



# **Cornhole League**

## **GENERAL GUIDELINES AND RULEBOOK**

**9568 S. UNIVERSITY BLVD  
HIGHLANDS RANCH, CO 80126**

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## I. - GENERAL LEAGUE RULES: ELIGIBILITY, PHILOSOPHY

### 1.01 ELIGIBILITY

HRCA Adult Cornhole is designed for both male and female players age 18 and older, and to both HRCA Members and Non-Members, subject to the priority system outlined in section 2.02 below. HRCA Membership is open to Highlands Ranch residents living in designated neighborhoods.

### 1.02 PHILOSOPHY

All sport programs offered by Highlands Ranch Community Association are based on fun and participation. We realize there is a competitive situation when two teams are playing each other, but winning is not our primary goal. We expect coaches, spectators and team members to participate with this philosophy in mind. HRCA has a zero-tolerance policy for coach, player and spectator misconduct.

## II. - BASIC LEAGUE DETAILS

### 2.01 LOCATION AND RULES

Games will be played at the Southridge Recreation Center and will be subject to that facility's rules.

### 2.02 REGISTRATION PRIORITY SYSTEM

PRIORITY ONE – Returning teams will have priority for registration. A returning team is a team that has played in our league within one calendar year. **IF YOUR TEAM HAS FORFEITED 2+ GAMES IN A SEASON, THEY ARE NO LONGER PRIORITY ONE, BUT INSTEAD PRIORITY TWO.**

PRIORITY TWO – Once Priority One registration begins, remaining spaces will be filled on a first come, first served basis regardless of membership status. More detailed rules and procedures can be found in the Activity Guide or from the Sports Department.

### 2.03 ELIGIBILITY

1. Participants may play on one team per league per day. Individuals may not appear on two Roster Forms on the same league. If an individual wishes to transfer to another team that is playing in the same league/day - the team captain must authorize the "release" of the individual by contacting the Sports Department 24 hours before the game day. Once the individual has been released from the original roster by the team captain, the individual may be added to another team's roster provided the rosters are not "frozen". An individual may transfer onto another team once per season/league.
2. Use of a non-eligible player shall result in a forfeit. League Supervisors have the authority to call a forfeit, and the Sports Department will review any forfeits declared because of a non-

rostered player. Questions about use of players not on the initial roster may be addressed to the Sports Department.

- i. The use of a non-rostered player to meet the minimum number of players to compete is not allowed. To avoid a forfeit, a team must have at least 2 rostered players.
3. I.D.'s can be checked at any time to verify a player's identity. Only the Captain can request to see the I.D. of an opposing player; the captain must do this through the League Supervisor. League Supervisors may also ask for identification to determine eligibility. If a player attempts to defraud the League Supervisor or does not have an I.D. at the time of request, a forfeit will be declared.
4. Players must have played in one (1) game and have properly signed the team roster by the end of the regular season to be eligible to play in the post season playoffs. The HRCA Sports Department will not be making any exceptions for playoff eligibility.
5. Safety: If a player requires medical treatment/attention/equipment (bandages, ice packs, wraps), said player must fill out a HRCA Accident Report. This is to ensure that the HRCA is taking the proper steps to ensure player safety especially regarding medical supply-treated injuries. If the player feels that they are fit to play once again following utilization of rest and medical supplies, they must sign fill out on the scoresheet the time departed from the game, the time returning to the game, cause of injury, and signature of feeling fit to play. At the request of any player, a lifeguard can also be called to help as well.

#### **IV. – STANDINGS AND GAMES**

##### **4.01 STANDINGS**

1. **WINNERS/STANDINGS: Standings**
  - 1) Wins / Losses
  - 2) Game Win %
  - 3) Point Differential
2. **TIE BREAKERS: Regular season division winners are determined by:**
  - 1) Forfeits
    - a.) If a team in the tie breaker has forfeited, they will be dropped from the tie breaker.
    - b.) If both teams have a forfeit, then go to step 2.
  - 2) Winning percentage.
    - a.) If teams are tied the team with the higher winning percentage will be given the higher seed.
    - b.) If teams are still tied move to step 3.
  - 3) Head-to-Head competition
    - a.) If teams are tied the team with the better record in the head-to-head games between those tied teams will be given the higher seed.
  - 4) Coin flip, conducted by the Sports Department.

3. FORFEIT RULE: Game time is forfeit time. Teams will be given up to 5 minutes after forfeit time to take the field. The game clock will begin at the stated start time. If a team does not have enough players to take the field after the 5 minutes, then they shall forfeit the match. NEW IN 2023-If your team has forfeited 2+ games in a season, they will not be eligible for priority registration and will have to wait for priority two. The discretion to register teams with 2+ forfeits at priority deadline is available to the Sports Department but unlikely.
4. BASIC GAME SETUP:
  - 1) Teams: Minimum 2 players per team, max 5 players per team. Doubles format. Only 2 players from each team actively participate in a game at any given time. Teams will play 3 games/night against scheduled opponent.
    - a. A "Warm-up" period prior to matches starting (10-15 Minutes)
  - 2) Boards: Placed 27 feet apart (front to front)
  - 3) Players line up directly across from their playing teammates in the same lane.
  - 4) Bags: 4 per team, alternating throws
    - a. Teams may use house-provided bags or bring their own bags. All bags used during a game must be consistent in size and weight. If teams cannot agree on which bags to use, house bags will be used by default.
5. SCORING:
  - 1) Game is played to 21 points (exact score not required) or 15 minutes. If score of 21 is not reached at the 15-minute mark, the game ends and the final score is recorded and the team with the higher score wins the match.
  - 2) Scoring is "cancellation" style:
    - a.) 3 points for a bag in the hole
    - b.) 1 point for a bag on the board
    - c.) No points for bags that hit the ground or bounce onto the board
  - 3) Only one team scores each round (the point difference)
    - a.) Example: Team A scores 7, Team B scores 5 → Team A earns 2 points for that round
6. GAMEPLAY RULES:
  - 1) Players must throw from behind the front edge of the board (the "foul line")
  - 2) Teams alternate throwing one bag at a time
    - a.) Until each player has pitched all four of his/her bags.
    - b.) Players must wait until the precious bag has come to a complete stop for 2 seconds prior to pitching their next bag.
  - 3) Lane and player positioning:
    - a.) Each team will remain in their designated lane for the duration of the game.
    - b.) Players stand on the same side and switch ends after each round in the "Picher's Box"

- 4) The first throw or second throw of the game can be decided by coin toss or rock-paper-scissors
  - 5) The winning team of each round throws first in the next round
7. FOULS:
- 1) A bag is considered a foul if:
    - a.) The player crosses the foul line before releasing
    - b.) The bag touches the ground before the board
    - c.) A player throws out of turn
  - 2) Foul bags are removed from the board and do not count for points
  - 3) Dead Bags
    - a.) Refers to any bag that contacted the court or the ground before coming to rest on the board
    - b.) Any bag that struck a preciously defined object like a ceiling, wire, etc.
8. MATCH STRUCTURE:
- 1) Each match will consist of a **best-of-three (3) game series**. All games use traditional cancellation scoring and are played to **21 points**.
    - a.) Game 1 → Worth 1 point
    - b.) Game 2 → Worth 1 point
    - c.) Game 3 → Worth 1 point
  - 2) **Total Match Points Available: 3**
  - 3) Teams earn **1 point per game won**, for a maximum of **3 points** per match. Match scores will be recorded as 3–0, 2–1, 1–2, or 0–3.

