



Cornhole Tournament Rules

I. Sportsmanship

A) Sportsmanship: **KC Crew, LLC ("KCC")** is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the **KCC** staff may result in suspension and/or ejection from a game or the league. Each game will have at least 1 paid official. Abuse of officials, referees, opposing players and other **KCC** staff will not be tolerated. **KCC** will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season. Any behavior deemed unacceptable by **KCC** staff may result in a game suspension and/or ejection from the league. Alcohol is not allowed at or on the fields and any participants with alcohol will be required to leave.

1. If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the game.
 - a. On their second offense they will be removed from the season with no refund.
 - b. On a third offense they will be removed from the season with no refund and banned from the league.
2. Remember, this is for fun. No one is going to become a professional by playing in our leagues or. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the league as these actions eliminate fun for everyone else.

II. Fundamentals

A) Field of Play

1. For recreational divisions, boards are positioned 24' from front edge to front edge of the board.
2. For competitive divisions, boards are positioned 27' from front edge to front edge of the board.

B) Equipment

1. Bags and boards will be provided by **KC Crew, LLC**.
2. Two Cornhole boards— approximately 24" x 48" with a 6" diameter hole centered 9" from top of board and 21" from the bottom, and centered 12" from each side edge.
3. The front of the board is 3" from the ground to the top of the playing surface.
4. The back of the board is 12" from the ground to the top of the playing surface.
5. 8 Bags – 4 each of two different colors.
 - a. Teams may use their own bags as long as both teams agree.

C) Teams/Substitutions

1. Teams consist of 2 players(Two Players per board, 1 Player from each team)

D) The Start of Play

1. Team Captains will flip a bag, like a coin, to determine who throws first.

2. Team A throws 1 bag, then Team B, then Team A, then Team B, etc.
3. Players must stand on the same side of the boards, across from each other.
 - a. Players throw directly at their partners.

E) In Play/ Out of Play

1. Players may throw from either side of the board, but can't step past the front of the board. Stepping over the line will result in a forfeit of that bag. No points will be awarded and the bag must be removed from the board, if necessary, before the next throw; and may God have mercy on your soul.
2. If there are any obstacles in the throwing area (ex. Ceiling, lights, fan, etc.) and the bag hits it and does not hit the board, the player may rethrow that bag. If the bag hit the obstacle and hits the board after, the throw counts.

F) Scoring

1. Bag on the board = 1pt. Bag in the Hole = 3pts
2. Every turn, the points cancel out.
 - a. Ex = Team A throws for 4pts and Team B throws for 3pts. Team A gets 1pt and Team B gets 0pts
3. Leaners - If the bag is hanging on the front of the board, half on and half off, lift the board and if it stays on it counts. If it falls off, it doesn't count.
4. Bounces don't count.
5. The Team that won points during previous round throws first the next round.
 - a. If all points cancel or no points are scored, follow your partner.
6. Team with the most points after all 8 bags are thrown will add the difference in points to their score.
7. Any disputes should be resolved with a re-throw.

III. Game Duration

A) Pool Play

1. One game is played to 21 points wins (no winning by 2 & going over 21 points is allowed)
2. Paper, Rock, Scissors to decide who throws first. Winner chooses.
3. Points will be recorded as the score of the game.
 - a. Team A wins with 21 points - 21 points will be awarded
 - b. Team B loses with 14 points - 14 points will be awarded.

B) Tournament

1. Tournament seeds will be determined by number of wins, then head to head, then points scored, then points against, and if needed, the team that signed up first.
2. All games are played best 2 out of 3 to 21 points (no winning by 2 & going over 21 points is allowed)
3. The higher seed may choose to throw first or can choose the side they would like to throw from.
4. For game 2 or 3, the losing team may choose to switch sides if they would like.

IV. Forfeits

A) Forfeits

1. Teams have until 5 minutes past the designated start time to field the minimum requirement.
 - a. If a team doesn't show in time, a win will be recorded to the present team with a score of 21 to 0.
2. If both teams agree to play without the minimum or more than the maximum required, **KCC** Officials must be made aware.
3. If your team is going to forfeit a game, please notify the KC Crew official.