

SAMFORD

CAMPUS RECREATION

Intramural Cornhole Rules

The following is a summary of rules and regulations for Cornhole. It is not the complete set of rules but includes those rules most frequently in question. Some alterations may have been made specifically for Samford University's Campus Recreation Department.

Home Facility

The home facility for Cornhole is the Outdoor Complex

Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. The Campus REC Office is 302 Seibert Gym at 726-2194

GAME GUIDELINES

- A coin toss will precede the match, with the winner having the choice of picking which side of the board from which they would like to play. The winner also decides who will throw first. Rock, paper, scissors may also be used.
- The object is to score points by tossing the bean bags and landing them on the board or in the hole.
- The game is won when a team scores 21 points. Teams do NOT need to score exactly 21 points in order to win. A team must win by 2 points.
- Boards will be placed 27 feet apart (front to front) in a straight line.
- A pitcher's box (4ft x 3ft) is at each end of the court and on both sides of each board. Players must throw the bag from behind the front edge of the board.
- Each player's partner is positioned directly across from him/her in the opposite box at the other board. Each team will have one player throwing from the left pitcher's box and one player throwing from the right pitcher's box.
- Each player is assigned a pitcher's box and will be required to throw from his/her box the entire game.
- The thrower must not go outside the designated pitcher's box during the process of throwing. The opposing player is to stand just behind his/her own pitcher's box while his/her competitor is throwing.
- A frame consists of players tossing their bags, alternating shots, until all 8 bags in the frame have been thrown.
- The team who scored in the preceding frame shall throw first in the next frame. If neither team scores, the team who threw first in the preceding frame shall throw first in the next frame.
- Players must deliver the bag within 10 seconds of stepping into the pitcher's box with the intention of throwing.
- Cancellation scoring rules will apply, in which opposing teams' frame points cancel out one another. Only those points that do not cancel out apply to the total score. (Example: Team Black scores four points, and Team Gold scores three points. Team Black is awarded one point).
- **Holer:** A bag-in-the-hole is a bag that is thrown through the hole in the board. A bag can be pushed in by other bags from either player. One Holer earns three points to the team whose bag has gone through the hole.
- **Woody or Boarder:** A bag which is not a Holer, but lands with any portion resting on the board. It may not touch the ground before landing on the board. If it does, the bag must be removed from the playing surface before another bag is tossed. A bag hanging on the board surface but also touching the ground also has no point value and must be removed from the playing surface before another bag is thrown. One Woody earns one point.

- **Stanker or Foul Bag:** A bag which is not a Holer or Woody, or a bag which was delivered in non-compliance with one of the rules of the game. It has no point value and is to be removed from the board surface before any more bags are thrown. Bags knocked into foul territory by a Stanker should be returned as closely as possible to their original position. This also applies to bags that are knocked into the hole by a foul bag.

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident