

# Spring 2009 Intramural Cornhole Tournament Rules

## BGSU Intramurals

### 1. Players, Substitutes, Rosters, and ID's

- A. A double elimination format will be played for the tournament.
- B. For doubles, two players are required at all times to avoid a forfeit.
- C. A substitute may enter at the beginning of any game.
- D. Roster Changes: No changes will be allowed to a roster once play has started. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss for that contest and will jeopardize their playoff status.. Captains who play must be listed on the player roster.
- E. To participate in **intramurals**, there is no credit hour requirement, but an appropriate BGSU student or faculty/staff ID must be presented to an Intramural employee.

### 2. Playing Area and Conditions

- A. All matches will be played in the track room(Ct. 4) of Perry Field House.
- B. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- C. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

### 3. Equipment and Uniform

- A. The Intramural Sports program will provide the cornhole goals and bags for play.

### 4. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Jewelry is allowed, unless deemed unsafe to a player/opponent by the IM supervisor.

### 5. Participant Conduct and Fair Play – "SPORTSMANSHIP"

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will effect their eligibility for playoffs at the end of league play.

### 6. Time Regulations and Length of Game

- A. The best of 3 games constitutes a match or after 55 minutes(with a 5 minute warm-up), whichever comes first.
- B. The Cornhole games 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.
- C. The Cornhole games 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.
- D. If the Cornhole games 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 game.

### 7. Forfeits and Starting Games

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in.
- B. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.
- C. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.

### 8. Playing Rules and Scoring

In doubles play 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.

#### A. Innings

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

#### B. 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 (knocked in by another player or an act of God). 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 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 in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag which is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the cornhole surface prior to the continuation of play.

C. *Delivery Of Corn Bags*

1. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four corn bags, then the remaining contestant (pitching from the other cornhole platform) continue to alternate in the same manner until all four corn bags are delivered and the inning completed. Delivery in singles play is handled in the same manner (but from the same platform) with each of the two contestants alternating their pitching of corn bags until all four corn bags have been pitched completing the inning.

2. A contestant may deliver the corn bag from either the left or right pitchers box (see above) but, in any one inning, all corn bags must be delivered from the same pitcher's box. A contestant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.

3. Each individual contestant shall deliver the corn bag within 20 seconds. The time shall start when the contestant steps onto the pitcher's box with the intention of pitching.

D. *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.

**9. Scoring**

A. *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.

B. *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.

4. 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.

5. 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.

**11. Manager Duties**

A. Managers will check ID's, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

**12. Miscellaneous**

A. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.

