessive wear.

3. CORNHOLE COURTS

1. **Cornhole Court:** A cornhole court shall be a level rectangular area 8-10 feet wide and a minimum of 40-45 feet long. The court should consist of two cornhole boards, designated pitcher's boxes, and foul lines.
2. **Pitchers Box:** The pitcher's box is the rectangle 4 feet by 3 feet at each end of the court, parallel with, and on both sides of the boards. Each player must remain in the pitcher's box while pitching a cornhole bag.
3. **Foul Lines:** There are two sets of foul lines: open adult-play and junior-play for children 12 and under. The adult foul lines shall be defined as an imaginary line 27 feet between the front of each board. The junior-play foul lines are defined as an imaginary line 12-15 feet between the front of each board.

4. SCORING

1. **Traditional 21:** The game shall be played to the predetermined number of twenty-one (21) points. The first player/team to reach, or exceed, that amount at the conclusion of a frame is the winner.
2. **Woody:** Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. Each woody is worth one (1) point.
3. **Cornhole:** Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame. Each cornhole is worth three (3) points.
4. **Foul Bag:** Refers to any cornhole bag that are not considered a woody or a cornhole. A foul bag is any bag that meets any of the following criteria:
 1. Any bag pitched without at least one foot completely inside the pitcher's box at the time of release
 2. Any bag that was thrown when the player foot fouls
 3. Any bag not pitched within the 15 second time limit
 4. A bag pitched from a different pitcher's box than their designated pitcher's box
 5. Any bag that contacted the court or the ground before coming to rest on the playing surface
 6. Any bag that comes to rest touching the ground and the board.
 7. Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
 8. If a player pitches out of turn at any time during a frame, their pitch will be considered a Foul Bag and swept from the playing surface.
5. **Cancellation Scoring:** The approved method of scoring for the sport of cornhole is cancellation scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.
6. **Recording the Score:** No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, a supervisor will be called to determine the scoring for the frame in question. Players are always encouraged to pay close attention to the score. Players are required to update their score at the conclusion of each frame. Players may call upon the supervisor between frames if there is any discrepancy about the correct score. When a third party is being used to keep score, it is the responsibility of the player/ team who scores in each frame to call out the score to the score keeper. It is the responsibility of the players/teams to ensure the score is represented correctly at the conclusion of each frame before moving to the next frame.

5. PLAY OF THE GAME

1. **Singles Cornhole Matches:** Two single players compete against one another until a single winner is determined.
 1. Both players stay in their designated lane for the whole game.
 2. Players start the game at the headboard and will alternate pitching bags until each player has pitched all four of his/her bags.
 3. Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other board.
 4. The top of an inning is completed when the first player pitches all four bags; the bottom of the inning is completed when the remaining player pitches all four bags.
2. **Doubles Cornhole Matches:** Two teams, consisting of two players, compete against one another until a winning team is determined.
 1. Each team will stay in their designated lane for the whole game.
 2. Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
 3. Players at the footboard will take score and resume pitching back to the other board.
 4. The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.
3. **Coin Toss:** The winner of the coin toss/Rock, Paper, Scissors throws first and chooses their lane and takes their positions in the Pitcher's boxes, then the opposing team chooses their own Pitcher's boxes to determine head-to-head matchups
4. **Pitching:** Players alternate pitching bags (one player at a time) until each player has pitched all (4) of their bags. A player must pitch all (4) cornhole bags from their designated pitcher's box. Players must pitch the bag with an underhanded release. One foot must be completely within the pitcher's box at the time of releasing the bag. A player may not touch the ground on or beyond the foul line before their bag has contacted the board at the opposite end of the cornhole court. If a player crosses the foul line prematurely, it will be considered a foot foul.
5. **Foot Foul:** A foot foul is called when a player's foot touches the ground on or beyond the foul line before their bag has contacted the board at the opposite end of the cornhole court.
6. **Accidental Release:** A cornhole bag that is accidentally dropped by a player before the final step (if taken) and final forward swing has started, shall not be considered a foul bag and may be picked up and pitched.

7. **Pitching the Next Frame:** The player/team who scored in the preceding frame will pitch first in the next frame. If neither player/team scores, the player/team who pitched first in the preceding frame will retain first pitch in the next frame.
8. **Pitching out of Turn:** If a player pitches out of turn at any time during a frame, their pitch will be considered a Foul Bag and swept from the playing surface.
9. **Best 2 out 3:** If playing best 2 out of 3 matches, the first pitch and lane assignment options go to the coin toss winner in the first and third game and to the coin toss loser in the second game.

6. OTHER GENERAL RULES

1. **Touching Bags before Frame is Complete:** If any bags in scoring positions (woodies or cornholes) are touched by a player, whether intentionally or unintentionally, before all bags during the frame are pitched, the frame is over. The offending team (team who touches the bags) forfeits all remaining bags and tallies the score for the bags they have already pitched during the frame.
2. **Moving Cornhole Boards:** A player can only straighten cornhole boards in between frames and with the approval of their opponent. The Supervisor may be called to determine re-placement if a discrepancy is in question.
3. **Timeouts:** Each player or team is allowed two 1 minute time outs per game. A player may only call a timeout when it is their turn. Both players may walk to the other boards to examine bag position during the timeout. Players may not touch the cornhole bags or boards during a timeout.
4. **Sweeping Cornhole Bags:** If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.
5. **Raking Cornhole Bags:** If bags become piled inside the hole and may interfere or obstruct with the next pitch or if there is question as to whether a cornhole bag would have naturally fallen through the hole, a player may request to rake the cornhole bags that have fallen inside the hole. To request a rake, the player must audibly ask. During raking, all efforts should be made to leave bags on the playing surface undisrupted, in their natural state, and to leave bags that may hang on the rim of the hole from falling inside the hole unnaturally. If a bag is resting on a piled bag, and unavoidably falls into the hole because of raking, then it shall be counted as a cornhole.
 1. One or both players may walk to the other board and rake the bags from under the board. One player rakes and the other player watches.
 2. A spectator may be called to rake the bags if both players agree. The Supervisor may be called to rake the bags if there is a discrepancy.
 3. Anytime 4 cornhole bags have entered the hole, or a pile of bags is visible in the hole, a player may request a rake and will not be charged a timeout.

7. PROTESTS

Protests that shall be received and considered, concerning matters of the following type:

1. **Player Eligibility:**
 - a) Players not properly signed on team's roster.
 - b) Players participating on more than one team in the same league.
 - c) Players participating under a false name.

Teams have until the time limit or until the last point is scored to protest player eligibility. If a protest is not registered before this time, the game is official. To protest player eligibility, the manager must notify the facility supervisor who will inform the opposing manager. Managers involved in player eligibility protests will be notified after 4:00 p.m. the next working day, of the decision of the Assistant Sports Director/Sports Director.

2. **Rule Interpretation:**
 - a) Misinterpretation of a playing rule.
 - b) Failure of an official to apply the correct rule to a given situation.
 - c) Failure of an official to impose the correct penalty for a given violation.

In all cases, a rule interpretation protest must be made at the time of play.

For a protest to be considered by the GBRC, the protest must be 3 typed copies and must be accompanied by a \$25.00 cash protest fee which will be returned if the protest is upheld but forfeited if not upheld. A formal protest must contain the following information:

- a) The date, time and place of the game.
- b) The names of the officials, scorekeeper and or supervisor.

- c) The rule and section of the official rules under which the protest is made, if player eligibility, player's first and last name.
- d) The decision and conditions surrounding the making of the decision.
- e) All essential facts involved in the matter protested.

8. CONDUCT

1. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
2. **Refusal to Leave Facility:** Any player who, when asked to do so, refuses to leave the gym, must leave the facility within two minutes or his/her team forfeits that game. The player will also serve a two-game suspension. If ejection occurs at the end of the season, the two-game suspension will carry over into the next season.

9. LEAGUE INFORMATION

1. **Requests for Postponements and Rescheduling League Games:**
 - a) The team requesting the reschedule will contact the opposing team manager to get their approval to reschedule the game. After contacting the opposing team manager, the requesting team will contact the Assistant Sports Director for approval and reschedule options. Both teams must agree to the rescheduled date and time or the original game will take place as scheduled.
2. **Forfeit Notification:** Team managers wishing to notify the GBRC Office that their team must forfeit a game shall follow one of the two following procedures:
 - Written Notification:** An email or text sent by the team manager and must contain the opponent's team name, date and time of game to be forfeited. The document must be received by the GBRC office by 5:00 p.m. on the day of game to be forfeited.
 - Verbal Notification:** Verbal notification may be made by the team manager and include opponent, date and time of game to be forfeited. Verbal notification must be made to the Sports Supervisor and the opposing team manager by 5:00 p.m. on the day of game to be forfeited.
 - Either form of above notification of forfeiture must be confirmed with the manager of the team submitting the notification.
3. **League Awards:** League awards include a Chamber Gift Certificate for 1st place or championship T shirts.
4. **League Tie Breaker Procedure:** The tie breaker procedure for teams in league award positions will be as follows:
 - a) Head to head competition.
 - b) Largest positive margin in points scored vs points given up in games between the teams that are tied.
 - c) Play-off game will be used to determine League Champs only. This procedure takes into account only the games that count toward league standings.
5. **Inclement Weather:** For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m. or look for us on Facebook and www.greatbendrec.com. Make-up games will be rescheduled as soon as possible.
6. **Facilities:** GBRC facilities are smoke free, drug free, alcohol free and weapon free.