



Cornhole League

Game Play Rules

1. ***Length of games***

Traditional 21: The game shall be played to the pre-determined number of twenty-one (21) points. The first team to reach (or exceed) that amount at the conclusion of a frame is the winner.

All games will be played best 2 out of 3 matches or a maximum of 35 minutes, whichever happens first.

Whichever team is ahead at the 35 minute mark will be the winner of that game.

2. ***Players***

Each team is comprised of two (2) people.

Each team will stay in their designated lane for the whole game.

Players at the headboard will alternate pitching bags until each player has pitched all four (4) of his/her bags.

Players at the footboard will take score and resume pitching back to the other cornhole board.

3. ***Pitching***

Players alternate pitching bags (one player at a time) until each player has pitched all four (4) of his/her bags.

A player must pitch all four (4) cornhole bags from their designated cornhole pitchers box. Players must deliver the bag with an under-hand release.

When pitching a bag, players must release the bag before any part of the player's body touches the ground on or beyond the foul line.

The team who scored in the preceding frame shall pitch first in the next frame. If neither team scores, the team who pitched first in the preceding frame shall retain first pitch in the next frame.

4. ***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.

If the out-of-turn bag affects any bags in play, their opponent has the option of returning all cornhole bags to their original position on the playing surface or leaving all bags as they are.

If the error is not discovered until after two (2) cornhole bags have been pitched, the frame shall continue and be scored accordingly.

If no agreement can be reached, the frame is void and it will be re-pitched.

5. ***Accidental release***

Any cornhole bag that leaves a player's hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched bag.

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.

6. ***Scoring – Bag Terms***

Woody – Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. One (1) point.

Cornhole – Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame. Three (3) points.

Foul Bags – Refers to any cornhole bag that has not been determined as a “woody” or “cornhole”, or was designated a foul bag as the result of rules violation.

7. ***Method of scoring***

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.

Example: Red achieves one (1) woody and two (2) cornholes during the frame (7 total pts). Blue achieves two (2) woodies and zero (0) cornholes during the frame (2 total pts).
7 points – 2 points = Red scores 5 points for that frame.

8. ***Recording the score***

No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, the site supervisor shall be called to determine the scoring for the frame in question.

Players are encouraged to pay close attention to the score at all times. Players are required to update their score verbally at the conclusion of each frame.

If both teams cannot agree on the score, the frame is void and will be replayed.

9. ***Touching the bags before the 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 thrown during the frame.

The non-offending team tallies 12 points as if they had thrown 4 cornholes during the frame.

NOTE: 12 pts are NOT automatically added to the overall score (scoreboard). The 12 pts are only used within this specific frame before cancellation.

Example: Red has thrown 3 bags equaling 5 points to this point in the frame. Blue has thrown 3 bags equaling 8 points to this point in the frame. Blue accidentally reaches down and grabs the bags. The frame is over. Blue's remaining bag is declared dead and

their previous points are tallied. Red tallies 12 points for the frame, as if they had thrown 4 cornholes. Red= 12 points, Blue= 8 points. Red scores 4 points for that frame.

10. ***Raking cornhole bags***

If bags become piled inside the cornhole board 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 verbally ask.

One or both players may walk to the other board and rake the bags from under the board (one player raking and one player watching.)

Anytime 4 cornhole bags have entered the hole or piled bags are visible in the hole a player may request a “rake” and will not be charged a time-out.

Important note: 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 as a result of raking, then it shall be counted as a “cornhole.”

11. ***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.

If a player pitches a foul bag which affects any bags in play, their opponent has the option of returning all cornhole bags to their original position on the playing surface or leaving all bags as they are.

12. ***Other general rules***

12.1. Moving cornhole boards and bags.

12.1.2. A player can only straighten cornhole boards in between frames and with the approval of their opponent.

12.2. A player may only cross the foul line and approach the opposite board during a frame under three (3) circumstances: 1) A timeout has been called. 2) To rake bags piled inside the cornhole board hole. 3) To sweep bags (that are considered foul bags) from the playing surface.

13. ***Minimum Number of Players***

Teams must start and finish a game with at least 1 player.

If a team drops below 1 player at any point during the game, the team will forfeit that game.

Games that are played with 1 player will have that player pitch from both ends by rotating ends at the conclusion of each frame.

There will be a 5-minute grace period after game time before a game is considered a forfeit.

14. ***Time Out***

Each team will be allowed one, 1-minute timeout per game

A player may only call a time out when it is his/her turn to pitch.

Both players may walk to the other boards to examine bag position during the time out. Players may not touch the cornhole bags or boards during a timeout.

Official time outs may be granted in the case of a busted cornhole bag, equipment malfunctions, or other circumstances at the discretion of the site supervisor. Teams will not be charged a time out.