

Cornhole/Bags Game Rules



Placement:

Boxes (or "boards") are placed 30 feet apart from center of hole to center of hole.

Rules for Players:

- The bean bag toss game must be played with 4 players, 2 per team.
- Each team gets 4 bean bags to throw.
- Team members stand at opposite ends and may throw from either side of the box.
- Each player throws from behind the front of the boxes. This is the foul line.
 - The player must not pass the foul line, or the players throw does not count, and the bag is removed from play.
- Each team alternates shots beginning with the team that had scored last.

Scoring:

- Points are scored when a player has a bag on the board or in the hole.
- Only one team can score per round.
- Points cancel each other.
- A bag on the board is equal to 1 point, a bag in the hole is equal to 3 points.
- An example of cancellation is as follows:
 - Team one has 2 bags in the hole and 1 bag on the board equaling 7 points ($3 + 3 + 1 = 7$).
 - Team two has 1 bag in the hole and 1 bag on the board equaling 4 points ($3 + 1 = 4$).
 - The lowest score is subtracted from the highest score to get the points earned for team one ($7 - 4 = 3$).
 - Team one earns 3 points in this round and gets to throw first in the next round.
- The game is continued until one team scores exactly 21 points. If a team goes over 21 points, their score will revert to the score before the round started.
- A team can win by a whitewash which is 11 - 0.
 - A whitewash cannot occur in the first half of the first round. (All 4 bags in the hole by player 1 of team 1, and only 1 point or zero points by player 1 of team 2)
- A bag that is tossed in play and knocks another bag off or in the hole is legal.
- A bag that bounces from the ground onto the board is not a legal play. This bag must be removed from the board and play is then continued.
- Each match consists of a best of three format, with the team winning two games being declared the winner. After the match has been decided teams are welcome to continue playing until the 40-minute time limit is reached. This play will not count towards league standings.
- If the 40-minute time limit has been reached without the match being decided, whoever is ahead at that time will be declared the winner.
- Standings are recorded by match winners. The outcome of individual games is used as tie- breakers.
- Please report the results of your match to the on-site supervisor.

Forfeits:

- Teams will receive a partial or complete forfeit if they do not show up on time for their scheduled games. Forfeit guidelines are as follows:
 - Less than 10 minutes late: forfeit first game
 - 11 and 20 minutes late: forfeit two games
 - Over 20 minutes late: forfeit complete match