

Max's Cornhole League Rules and Regulations

Our first and most important rule is to **have fun!** Like all recreational sports, everyone comes out for a good time, so please exercise sportsmanship!

The Game:

A game is made up of frames wherein each team rotates tossing their team's 4 bags until all bags (8) have been tossed towards the opposite board. At the conclusion of each frame, the score is calculated and added to the team's net total. A winner is determined when a team reaches or surpasses 21 at the conclusion of a frame. Number of frames played varies per match.

Set-Up:

Each court consists of two boards spaced 27 feet apart front-to-front and two sets of 4 bags. Boards will be measured by the league manager prior to the first scheduled game time. All boards and bags will be provided.

Schedules and Game Time:

The season schedule will be posted prior to the first season match. Each match consists of three games with the winner taking 2 out of 3 games. Play time is 45 minutes from the scheduled match time.

Scoring:

The object is to be the first team to reach or surpass 21 points. Points are scored by landing a tossed bag on the board (1 point) and by having a tossed bag drop into the hole (3 points). Once all eight bags have been tossed, players calculate the points scored per team. The team with the higher number of points is awarded the point difference.

Example: "Team A" scores 8 points in frame 1, and "Team B" scores 2 points in frame 1. "Team B"'s 2 points are subtracted from "Team A"'s 8 points awarding 6 points to "Team A"'s net total.

Scoring Discrepancies:

All scoring discrepancies need to be taken to the league manager immediately. The league manager will make the final ruling on all discrepancies. Please remember, we are out here to have fun! At the end of the day, it is just cornhole with friends!

Beginning a Match:

The captains begin the match with a coin flip or playing rock, paper, scissors. The winner determines the end from which play will begin and gets the first throw. In the playoffs, the higher seeded team has those privileges.

Tossing:

After the first frame (See Beginning a Match), the team that scores the most points per frame tosses first in the next frame. If no points are scored, the last team to score points in a frame tosses first.

Knocking Opponents Bags Off Boards:

This is a risky strategy some players like to use. It is fair game.

Violations Resulting in Bag Being Removed from Board:

Bags may be removed from board if the player crosses the foul line before releasing the bag, the bag hits the ground and bounces onto the board, or the bag strikes an object, person, etc.

Winning:

The first team to reach a minimum of 21 points at the end of a frame wins the game.

Playing Court:

Players may stand anywhere to the left or right of the board but must stay on that side for the entire match. Court area is anywhere behind the front of the board. Teammates stand at opposite boards but must play on the same side.

Foul Line:

The foul line is located at the front of the board. All players must toss from behind the foul line. If a player crosses the foul line on his or her toss, that toss does not count, and they cannot toss that bag again.

Player Requirements and Substitutions:

A minimum of 2 players per team must be present to play. (We recommend teams of 3 to 5 players to ensure enough players each week. Although players can only be registered to one team.) You may substitute players after a frame (all bags have been tossed from one side) has concluded. If a player arrives late, they cannot substitute in the middle of a frame.

Forfeits:

Each match is allotted 45 minutes to play the best 2 out of 3. A team will forfeit their match if at least two players do not show up within 15 minutes of their scheduled playing time or do not provide 24 hours notice awarding the opposing team the win. If a team shows up within the allotted 15 minutes, that team will not receive extra time to play, and must complete the match in the remaining 45 minute allocated match time. If the best 2 out of 3 has not been determined within the scheduled timeframe, the team that showed up late will lose the remaining games in the match.

"No-Shows"/24 hour notice:

A "no-show" is when you do not provide 24 hour notice that you will make your match, or do not show for your match; it will be recorded as a forfeit. If a team "no-shows"/forfeits twice in one season, they will forfeit their registration and the remainder of the season.

Team Rankings:

Rankings are calculated based on the total overall match wins. A win receives 1 point and a loss receives 0 points. The winner of the match will always receive a minimum of 2 points while the loser will receive either 0 or 1 point. Your team will also receive 1 point for showing up that week regardless of match outcomes.

Playoffs:

All teams qualify for the playoffs! Bracket play will occur against teams registered at your same level of play. In order for a player to play during the playoffs, you MUST be listed as a player on the team's roster and not have an outstanding invoice. If your team finishes first or second in playoffs or ends the regular season undefeated, you will be required to bump up to the next level (intermediate to advanced).

Play Level:

Please keep in mind we are a social league and gather together to meet new people and break up the week with some fun. Please register at your appropriate play level; matches ending within 15 minutes are not fun for either team. Use the guide below to know your registration level:

Beginner-Intermediate (hits board 1-2 times per four bags)

Advanced (all four bags on board or in hole)

** We reserve the right to move teams from their registered level of play.

Season Schedules:

The season is a seven-week season consisting of six regular season matches (one match per week). This is followed by a single-elimination playoff tournament in which all teams qualify! At times, we schedule double-headers (two matches in one night) in order to accommodate an uneven number of teams or to make up for missed/rained out games.

In the event a game is not played as scheduled, due to rain or other weather issues, we will adjust the schedule in one of two ways:

*Move start times up by five minutes and shorten playing time (6:40, 7:20, 8:00) and add an additional time (8:40) to schedule double-headers

OR

*Extend the season by the number of weeks missed/rained out

We may extend or shorten the season due to rain outs.

Prizes:

Tuesdays: house cash to top team from each division

Season Ending Tournament (Week 7): cash and prizes

Entry:

The entry fee will be \$50/team. At the conclusion of the season ending tournament, the payouts will be as follows:

45% to be awarded to 1st place in each division

15% to be awarded to 2nd place in each division

40% to be awarded to a charity of the winners choosing