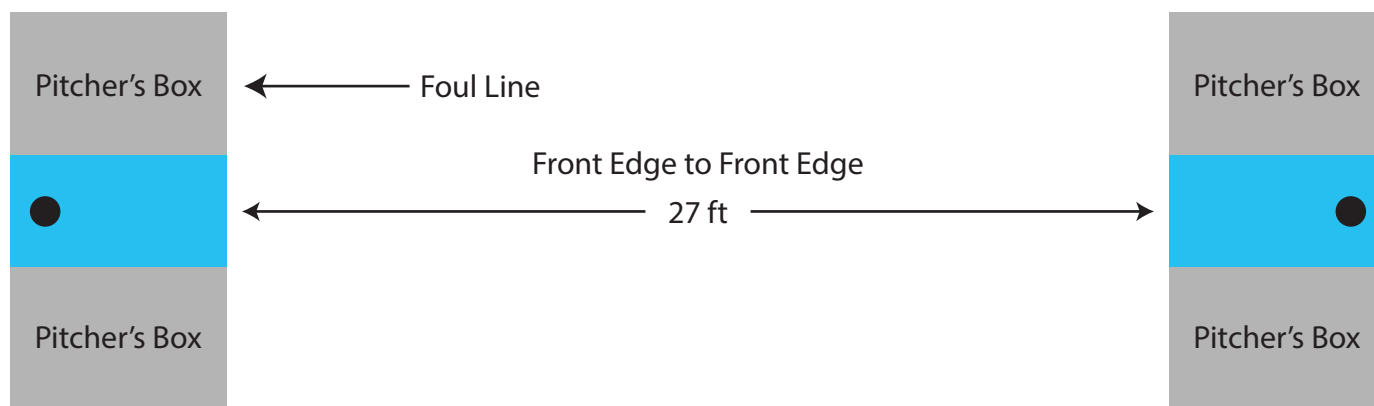


CORNHOLE TOURNAMENT RULES

CORNHOLE PLAYING FIELD



DOUBLES PLAY

One player from each team pitches from one end of the board and the other two players from opposing teams pitch from the other side. Each team needs to decide which team member will throw first in case of a tie and note it on the score card. The team that pitches first will be decided by a coin toss with the referee before the beginning of the game.

PITCHING

- Each player will play with four (4) cornhole bags
- Players must pitch the bags with an under-hand release
- Player's feet must remain within the pitcher's box at the time of releasing the bag
- Players take turns pitching their bags (one player at a time) until each player has pitched all (4) bags

SCORING

Woody – Any cornhole bag that has been pitched and lands on the board. Each Woody is worth 1 point.

Cornhole – Any cornhole bag that has been pitched and lands inside the hole. Each Cornhole is worth 3 points.

Knocker – Any cornhole bag can be knocked in the hole or off the board by either the same player or the opposing player resulting in 3 points or zero points respectively.

Dirty Bags – Any cornhole bag that touched the ground at any time. If the bag touched the ground before landing on the board, no point is recorded and the bag is removed from the board immediately.

Foul – Any cornhole bag that has been pitched in rules violation, i.e. pitching with feet outside of the pitchers box (foul line), pitching over hand, or pitching out of turn. A foul bag must be removed from the court before continuation of play.

CANCELLATION SCORING

In cancellation scoring, the points of one team cancel the points of the other team. In this method of scoring, only one team can score in an inning.

Example 1

Orange Team achieves 2 woodies (2 points) and 1 cornhole (3 points) – Blue Team achieves 1 woody (1 point) and 1 cornhole (3 points) >> **5 Orange Team points – 4 Blue Team points = 1 Orange Team point for that inning**

Example 2

Orange Team achieves 0 woodies (0 points) and 1 cornhole (3 points) – Blue Team achieves 3 woodies (3 point) and 0 cornholes (0 points) >> **3 Orange Team points – 3 Blue Team points = 0 Team points for that inning**

HONORS

The team that scored points in the previous inning has the honor of pitching first in the next inning. If no score was made then the player/team who pitched first in the previous round shall retain first pitch in the next inning.

PLAY TO 21

Team points are added in each inning to add to the team's total score. The game is played until one player/team reaches the score of 21 points or more. The winning team does not need to win by two or more points. However, the game cannot end in the middle of an inning. So if a team pitches and reaches or exceeds 21 points, the other team is allowed to pitch all of their bags until the inning is completed. There is no bust rule, teams may exceed 21 points without punishment.

SKUNK (GAME OVER)

If the score reaches 13-0, the game is considered a "skunk". The team with 13 points wins and the game is over.

TIE BREAKER

Before the game has started each team will select which player will be the thrower first in overtime. This person will be written on the scorecard.

If the score is tied after the 17 min has been reach the throwers that are up will face off in a sudden death:

- One player from each team will throw one bag at the same time on a count of 3 by the referee
- If a player does not throw on time they are disqualified and lose the game
- The team that is closest (at the referees discretion) to the hole ("cornhole") wins
- If there is not a distinct difference to which team is closer the next two members of the teams will throw
- If one of the participants misses the board they lose
- Players will alternate throwing until a winner is decided

TIMING

- Each game lasts a total of 17 minutes. If a score of 21 is not reached by either team within this time, the team with the highest score is considered the winner. A tie breaker will be executed at this time if needed.
- There is a 3 minute set up time between games where the next team is allowed to warm up
- Any team that is late for their scheduled time will be disqualified and forced to forfeit that game
- The championship round has no time limit. Teams will play until reaching 21 points or until winner is decided.

REFEREES

All of our refs are volunteers; please treat them with respect. Please refer to them if there are any questions or clarifications to be made. They have the final say and reserve the right to disqualify teams for unsportsmanlike behaviors.

BRACKETS

The first half of the tournament is round-robin style with each team placed in a pool. The winners from each pool will move onto a single-elimination tournament. If more teams are needed for the Sweet 16, teams will be placed based upon number of wins and score differential.

SWEET 16

The top 16 teams will move on to a single-elimination bracket.

PRIZES

50% of all registration proceeds will be given to Living Bread Ministries and the remaining 50% will be distributed among winners in the following breakdown:

- **1st Place:** 50%
- **2nd Place:** 30%
- **3rd Place:** 10%
- **4th Place:** 10%

Note: There will not be a game held to determine which team is 3rd and 4th place. The losers of the Final 4 will be considered 3rd and 4th.