



SIENNA ADULT CORNHOLE LEAGUE RULES

The Game:

1. 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.
2. 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.
3. Number of frames played varies per match.

Set-Up:

1. Each court consists of two boards spaced 27 feet apart from front edge to front edge and two sets of 4 bags.
2. Boards will be measured and set up by the league prior to the first scheduled game time. All boards and bags are provided by Sienna Plantation Recreation.
3. Teams must play with the bags provided by the league.

Game Length:

1. Each match consists of a minimum of 2 and maximum of 3 games.
2. Match winners are determined by the first team to win 2 games in the match.
3. Match length is 60 minutes from scheduled start time. All 3 games (if necessary) must be completed in this time frame.

Weather Policy:

1. In the case of cancelations caused by weather, decisions to cancel will be made by 6pm on game day.
2. Games will be rescheduled as needed and added to the end of the season
3. If different days are needed due to excessive rescheduled dates, Tuesdays will be the primary make up date.

Scoring:

1. The object is to be the first team to reach or surpass 21 points.
2. 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).
3. Once all eight bags have been tossed, players calculate the points scored per team. The team with the higher number of points is award the point difference.
4. If a team is winning 13-0, it is considered a skunk and the leading team wins the game.

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.

Beginning a Match:

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

Tossing:

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

Knocking Opponents Bags Off Boards:

1. It is legal to knock opponent's bags off of the board with your throw.

Violations Resulting in Bag Being Removed from Board:

1. Bags may be removed from board if:
 - a. The player crosses the foul line before releasing the bag
 - b. The bag hits the ground and bounces onto the board
 - c. The bag strikes an object such as a tree limb, indoor ceiling, person, etc.

Winning:

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

Skunk:

1. If a team is winning 13-0, it is considered a skunk and the leading team wins the game.

Playing Court:

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

Foul Line:

1. The foul line is located at the front of the board.
2. All players must toss from behind the foul line.
3. 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:

1. A minimum of 2 players per team must be present to play.
 - a. Teams of 3-4 players is recommended to ensure enough players each week.
2. You may substitute players after a frame (all bags have been tossed from one side) has concluded.
3. If a player arrives late, they cannot substitute in the middle of a frame.

Forfeits:

1. Each match is allotted 60 minutes to play.
2. A team will forfeit their match if at least two players do not show up within 5 minutes of their scheduled match start time.
3. If a team shows up within the allotted 5 minutes, that team will not receive extra time to play, and must complete the match in the remaining allocated time.
4. If a 3rd game is required to determine the match winner and the game is not able to be completed because of a late arriving team, the team that arrived on time will be deemed the winner of that game.

Team Rankings:

1. Rankings are calculated based on the total overall match wins.
2. A win receives 1 point and a loss receives 0 points.
3. The winner of the match will always receive 2 points while the loser will receive either 0 or 1 point.

Playoffs:

1. All teams qualify for the playoffs.