



Northglenn Recreation Cornhole League Rules

This league is governed by American Cornhole Association rules with the following exceptions and modifications.

Team Rosters

- A roster may contain up to 4 players. All players must be 18+ years old to be eligible to participate.
- A complete roster is required for all teams.
- Players may not appear on two rosters.
- All players must play a minimum of two league games to be eligible for postseason play.
- Teams who use substitutes must have those players added to their roster prior to playing. These players may not be on another roster. If the player is on multiple rosters, that player is ineligible.
- Northglenn staff reserves the right to remove players from gameplay if they are ineligible.

Equipment

- Northglenn Recreation/Prost Brewing will provide boards and cornhole bags.
- Players and teams are not permitted to bring their own boards and cornhole bags.

Court Layout

- Foul lines shall be defined as an imaginary line 27 feet between the front of each board.
- The entire court length shall be 40-45 feet.
- This league will not have official pitcher's boxes. However, players must be to the side of the board when pitching a cornhole bag. Player must not cross the foul line until the bag comes to a complete stop on or off the board.
- Players can never step on or over the board when pitching a cornhole bag. If this occurs, this will be deemed as a foul bag, and it won't count toward scoring.

Gameplay

- Teams will play 2 opponents (matches) per night.
- Each match will consist of 3 games.
- Teams will be given 45 minutes to practice and complete their matches.
- If a game is not completed when time expires, it will end with the current score. If the score is tied, the inning shall be completed. If the game is still tied after the inning is completed, the game will end in a tie. Ties are permitted in the regular season.
- If any games have not yet started when the 45 minutes expires, those games will be recorded as a 0-0 tie.
- All games will be played using cancellation scoring. The first team to reach (or exceed) 21 points at the conclusion of an inning is the winner.
- Example: At the end of an inning, if Team A got 3 bags on the board and Team B got 2 bags on the board, the score would be 1-0 with Team A in the lead.
- Each team will stay in their designated lane for the whole game.

- Players should line up directly across from their playing teammate in the same lane.
- At the end of each game, teams must mutually agree on one of the following:
 - Players switch sides on the same board.
 - Players switch boards (so they are tossing at the other board).
- Players at the headboard will alternate bags until each player has thrown all four of their bags.
- Players at the footboard will take the score and resume throwing back to the other board.
- The top of an inning is completed when both players pitch from the headboard and throw all four bags. The bottom of the inning is completed when the remaining players throw from the footboard and throw all four bags.
- At the end of each game, teams need to write down scores using the provided scorecard.
- At the end of each match, the scorecard needs to be turned in to the Northglenn staff.
- If games or matches end early, teams are welcome to practice or play another game. However, these games will not count towards the standings.

Pitching Rotation/Player Positioning

- To determine which team tosses first and direction of play, one player from each team will throw one bag. The team closest to the hole gets the choice of either the throwing lane/or throwing first or second (not both). The team that is further from the hole may choose the remaining option.
- The team who scored the most points in the preceding inning will pitch first in the next inning. If neither team scores, the team that pitched first in the preceding frame shall retain the first pitch in the next frame.
- The pitcher must be within the pitcher's box or behind the foul line at the time of release.
- A player must pitch all four bags from their designated pitcher's box.
- Players must pitch the bag with an underhand release.

Scoring

- 0 points: Any bag that first touches the ground, ceiling, or wall and then comes to rest anywhere on top of the board, goes through the hole, or is knocked through the hole by another bag.
- 0 points: Any bag hanging off the board (and touching the ground).
- 1 point: Any bag that comes to rest anywhere on the board.
- 1 point: Any bag hanging through the hole.
- 3 points: Any bag that is thrown through the hole or knocked through the hole by another bag.

Foul Bags

- Foul bags are rule violations that must be spotted and called by players. Games are self-officiated, so using the honor system is expected. Any of the following are considered foul bags:
 1. The following are rule violations that must be spotted and called by a player.
- The penalty is to declare the bag a foul bag, which requires the bags to be removed from the court prior to resuming play. A foul bag is defined as:
 - (a) Any bag pitched when the player has (1) made contact with or crossed over the foul line, or (2) started or stepped completely outside the pitcher's box before the bag is released
 - (b) Any bag not delivered within the 20-second time limit
 - (c) A bag pitched from a different pitcher's box than the first bag
 - (d) Any bag that contacted the court or the ground before coming to rest on the board

- (e) Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
- (f) Any bag on the board that is also touching the ground
- (g) Any bag removed from the board before scoring has been agreed upon for that bag
- (i).*The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported.*
- (ii).*The non-offending team tallies twelve (12) points as if they had thrown four Bag In-The-Holes (Cornholes) during the inning.*

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

3. 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 pitched.

4. A bag hanging off the edge of the board has value unless it is touching the ground. Protests – If a player desires to make a protest, the protest shall be made to the judge or official at the time the problem occurs. The judge shall make the final ruling on all protests.

Forfeits

- A team must have at least 2 players to begin.
- If both teams have fewer than 2 players, a double forfeit will be declared.
- The score of a forfeited game will be 21-0. In the event a double forfeit occurs, each team will be credited with a loss, with the score being recorded as 0-0.
- Teams will be given a 5-minute grace period if they do not have the minimum number of players to begin. The 5 minutes will be counted as game time. If a team still does not have enough players after the 5-minute grace period has expired, they will be forced to forfeit.
- If a team needs to forfeit, managers must contact the recreation coordinator by 4 pm on the scheduled game day. If notified properly, there may be no forfeit fee charged to the team.
 - A forfeit will result in a \$20 fine issued to the team. All fines must be paid before the team is able to play their next match.
 - A no-call/no-show will result in a \$40 fine issued to the team. All fines must be paid before the team is able to play their next match.
 - If a team has two no-calls/no-shows in the same season, the team may be removed from the league, and a refund will not be given.

Inclement Weather Policy

- Check TeamSideline.com/northglenn for weather updates. We will make every effort to play games and reschedule only if necessary.
- In the event of a cancellation, team managers will be notified via email or text from staff.
- Rainout/Makeup Policy: The city will reschedule as space is available. If teams are not available for the scheduled makeup, they will be forced to forfeit.

Ejections

- If a player is ejected for the first time: Player cannot play the following week.
- If a player is ejected for for the second time: Player is suspended from the league.

Ejected players must leave the facility immediately. If staff deem an ejected player is intentionally taking too long to leave and delaying the resumption of gameplay, staff have the right to assess a penalty up to including calling the game and awarding the win to the opposing team. This is a judgment call by staff and is not subject to dispute.

Smoking and Alcohol

- No smoking or vaping of any kind will be permitted.
- No outside alcohol is allowed at Prost Brewing
- Any player is caught smoking/vaping during league games will be ejected from the league.

Playoffs

- Playoff matches will be played best 2 out of 3 games.
- Teams will be given 45 minutes to practice and complete their matches.
- If a game is not completed when time expires, the game will end with the current score.
- If time expires and the game is tied, the inning shall be completed if needed. If the game is still tied after the completed inning, another inning will be played. This will continue until there is a winner.

Awards:

- All teams in each division will advance to an end-of-season single-elimination tournament.
- Awards will be given to tournament winners (maximum 2).
- Tiebreakers in league play between 2 or more teams will be determined by the following:
 - Winning Percentage
 - Head-to-Head
 - Head-to-Head Differential
 - Total Points For
 - Total Points Against
 - Total Points Differential
 - Lowest Number of Forfeits
 - Coin Toss