



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Cornhole Rules

Cornhole games will be conducted under modified American Cornhole Association Rules. This document covers the major rules with some exceptions.

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid I-Card/Safer Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card/Safer Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
 - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
 - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
 - c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.

4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contests by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
 4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
 3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
 2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
 1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
 0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
 - Fighting or abusive, violent behavior.
 - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
 - Spectator or player clearly gestures or shouts obscenities.
 - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs

1. To advance to playoffs during a five (5) week regular season, a team must win three (3) contests out of four (4), or more.
2. To advance to playoffs during a four (4) week regular season, a team must win two (2) contests out of three (3), or more.
3. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.

4. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
5. Teams must have NO regular season forfeits to advance to playoffs.
6. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
 - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
 - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
 - b. If the first half of the game is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
 - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment

1. All players are required to bring a valid I-Card and show their Safer Illinois App at all Intramural contests.
2. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
 - a. No boots, sandals, or cleats will be allowed
3. All equipment is subject to the approval of the intramural staff on duty.

Contest Timing

1. Contests will start at the time they are scheduled on Active Illini. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time.
2. Teams will have 40 minutes to complete their schedule Intramural Cornhole contest (or game).
 - a. Point Limits
 - i. 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.
 - ii. The winning team does not need to win by two or more points.
 - iii. The game will end after one side has reached (or exceeded) 21 points after all bags have been thrown.
 - b. Ties At The End Of An Inning
 - i. 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 after one side throws all four bags.
 - c. Skunks/Mercy
 - i. The game shall be played to 21 unless a team scores 11 or more points at the end of an inning before their opponents score any points
 - ii. In this case the game is a skunk and the team that scores 11 or more points wins the match.

Players

- a) Singles Or Doubles Play
 - a. Cornhole / Corn Toss can be played as doubles
 - i. In doubles play two contestants are partners against another team of two contestants
 - ii. In doubles play, one member of each team pitches from one cornhole platform and the other members pitch from the other cornhole platform
- b) Cornhole is an open league
 - a. Any variation of gender can

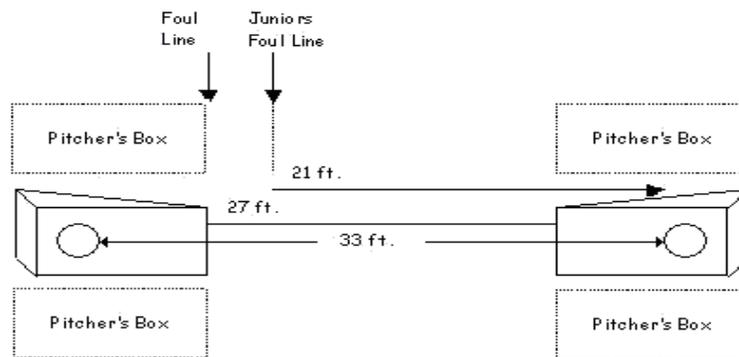
Game Rules

Court Layout

- a) Dimensions
 - a. A Cornhole / Corn Toss court shall be a level rectangular area 10 ft wide and a minimum of 45 ft long
 - b. The court should consist of two corn platforms, designated pitchers boxes and foul lines. A north-south setting is recommended for outdoor courts to minimize the effects of the sun.
- b) Pitcher's Box
 - a. The pitcher's box is the rectangle 4 ft by 3 ft at each end of the court, parallel and on both sides of Cornhole platforms
 - b. Each contestant must remain in the pitchers box while pitching the corn bag.

c) Foul Lines

- a. The open adult play foul lines shall be defined as an imaginary line 30 ft. from the beginning of the hole in the opposite Cornhole platform.
- b. For Cornhole / Corn Toss sets that meet ACA specifications, this foul line will be parallel to the front of the cornhole platform.



Playing Equipment

- a) All sets, including Cornhole platforms and bags, will be supplied by Campus Recreation
- b) Equipment Standards
 - a. The ACA has adopted the following equipment specifications and standards for Cornhole / Corn Toss:
 - i. Each cornhole platform shall be a 48" x 24" rectangle made of half inch plywood. ACA sanctioned tournaments should only be played with wooden cornhole platforms as there is significant variance in play between wooden and plastic or other surfaces.
 - ii. The hole in the cornhole platform shall be six inches in diameter and be centered nine inches from the top and 12 inches from each side of the cornhole platform edges.
 - iii. The front of the cornhole platform shall be approximately 4 inches from bottom to top and be at near a 90-degree angle to the ground.
 - iv. The back of the cornhole platform shall be approximately 12 inches from bottom to top and be at near a 90-degree angle to the ground.
 - v. The Cornhole / Corn Toss play surface shall be finish sanded to a very smooth texture and there shall not be any blemishes in the wood surface that might disrupt or distort play.

Pitching Distances

- a) All open adult contestants shall pitch from the pitcher's box behind the 30 foot foul lines
- b) Physically impaired adults or seniors may, if agreed by all contestants, observe the 21 foot foul lines.

Court Preparation and Maintenance

- a) Court Maintenance
 - a. Every effort shall be made to keep the Cornhole / Corn Toss play surface in perfect playing condition.
 - b. Cornhole / Corn Toss courts should be free of anything that might distract a contestant during play.
 - c. Each contestant is responsible for making sure the court is in good playing condition prior to starting the match.
 - d. During a match, a contestant shall not be allowed to alter the Cornhole / Corn Toss court in any manner without the consent of the opponent or a tournament official.

Play of the Game

- a) Innings
 1. 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) 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).
 - (b) A corn bag in-the-hole has a value of three (3) points.
 - 2. Corn Bag In-The-Count**
 - (a) 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
 1. A corn bag in-the-count has a value of one (1) point
 2. 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
 3. 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) 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
 - (b) 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.

2. 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.
 3. A contestant may deliver the corn bag from either the left or right pitchers box.
 - (a) This will be determined by coin flip before the game begins.
- d) Pitching Rotation During The Game
1. The contestant who scored in the preceding inning shall pitch first in the next inning.
 2. If neither pitcher scores, the contestant who pitched second (last) in the preceding inning shall pitch first in the next inning.
- e) Position Of Contestants During Delivery
1. The pitcher must maintain constant contact with the designated pitcher's box (See diagram above) during the entire address and release of the corn bag.
 2. The opponent, while not pitching, shall stand behind the cornhole platform at least 2 feet to the rear of the contestant who is pitching.
- f) Foul Corn Bags
1. A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game.
 2. It scores as a corn bag out of the count and is to be removed from the Cornhole / Corn Toss court before any more corn bags are pitched.
 3. Corn bags already in the court that have been knocked into foul territory by a foul corn bag should be returned to the scoring area.
 - (a) Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position.
 4. The following are rule violations that must be spotted and called by a contestant or assigned judge. The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
 - (a) Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.
 - (b) Except as provided above, any corn bag pitched when the contestant has started or stepped completely outside the pitching box before releasing the corn bag.
 - (c) A corn bag pitched from a different pitchers box than the first corn bag.
 - (d) Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform.
 - (e) Any corn bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
 - (f) Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.

5. A contestant's corn bags shall be called foul if the contestant removes any corn bag before the scoring of that corn bag has been agreed upon. The Facility Manager shall be called if a decision cannot be reached. The Facility Manager shall determine the scoring for the inning.

Scoring

a) Score Calculation

- a. Cancellation scoring may be easily calculated as follows:
 - i. The points of both contestants are calculated for hole-ins and in-the-count corn bags.
 - ii. 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.
 - iii. 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.
 - iv. 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.
 - v. 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.

b) Recording The Score

- a. The score sheet shall be the official record of the game
- b. The Contestants are encouraged to pay close attention to the score at all times.
- c. If a question or discrepancy occurs regarding the correct score, the contestant(s) may approach the scorer between innings to rectify the situation.
- d. If the discrepancy cannot be corrected to the satisfaction of both contestants, the facility manger shall be called to make the final decision.

Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.