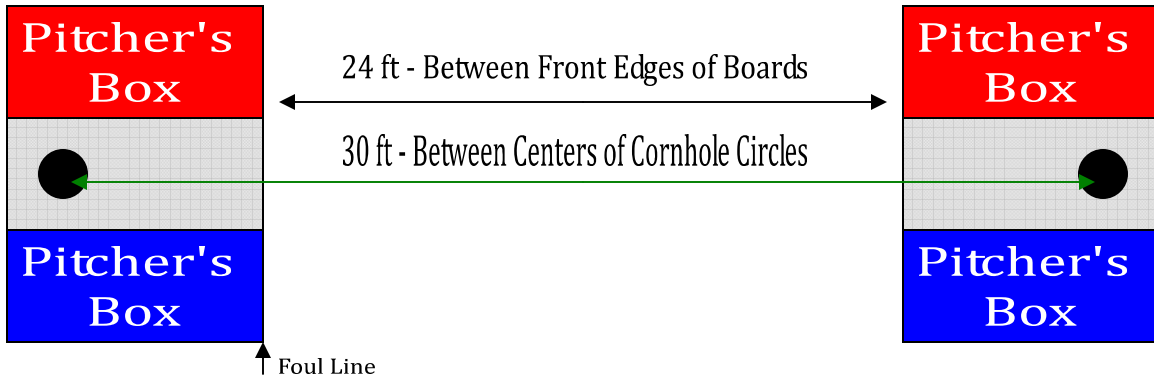




BCC's Thursday Cornhole League COURT LAYOUT, FORMAT and RULES



COURT LAYOUT & FORMAT

COURT LAYOUT

The Court – The BCC's court is a rectangular area 8ft wide by 40 wide long. The court consists of 2 boards, 4 designated pitcher's boxes and foul lines.

Board Distance: Playing boards should be placed at a distance of 24 feet from the front of each board.

Pitcher's Box – A pitcher's box (rectangle 4 ft X 3 ft) is at each end of the court and on both sides of each board (4 boxes in all.) Each player must remain in the pitcher's box while pitching the bags.

Foul Lines – The front edge of each board is the foul line. Player must release bag prior to stepping over foul line.

Position of Players: Each player's partner is directly across from them in the opposite box at the other board. Each player is assigned a pitcher's box and will be required to pitch from their box the entire game. After each game – each player will rotate to their left to pitch from the next box.

LEAGUE FORMAT

Length of League – League runs 10 weeks. Week 11 is a single elimination tournament between all teams. Byes will be determined based on number of teams and all other teams will be drawn into brackets. The best three out of five games wins and moves on.

Eligibility: A participant must be over the age of 21 and may play for only one team. Subs ONLY may be under 21 but over the age of 18. An "open roster" will be used if a team needs a player.

Teams: Teams are comprised of two players of men, women or coed and two subs of men, women or coed.

Team standings: Team standings are based on total league points, first place team is team having earned most points.

League keeps track of – Games Won/Lost; Matches Won/Lost; Average Points scored in game, average points given up in game and Individual "In-The-Hole" scoring.

Game Format: 1 match = 5 games; games are scored with traditional 21 scoring; winner of best three out of five games win the match.

1 league point is given for: Each game won within a match & winning a match.

All five games must be played to receive highest possible points.

Innings: Every game is broken down into innings of play. During each inning there is a top and a bottom round of play.

The top of an inning is completed when both players pitching from the first pitcher's box, pitch all 4 corn bags; the bottom of the inning is completed when the remaining players (pitching from the other pitcher's box) pitch all 4 corn bags.

An inning is never completed until all players pitch all four corn bags.

Forfeit/Cancellation: All teams must report to their boards and be "ready to play" to avoid a forfeit. "Ready to play" means checked in and by their boards ready to begin play at the scheduled time. Any team knowing in advance that they will be unable to play a match, must take an automatic loss (and dues still must be paid). [7:15 pm – Forfeit 1st Match; 7:30 – Forfeit All 3 games]

Protest: To make a protest, the protest shall be agreed between each team captain. If needed, the BCC League Director will make a final ruling.

Scorecard: Official BCC scorecards will be used to keep track of points and individual "In-The-Hole" scoring. All players must sign the official scorecards at the end of the match.

No signature = Forfeiting the match.

RULES

SCORING

•Bags must land and stay on the board (without touching the ground) or go completely through the hole to score.

A bag on the board surface = 1 point

A bag in the hole = 3 points

•The first team to 21 points, or more, wins the game, after completing an inning.

•Knocking an opponents bag off, intentionally, is legal.

•A bag that bounces from the ground onto the board surface is disqualified and removed before the next throw.

•The cornhole game shall be played until the first team of players reaches (or exceeds) 21 points at the completion of an inning. The winning team does not need to win by two or more points.

•Any game can never end in the middle of an inning. If a team that pitches first reaches or exceeds 21 points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.

•If a game is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the game.

•The game must be played to 21(or more). NO SKUNKING!

•Bags only score points for their final resting place at the end of each throw. If a bag is in a scoring position but is knocked off or into another scoring position, the bag's final position is what counts.

•**Tallying the points on the scoresheet** – the team with highest score after they throw, earns the difference between their score for their throw and their opponent's score for their throw. [Points on scoresheets should continue to increase til 1st team to reach 21 or more.]

DELIVERY OF CORN BAGS

•The first side of players alternate pitching bags until they have thrown all for bags, then the remaining players (pitching from the other cornhole platform) continue to alternate in the same manner until all four bags are delivered in an inning.

•A player must deliver the bag(s) directly across from their partner in the opposite pitcher's box, all bags must be delivered from the same pitcher's box throughout each game.

PITCHING ROTATION

•**Who pitches first** – If seeds are in effect the higher seed has the honor of deciding who pitches first. If not, "rock, paper, scissors".

•The player who scored the points in the preceding throws shall pitch first in the next inning. If neither pitcher scores, the player who pitched second in the preceding inning will pitch first.

FOUL OF CORN BAG

• Any corn bag pitched when the player has crossed over the foul line before the corn bag is released.

•Stepping completely outside the pitching box before releasing the corn bag.

•A corn bag pitched from a different pitcher's box than the first corn bag.

•Any corn bag that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn 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.

•A player's bag shall be called foul if the player removes any bag before the scoring of that bag has been agreed upon. A judge shall be called if a decision cannot be reached.