



Stevenson University Department of Campus Recreation
Intramural Cornhole Rules

Stevenson University Intramural Cornhole will follow the current rules of ACO (American Cornhole Organization) and NIRSA (National Intramural and Recreational Association) unless modified to accommodate facility or program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

Player Eligibility

1. Participation is limited to all currently enrolled, fee-paying SU students, faculty members, and full-time staff.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid SU ID. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid SU ID will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the SU Intramural Handbook available online at the SU Intramural Sports website and in the Intramural Sports office in Garrison Hall North - Room 106.

Equipment and Playing Field

1. The game equipment will be provided by the Intramural Sports Staff.
2. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
3. Individual Player Equipment must meet the following requirements:
 - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
 - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
 - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
 - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.

- e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
4. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.

Rules of the Game

Team consists of two participants. Matches will be best two out of three sets (set is to 21 points).

Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.

Substitutions are only allowed at the end of a set. Matches will be limited to 30 minutes. The team that is leading after 30 minutes from the opening throw will be declared the winner. The supervisor on duty will be responsible for timing matches and resolving any conflicts.

Two contestants are partners against another team of two contestants. In doubles play, one member of each team pitches from one cornhole platform and the other members pitch from the other cornhole platform. Participants must remain at their end of the court throughout the entire set. Teams will switch ends after each set.

In co-ed leagues, there must be one male thrower and one female thrower. Males must share one end of the court and females must share the other end of the court.

Innings

Every Cornhole / Corn Toss match is broken down into innings of play. During each inning of play each contestant (all four participants) must pitch all four corn bags.

Value Of The Corn Bag

1. Corn Bag In-The-Hole - A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform. A corn bag in-the-hole has a value of three points.
2. Corn Bag In-The-Count - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on top of the cornhole platform is in-the-count. A corn bag in-the-count has a value of one point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform. If a corn bag touches the ground before coming to rest on the cornhole platform, it is a foul and must be removed from the cornhole platform prior to the continuation of play.
3. Corn Bag Out-Of-The-Count - A corn bag which comes to rest anywhere except inthe-count or in-the-hole is out-of-the-count and has no scoring value. A corn start when the contestant steps onto the pitcher's box with the intention of pitching.

Pitching Rotation During The Game

The contestant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.

Length of the Game

Point Limits

The Cornhole / Corn Toss match shall be played until the first team of contestants reaches (or exceeds) 21 points at the completion of an inning. The winning team does not need to win by two or more points. If both teams exceed 21 points at the end of an inning, the team with the most points is the winner.

The Inning Must Be finished

The Cornhole / Corn Toss match can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.

Ties At The End Of An Inning

If the Cornhole / Corn Toss match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match.

Scoring

Cancellation Scoring

In cancellation scoring, corn bags in-the-hole and corn bags in-the-count pitched by opponents during an inning or half of an inning in doubles play cancel each other out. Only non-cancelled corn bags are counted in the score for the inning.

1. Corn Bags In-The-Hole – Hole-ins (HI's) cancel each other. A corn bag in-the-hole of one contestant shall cancel a corn bag in-the-hole of his competitor and those corn bags shall not score any points. Any non-cancelled corn bag in-the-hole scores three points.
2. Corn Bags In-The-Count – Corn bags in-the-count cancel each other. A corn bag in-the-count of one contestant shall cancel a corn bags in-the-count of the opponent and those corn bags shall not score any points. Any non-cancelled corn bags in-the-count score one point each.

Score Calculation

Cancellation scoring may be easily calculated as follows:

1. The points of both contestants are calculated for hole-ins and in-the-count corn bags.
2. The points of the lowest scoring contestant for hole-in corn bags are subtracted from the points of the highest scoring contestant for hole-in corn bags. The result is the hole-in score for the highest scoring contestant. The hole-in score for the lowest scoring contestant is zero.
3. The points of the lowest scoring contestant for in-the-count corn bags are subtracted from the points of the highest scoring contestant for in-the-count corn bags. The result is the in-the-count score for the highest scoring contestant. The in-the-count score for the lowest scoring contestant is zero.
3. The hole-in score for each contestant is added to the in-the-count score for each contestant to derive the recorded score for the inning.

4. In this manner hole-in and in-the-count corn bags from each contestant or team of contestants are cancelled out and only non-cancelled corn bags are counted in the score.

Sportsmanship

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
2. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, SU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.
5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the SU Campus Recreation web site.