



CORNHOLE RULES

Game Setup:

Depending on space available, two boxes shall be set up facing each other with their hole centers 25-30 feet apart from each other. The front of the box constitutes the foot foul line.

Game Play:

- Regular season games will consist of three matches for a full game.
 - Two teams of 2 people each shall play. Teams will form pairs amongst their players. Partners shall stand at opposite boxes on the same side.
 - Teammates on the roster are allowed to sub in between throwing turns but not mid throwing session.
 - Each team shall have 4 bags of one color.
 - All 8 bags begin at one end.
 - Rock, Paper, Scissors shall determine who begins the game.
 - A player may throw from anywhere behind the foot foul line.
 - Game Continues by alternating throws between the two opposing players until all 8 bags have been thrown.
 - If a bag hits the ground then bounces up onto the board, the bag shall be taken off the playing surface and does not count in scoring.
 - The game continues until the first team reaches or goes over 21 points.
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Fouls:

A foul occurs when any of the following happens:

- A player's foot goes past the foot foul line, termed a foot foul.
- A player goes out of turn.

The player who caused the foul loses the throw when the foul occurred and the bag shall be removed if it landed on the playing surface.

Scoring:

The score shall be taken after all bags have been thrown for a frame. In League and Tournament play teams subtract scores to determine the amount scored on each frame. Points shall be given as follows:

- Three points for a bag that goes through the hole
 - One point for a bag that is on the playing surface
 - One point for a bag that is hanging into the hole
 - One point for a bag that is hanging off the edge but not touching the ground
 - Zero points for a bag that is on the playing surface and also touching the ground
 - Zero points for a bag that is hanging off the front edge and is resting on a bag that is on the ground, unless the bag on the ground can be removed without making the hanging bag fall off to the ground, then one point is given.
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Game Start Time, Equipment & Forfeit Policy:

- Games are required to start on time and last no more than 1 hour from the scheduled start time.
 - Any team that does not have a minimum of 2 players at the boards at game time shall lose a 4-toss rotation for every 5 minutes you are not ready. After 15 minutes the game is a forfeit, you may scrimmage but the game will show as a 3-match loss. Teams may not negotiate deals.
 - A game will be recorded as a 1-game loss for any team(s) that forfeits a game prior to the actual start of the game such as in the case where you do not have enough players.
 - A game is considered official after 3 complete matches.
 - CLUBWAKA provides the boards and the bags. You must leave the bags on the boards after your game.
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Team Rosters:

- CLUBWAKA may add players to your team as needed for a maximum of 6 players. CLUBWAKA also may have a minimum requirement such as 2 female or 2 male per team. The minimum roster size is 4 players.
- Only registered players who are on your official CLUBWAKA roster may play.

- All players must wear an official CLUBWAKA shirt for that league.
- All players are entitled to an equal amount of playing time..
- During regular season play you must have at least one player of each gender to avoid forfeit.

League Bar & Parties:

CLUBWAKA is a social organization and fully expects team captains to encourage their players to come early and stick around after at the official league bar and attend the parties. Our bars serve non-alcoholic beverages for those who would not like to drink. Help Us Help You: CLUBWAKA urges captains & players to discuss with your league representative any issues that we need to know about. General safety and player satisfaction is our most important goal.