



CITY OF SAN CARLOS Cornhole Rules

CORNHOLE BASICS:

1. For competitive play, place a set of cornhole boards 27 feet apart from front edge to front edge.
2. There are 4 bags per set. 2 sets of different colors are needed to play singles or doubles
3. The front of the board represents the foul line. Players may not step in front of the board or behind the board. Players must remain within three feet of their side of the board

ROSTERS

1. Each team should carry a minimum of 2 players and a maximum of 4 players.
2. Rosters are due prior to playing your first game. They are expected to be finalized after the 3rd week of the regular season
3. Incomplete rosters after week 3 will affect team eligibility to play in games moving forward
4. Team members who have not signed the roster by week 3 will not be allowed to participate for the remainder of the season.

TEAMS

1. A regulation team is composed of at least 2 team members.
2. Teams may have up to 4 people on a team

SCORING

1. Bag on Board = 1 point
2. Bag through Hole = 3 points
3. Bags that hit the ground prior to landing on the board or going into the hole do not count
4. Any bag hanging off the board and touching the ground does not count
5. Any bag hanging in the hole only counts as 1 point
6. Cancellation scoring is used at the end of each round. After all 8 bags have been thrown; the score is calculated based on the bags that remain on the board and have gone in the hole.

San Carlos Parks & Recreation

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Athletics Coordinator: Holly Gonzales hgonzales@cityofsancarlos.org

- a. If Team A has 4 points and Team B has 3 points, Team A will get 1 point
7. A game is played to 21.
8. A bust occurs when a team scores more than 21 points. A bust will result in the score being reset to 13.

GAMEPLAY

Coin toss takes all – The player that wins the coin toss chooses the initial side of board to throw from, determines who will throw first or second, and gets to choose bag color.

1. Games are 25 mins long or up to 21, whichever comes first. If there is still time remaining, you can keep playing but we will not score keep that game.
 - a. The score at the end of regulation (25 mins) will be kept. Games may end in a tie at the end of regulation (25 mins).
 - b. Should the clock expire in the middle of a turn, quickly finish the set, and then calculate the score.
2. Players will alternate throwing their 4 bags down to the board on the other end
3. Throwing out of turn or outside the throwing box is a foul.
 - a. The bag that was thrown when the foul occurred does not count and is immediately removed from play.

GAMEPLAY FORMAT

1. 2 team members must be present in order to start a game. You may not play as a team of one.
2. Teams may borrow a player from a different team if it will prevent a forfeit. The team NOT borrowing a player must be made aware of the situation and agree to play. If the team does not agree, the game will be ruled as forfeit for the team lacking players.
3. Partners stand on the opposite boards, but the same side (left or right) as one another. Players should be standing next to their opponents and across from their teammates.

SUBSTITUTIONS

1. Substitutions can only be made in between rounds. Players can only sub in and out after all 4 bags have been thrown by a teammate.
2. Players may not sub in and out if a teammate has already thrown a bag.

These are the official bag rules for cornhole. However, San Carlos Parks and Recreation will provide all equipment for the Cornhole league. Only bags provided by Parks and Recreation staff may be used.

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BAG POLICY

The ACL has established the parameters for what is an acceptable competitive cornhole bag. The ACL approves and promotes Bag Manufacturers that are acceptable for playing in any ACL Regional, Conference and National Events. Players will only be able to play with bags on this list that are stamped with a clearly defined Bag Manufacturer Logo and remain within specs. Approved bags will be available for players if they do not have approved bags. All bags are subject to inspection at all Regional, Conference and National events.

ACL BAG PARAMETERS

- ☐ **Length:** Bags should measure 6" x 6" when laid flat - accepted tolerance is 5.75" – 6.25". Bags over or under accepted tolerance will not pass inspection.
- ☐ **Weight:** Bags should weigh 16 ounces – accepted tolerance is 15.5 ounces – 16.25 ounces. Bags over or under accepted tolerance will not pass inspection.
- ☐ **Thickness:** Bags should measure 1.25" - accepted tolerance is 1.125" to 1.5". Bags under or over accepted tolerance will not pass inspection.
- ☐ **Outside Material** may be anything that does not damage or create residue on the board
- ☐ **Inside Material** MUST be plastic resin only. No metal or foreign objects including but not limited to copper, lead, aluminum, rocks, BBs etc. Plastic resin is the only acceptable form of fill for bags. A bag with any material other than what is acceptable will not pass inspection.
- ☐ **Bag Manufacturers** MUST be able to provide bags all of one color for players to purchase
- ☐ **Bags** MUST have a clear visible logo; Bags with faded or missing logos are not acceptable and will not pass inspection.
- ☐ **Bags** must **NOT** have loose threading of more than 1/8th of an inch from its seam. Loose threading can be grounds for bags not passing inspection.
- ☐ **Alteration of Bags** in any form will **NOT** be tolerated. An altered bag is any bag changed from its original state when purchased including stitching holes, making new seams, gluing, etc. Any bag that appears to be altered from its original state will not pass inspection and may be subject to further penalties.