

## **City of Coppell Community Experiences Adult Cornhole League Rules**

All league matches will be played in accordance with the current American Cornhole Association (ACA), & the Texas Amateur Athletic Federation (TAAF) rules, with the following modifications. The City of Coppell Community Experiences department reserves the right to add, delete, or amend the rules and regulations or policies for the betterment of the program.

### **I. Roster:**

- A maximum of 3 players may be carried on a roster. Only two players will play for each team each game. Adding of players to a roster must be done before the third scheduled game. Rosters, will be frozen after the third (3) week.
- A player cannot be on two or more team rosters. Any player found playing under an assumed name will be suspended along with the coach for the remainder of the season. A game can be forfeited if there are any players on the team whose names are not on the roster.
- The amount of players on the court is four. Two per team.
- The minimum players to play and avoid forfeit, is two for each team.
- **No player may play in the playoffs unless he or she has played in three (3) regular league games.**
- **Rosters must be turned in before your First Game**

### **II. Uniforms:**

- **There are no set uniforms in this league, however we ask participants to wear clothing that is appropriate and not offensive.**

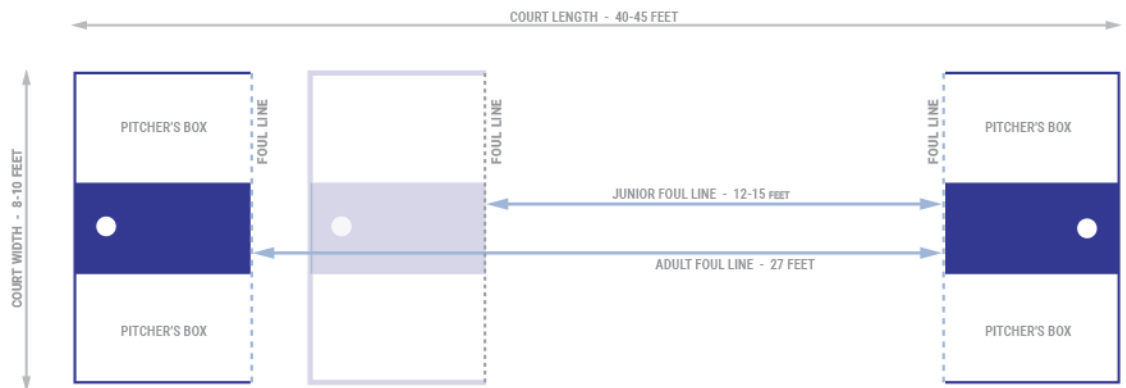
### **III. Line-ups/Start-Time:**

- Players must check-in with staff member. Score cards will be provided by staff for players to fill out and turn in at the end of their game. Players should **legibly print their team name and first and last names. Players listed in the scorecard must be on the official team roster. Player participation will be tracked to make sure all players meet their minimum playing time and are eligible for playoffs.**

### **IV. Game Play:**

- Each team plays a match of the best of 3 per night for 6 weeks. After the 6 weeks of regular season matches, there will be a single elimination tournament with seedings based on results of regular season.
- Each match consists best 2 out of 3 games or as many as can be played in the time allotted. There will be a time limit of 35 minutes per game within each match. The team that wins the most games wins the match. If at the end of the 3<sup>rd</sup> game in the match the score is tied the next point will win the match.
  - The team first reaching a score of 21 wins the game, win by 2. If the time limit is reached in the middle of a game, the team with the leading score wins that game. If at the end of the 3<sup>rd</sup> game in the match the score is tied the next point will win the match.
  - Determining which team goes first. Will be done by the team listed as the home team for that match. In the playoffs the home team will be determined by the higher seed.
  - The player who scored in the preceding frame will pitch first in the next frame. If neither player/team scores, the player/team who pitched first in the preceding frame shall retain first pitch in the next frame.
  - Entering the next game the team who won the previous game will throw first.

- All games are doubles play (2 players). One member of each team will pitch from one side of the court during the game. Players cannot switch sides until game is completed.
  - Each team will stay in their designated lane for the whole game.
  - Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
  - One player from each team will be responsible for keeping score.
- Players must stand behind the foul line (the front of their boards) to throw the bag, and players must alternate throws between teams residing on the same side. All bags will be thrown underhand.



- The boards will be placed 27 feet apart.
- Each toss must be behind the foul line or bags/points does not count.

#### V. Scoring:

- Cancellation scoring shall be used without “skunks” or “busts”. Only one team scores points in each half-inning. At the end of a half-inning, the lowest team point total is subtracted from the highest team point total. The resulting point total is then awarded to the team that originally had the higher point total.
- Point Values:
  - Bag-in-the-Hole – 3 points
  - Bag-on-the-Board – 1 point
  - Bag-off-the-Board – 0 points
    - Bag hitting anything first other than the board (ie ground) – 0 points
    - Bag partially touching board and any part of the ground – 0 points

#### VI. Playoff

- There will be one playoff day at the end of the season that will consist of a single elimination tournament. The matches will be a single game to 21 with the winner moving on. All twelve teams will be a part of the tournament with the top 4 teams getting a first round bye.

**VII. Foul/Rule Violations**

**The following rules are violations that must be spotted and called by a player. The assigned Judge/Staff member will have the final call for any disputes. The penalty is to declare the bag a foul bag, which requires the bags to be removed from the court prior to resuming play.**

- Pitched a bag overhand
- Any bag pitched when the player has made contact with or crossed over the foul line. (Front edge of cornhole board)
- A bag pitched from a different pitcher's box than the first bag
- Any bag that contacted the court or the ground before coming to rest on the board
- Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
- Any bag removed from the board before scoring has been agreed upon for that bag
  - 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
- 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
- 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.
- Any bags -on-the-board that are knocked off by a foul pitched bag shall be returned as closely as possible to their initial position on the board.

*Any rules not specifically mentioned here follow those of the ACA*

**VIII. Protests**

- If a player desires to make a protest, the protest shall be made to the judge or staff at the time the problem occurs. The judge shall make the final ruling on all protests.

**IX. Alcohol Use:**

- In accordance to the city's ordinance, Alcohol consumption and possession of alcoholic beverages is prohibited in the park, this includes parking lot. League administrators can forfeit any game if any players are found to have alcoholic beverages within the park. Police may be called if alcohol is being consumed.

**X. Tobacco Use:**

- In accordance to the city's ordinance, use of tobacco products are prohibited inside the facility/park premises. The designated smoking area will be the parking lot.

**XI. Ejected and suspended players:**

- Ejected players must leave the facility and grounds immediately. Failure to do so will result in a forfeiture of the game. Suspended are not allowed to return to the premises, even as a spectator, until their suspension has been served in full.

**XII. Forfeits:**

- Games must have 4 players (2 from each team) on the court for the game to begin. Game time is forfeit time.

**XIII. Eligibility:**

- Players must be at least age 16 and all players are responsible for bringing their DL in case of a roster protest. If they do not have their DL and there is a protest, they will be unable to play in that game.