

Whitworth Intramurals: Cornhole Rules

Cornhole Rules

TEAMS: Players must sign up through FusionIM and be registered and paid to be eligible to participate. No exceptions.

THIS LEAGUE REQUIRES A MINIMUM OF 4 TEAMS. IF THIS REQUIREMENT IS NOT MET, THE LEAGUE WILL FOLD. SPEAK WITH AN IM COORDINATOR FOR MORE DETAILS.

GAME TIME: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time.

Minimum Roster Requirement: 1 player

Maximum Roster Requirement: 3 players

Minimum Required to Play: 1 player

Game Structure:

Games are played to exactly 21 points. If a round would put a team over 21 points, that round's score will not be used, and the team stays at their current score.

Equipment:

Cornhole sets can be checked out from the U-Rec as needed. Only two sets are available, so please be aware of potential availability. Players are allowed to play in whatever location they choose but must return the equipment to the U-Rec once their game has been completed.

Scheduling:

All games will be scheduled on Fusion IM for a specific time and players are allowed to play either in the Loop or in Omache, team's choice. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

Reporting Scores:

Since this league is not officiated, players must report scores by themselves. This can be done at the Front Desk of the U-Rec or by emailing the IM coordinator at kbryson20@my.whitworth.edu.

Game Play

Setting up the field:

1. Boards must be set up on flat surface.
2. Boards are to be set approximately 24 feet (7.3 m) apart with space on each side for the throwers.

General:

1. Players will rock-paper-scissors to start. The winner will choose which team will throw first.
2. Bags must be thrown from the alternate ends and will alternate opposing players after each throw. Teammates must throw to opposite boards (there should be a member of each team at both boards).
3. Teams are allowed to throw a total of 4 bags each turn (2 per player if on a team).
4. Players must be behind the front edge of the platform when throwing a bag. If a thrower is in front of the front platform edge when throwing, the bag is taken off the board and no points are scored.
5. Throwers can stand on either side of the platform when attempting a throw. It is the responsibility of the opposing players to move out of the way of the thrower.

Scoring:

1. Earning points
 - a. A bag thrown/knocked into the hole = 3 points

- b. A bag that lands on the platform and stays for the whole round = 1 point
 - c. A bag that does not land on the platform/hits the ground = 0 points
2. Points are scored on a round total basis.
- a. Example: If Team A scores 3 points, and Team B scores 1 point, Team A now has only two points. If Team A were score 0 points on the next throw, and Team B scored 3 points, Team B now has 1 point.
 - b. Rounds are added up to get the team's overall score.

Throwing Rules:

1. All throws must be underhand.
2. The team that scores the point(s) in a given turn will start the next turn.
3. If no team scores in a turn, the same team who started that turn will start the next turn as well.
4. Each player is given 20 seconds to throw the bag. If the bag is not thrown in that amount of time, the throw will not count. It is the responsibility of the opposing team to keep proper time.

Player/Team Conduct:

This league is NOT officiated. All disputes are to be settled calmly and professionally. If the players are incapable of settling disputes, calmly and diplomatically, the league will be dissolved, and no refunds will be available.

Nomad Rule:

Nomads are defined as IM participants who have paid and are eligible to play on a team during the current season and have been requested to participate with another team so that a game can be completed. Teams automatically accept the use of nomads and accept the outcomes that come from using nomads. Teams can use up to two nomads to complete a roster, but teams are not allowed to play a nomad if they will have a bench. Captains are responsible for the actions of their nomad, including sportsmanship. **Nomads are not allowed to be used during playoffs!!**

Blood Rule:

Any player who is bleeding must be substituted for until the bleeding stops. Players who refuse to leave the game due to bleeding could potentially face suspension. If by removing the player who is bleeding, the team falls below the minimum number necessary to play, the following will apply: the game will be forfeited, with no ability to reschedule.

Protest Policy:

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. In the situation of no referee or IM official, a team may request a protest by calling a timeout and discussing with the other players. If the teams cannot come to a consensus of the correct call, the game play will continue as normal, and either of the teams may file a formal request to an IM staff member. Protest forms can be obtained by going to the Whitworth U-Rec website and looking in the Intramurals tab, or by speaking to an IM coordinator. These forms must be filled out and submitted *within 24 hours of the game*. An IM staff member will review the protest, discuss with both teams and make a decision. More information can be found by speaking to an IM staff member.

