



CORNHOLE LEAGUE RULES & INFORMATION

LEAGUE SESSIONS: July 11 – August 25 – Tuesday Nights.

NIGHTS: Tuesday Nights and if interest warrants, Friday Nights. The Tuesday Night slots **must be filled before roster and fees are accepted for a Friday Night League.**

DATES/TIMES: July 11 – August 25. 5:45 pm and a 7:00 pm time slot will be available (12 teams for each time slot – 24 total slots per night).

LOCATION: Jenkinsville Park - six regulation size cornhole courts will be maintained.

BASIC RULES:

1. **Matches** – Each team will play 2 matches per night. Each match will consist of 2 games each, with a 6 inning limit for each game. Matches will have a 30-minute time limit in order to finish 2 games. An inning will consist of each team member throwing their turn (4 bags) once. To begin a game, the home team throws second with the visitor throwing first.
2. **Team Roster** – Each team will complete a roster consisting of a maximum of four players. Each team selects two players to throw – players cannot be substituted during a game.
3. **Score** – The game score must be verified and announced after each team's throw has finished.
4. **Game Times** – Each time slot will play two matches per night. ALL First matches begins promptly at 5:45 pm. Matches will conclude, regardless of score, after 30 minutes or 6 innings. There will be a 5-minute delay between the first and second matches to allow teams to move to a new court prior to play resuming.
5. **Wins/Loses** – The score of both games is reported to the coordinator upon completion. A team record will be kept and a team's winning percentage is used to decide overall seeding for playoffs. The tie breaker will be a team's game score differential for the season.
6. **Playoffs** – All 12 teams will make the playoffs with the top four teams (highest winning percentage) receiving a first round bye. The remaining 8 teams will play for 4 spots in the semifinals.
7. **Trophies** – A trophy will be awarded to the Winner and Runner-up for each night and time slot, at the end of the playoffs.

We reserve the right to modify these rules to benefit improved play – please be patient in these cases.





ADDITIONAL CORNHOLE LEAGUE RULES

PLAY OF THE GAME

DOUBLES PLAY:

Doubles Play - Team A competes against Team B; each team is comprised of two people.

1. Each team will stay in their designated lane for the whole game.
2. Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
3. Players at the footboard will take score and resume pitching back to the other board.
4. Games last 6 innings. Final game scores are reported to the coordinator at the end of the match. The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

VALUE OF THE BAG:

The approved method of scoring for the sport of cornhole is "cancellation" scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.

- Bag In-The-Count (Woody): Any bag which comes to rest anywhere on top of the board, is worth one (1) point.
- Bag In-The-Hole (Cornhole): Any bag which is thrown through the hole or knocked through the hole by another bag, is worth three (3) points.
- Foul Bags – Refers to any bag that has not been determined as Bag In-The-Count or Bag In-The Hole or was designated a foul bag as the result of rules violation

PITCHING ROTATION DURING THE GAME:

The player who scored in the preceding inning has honor pitching first in the next inning. If neither player/team scores, the player/team who pitched first in the preceding frame shall retain first pitch in the next frame.

POSITION OF PLAYERS DURING PITCHING:

1. The pitcher must be within the pitcher's box or behind the foul line at the time of release.
2. A player must pitch all four bags from their designated pitcher's box.
3. Players must pitch the bag with an under-hand release.

FOUL BAGS:

1. The following are rule violations that must be spotted and called by a player or assigned judge. The penalty is to declare the bag a foul bag, which requires the bags to be removed from the court prior to resuming play. A foul bag is defined as:

(a) Any bag pitched when the player has (1) made contact with or crossed over the foul line, or (2) started or stepped completely outside the pitcher's box before the bag is released.

(b) Any bag not delivered within the 20-second time limit





- (c) A bag pitched from a different pitcher's box than the first bag
 - (d) Any bag that contacted the court or the ground before coming to rest on the board
 - (e) Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
 - (f) Any bag removed from the board before scoring has been agreed upon for that bag
 - (i).The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported
 - (ii).The non-offending team tallies twelve (12) points as if they had thrown four Bag In-The-Holes (Cornholes) during the inning
2. A bag that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched bag.
3. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched. Protests – If a player desires to make a protest, the protest shall be made to the judge or official at the time the problem occurs. The judge shall make the final ruling on all protests.

LENGTH OF THE GAME/MATCH:

6 INNINGS PER GAME AND 30-MINUTES PER MATCH – 2 MATCHES PER NIGHT

The game shall be played to the predetermined 6 innings. The team with the highest point total after 6 innings is the winner of a game. If there is not enough time to finish 6 innings during the 2nd game of a match, the final score will be determined after the completion of an inning after 30-minutes.

SCORING & STANDINGS:

The results of each game shall be reported to the coordinator – winning % will determine final standings and playoff seeding. Ties will be broken based on total game differential. Top 4 seeds receive a first round bye in the playoffs.





CORNHOLE ROSTER

Jenkinsville Park League

A team MUST have a minimum of two players to compete in nightly matches

TEAM NAME:			
NAME OF TEAM CONTACT:			
PHONE#:		E-MAIL:	
NIGHT OF PLAY:		TIME OF PLAY (5:45 or 7 pm):	
ROSTER First & Last names - TEAMS ARE LIMITED TO 4 PLAYERS			
1.			
2.			
3.			
4.			
Players may be deleted or added, but cannot be more than 4 active players at any time!			
\$150 league fee paid (cash/check/credit):			

