



Cornhole League Rules

YMCA FACILITY POLICIES

- All YMCA facilities and game and practice locations are smoke tobacco, and alcohol free zones. All facilities and locations are pet/animal free zones for the direct safety of the kids.

SPORTSMANSHIP

- Any trash talking, foul language, or taunting which is intended to embarrass, ridicule, or demean others under any circumstance will not be tolerated. This includes talk that may be offensive (or meant to incite) to officials, opposing players, teams, or spectators.

EQUIPMENT

- All equipment needed will be supplied by the YMCA, including bags and boards. Teams may not use their own equipment.

ROSTERS

- Teams will consist of 2 players playing at one time. Teams may add subs to their roster. Only those on the roster will be eligible for the tournament. Players may only play on one team and be listed on one roster. Illegal players will result in forfeits.

START OF GAME

- The team listed on the schedule as the home team or on top of the bracket will have their pick between either beginning the first and third games with the first throw or which side of the boards they prefer to stand on for the first and third games. The visiting team will by default be given the option that the home team does not choose.
- The team who scored more points in the proceeding frame pitches 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.

GENERAL RULES

- Games will be played best 2 out of 3, to a score of 15 points. Must land on 15. Failure to land on 15 exactly, teams will go back to 9 points.
- Games will be limited to 45 minutes in total. If there is less than 15 minutes left for the 3rd set, the game will be played first to 15 points without the penalty of going over.
- Games are played with teams of 2. Players on the same team will stand on opposite ends of the boards on the same side facing each other.
- The boards will be 27 feet apart from front edge to front edge.
- Players must throw the bags without stepping across the front edge of the boards.
- Players will alternate throwing bags until all 4 bags have been thrown.
- Bags must be thrown underhand.
- Any bag that hits the ground or comes to rest touching the ground or another object is a dead bag and won't count towards score.

SCORING

- Woody: when a bag lands on the board but not in the hole. Worth 1 point.
- Cornhole: when a bag goes into the hole. Worth 3 points.
- Cancellation scoring will be used. The points of one team will cancel out the points of their opponent's team. Using this method, only one team can score in each frame. The points scored for team A will deduct team B's score to score the frame.
- Teams will go back to 9 points if score exceeds 15.