



Holland Recreation Adult Cornhole Social League Rules and Guidelines

League Overview

- The league is a 7-week regular season followed by an end of season tournament.
- Teams of two will compete against other Holland Recreation teams each week. Teams may consist of male/male, male/female, or female/female.
- Teams will play multiple teams each week.
- Scores and weekly standings will be kept.
- League scores, standings, and schedule will be emailed to participants after each week.
- Cornhole boards and bags will be provided by Holland Recreation.

Scoring

- Each game is played to 21.
- The first team to reach or exceed 21 points is the winner. There is no penalty for going over 21 points.
- Any cornhole bag that goes through the cornhole board hole is worth 3 points.
- Any cornhole bag that lands on and remains on the cornhole board is worth 1 point.
- Cancellation Scoring will be used in this league. Cancellation scoring is when one player cancels out the point(s) of their opponent. Only one team can score in each round.
 - o Team A has 1 cornhole bag in the cornhole board hole. Team B has 1 cornhole bag on the cornhole board. Team A would receive 2 points for that round.
- Players will alternate throwing bags until each player has thrown all four of their bags. This is called a round. After each round, points will be counted.

Timing

- Players will have 15-minutes at the start of the night to warm up.
- Each game will have a 25-minute time limit.
- Teams may finish their current round if the 25-minute time limit hits in the middle of a round.
- If neither team scores 21 points at the 25-minute time limit, the team with the most points will be the winner.
- If the two teams are tied at the 25-minute time limit, the game will go to overtime to determine a winner.
- Overtime –
 - o Teams may select one player from their team to throw another round like normal. If one player scores more points, then the game is over. If the game is still tied, the other two players will throw a round. This will alternate until a winner is decided.
 - o A 5-minute time limit will be in place for overtime. If the teams are still tied after the 5-minute overtime, the game ends in a tie.

Game Play

- Boards will be placed 27 feet from front edge to front edge.
- All players must stay in their designate right/left lane for the entire game.
- Players must be on the same right/left lane as their partner.
- Players must stay behind the line of the front of the board and within 4 feet of the side of the board at the time of releasing the bag.
- Throwing order is determined by which team scored in the previous round. If neither team scored, the team who threw first in the last round will retain throwing first.
 - o Rock, Paper, Scissors will determine the order to start the game.
- Players will alternate throwing bags until each player has thrown all four of their bags.

Foul Bags

- The following are rule violations that must be spotted and called by an opposing player. The penalty requires the bag(s) to be removed from the board prior to resuming play:
 - o Any bag thrown when the player has crossed over the cornhole boundaries.
 - o Any bag that contacted the ground before coming to rest on the board.
 - o A bag that comes to rest touching the ground and the board does not count as a point.
 - o Any bag that struck a previously defined object (wire, person, ceiling, etc.)
 - o A 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 thrown.

Sportsmanship

- Fighting and unsportsmanlike conduct will not be tolerated. Players who are causing issues with staff, participants, spectators, the facility, etc. may be forced to leave and/or suspended.
- Verbal abuse will not be tolerated. Such abuse, when deemed inappropriate, will be grounds for potential suspension.
- Profanity is not allowed in this league, be mindful of your surroundings. Staff, participants, spectators, and other people around the program must be treated with respect at all times.