

AMERICAN CORNHOLE LEAGUE RULES / FORMAT

League Scoring: Traditional 21 League

- > Bags must land and stay on the board (without touching the ground) or go completely through the hole to score.
 - A bag on the board surface = 1 point.
 - A bag in the hole = 3 points.
- > Points cancel each other out.
 - For example: The Red team has 3 bags on the board (3 points) and 1 bag in the hole (3 points) totaling 6 points.
 - The Blue team has 3 bags on the board (3 points) and 1 bag off of the board (0 points)
 - The Red team wins the round with 3 points (6 points minus 3 points).
- > The first team to 21 points wins the game.
- > Knocking an opponents bag off of the board is legal.
- > A bag that bounces from the ground onto the board surface is disqualified and removed before the next throw.

League Format: Applies to Doubles/Singles

- > Play one match per team or player in an outing
- > 1 match = 3 games
- > Games are scored with Traditional 21 scoring (negation scoring)
- > Winner of best of three games wins the match
- > 1 league point is given for:
 - Each game won within a match
 - Winning a match

AN EXAMPLE:

- > Game 1: Bailey Geers 21 - Max Charles 19 (one point BG)
- > Game 2: Bailey Geers 19 - Max Charles 21 (one point MC)
- > Game 3: Bailey Geers 21 - Max Charles 13 (one point BG)
- > Match winner Bailey Geers (one point BG)
- > Bailey's league points: 3 (2 for games; 1 for match)
- > Max's league points: 1 (1 for game)

| # of Teams in the League | Total Players (Doubles) | Total Players (Singles) | Board Sets Recommended |
|--------------------------|-------------------------|-------------------------|------------------------|
| 4 | 8 | 4 | 2 |
| 5 | 10 | 5 | 2 |
| 6 | 12 | 6 | 3 |
| 7 | 14 | 7 | 3 |
| 8* | 16* | 8* | 4* |
| 9 | 18 | 9 | 4 |
| 10 | 20 | 10 | 5 |

Average match is 45 minutes (3 games per match)

* ACO Preferred Zone Set Up.

- > Team standings are based on total league points, first place team is team having earned most points.
- > Leagues run 10 weeks, odd number of teams in league provides for a bye week for a different team each week. The 10 week season allows for developing 4 seasons within a year. Week 11 becomes tournament week if desired, week 12 is bye or off week before new season kicks off.
- > Week 11 allows for opportunity to run tournament for league if desired, best to only move top four teams into tournament with seeding based on league standings. ACO Tournament recommended structure is best two out of three games wins and moves on.
- > In league play we recommend a couple options for playing. The ACO favorite is playing one doubles game, and two singles game in match of three games. In the singles games each player from the doubles must match up against a different player from the other team. No player can play in more than one singles. Another way to set up the league is to make a match three doubles games.
- > If a league has more than 10 teams wanting to join, the ACO recommends splitting into two divisions or making two completely different leagues.
- > Team size - suggested minimum of two players to as many as four players. Most teams will want to only play two players on any given week but there is nothing stopping a team from playing more than two players in a match. The only ruling is that once a player starts a game within a match he must finish it.
- > Leagues should assign a commissioner and a judge - they can be one in the same.
- > Leagues should have a first and second place trophy and/or prizes.
- > Leagues should consider adding in challenges each week, that the winning team for that weeks challenge wins a league bonus point. See ACO Carnival games for great challenge ideas. The three best to work into leagues are Seven21, AirMail and Cornhole13.
- > League commissioners or managers should be paid to run a league, standard would be \$25.00 every league outing or \$250.00 for the 10 week season. Recommended league price is \$5.00 per player per evening or \$50.00 per player or \$100.00 per team per season.



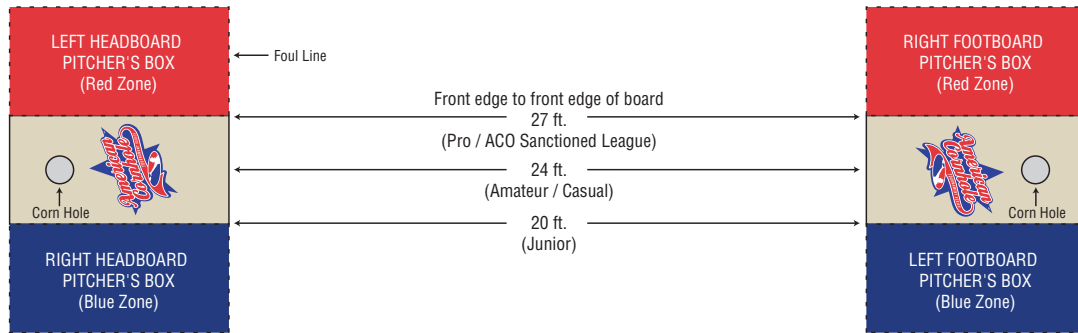
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COURT LAYOUT and RULES



The Court - An American Cornhole court is a rectangular area 8 ft wide and a suggested minimum of 42 ft long. The court consists of 2 boards, 4 designated pitcher's boxes and foul lines (see illustration above).

Pitcher's Box - A pitcher's box (rectangle 4 ft x 3 ft) is at each end of the court and on both sides of each board (4 boxes in all). Each player must remain in the pitcher's box while pitching bags.

Foul Lines - The front edge of each board is the foul line. This applies to all sanctioned and non-sanctioned games. Junior and wheelchair players have a different foul line

Multiple Courts - There should be a two-foot buffer zone between the pitcher's boxes of two parallel courts. This will leave a total of 8 feet between boards set up side by side.

Who pitches first - If seeds are in effect the higher seed has the honor of deciding who pitches first. If not, a coin toss or "rock, paper, scissors" works well

Position of players - the headboard has the red bags pitching on the left side of the boards and the blue bags on the right always. The players rotate pitching 4 bags then proceed to walk to footboard where the blue bags will be tossing from the left side of the board now and the red bags the right side.

The pitcher must not go outside the designated pitcher's box during the process of pitching. The opposing player is to stand just behind their own pitcher's box while competitor is tossing.

Delivery of Bags - Every match is broken down into frames of play. During each frame of play each player must pitch all four bags. In Singles play, players alternate pitching until all 8 bags have been pitched, completing the frame. Players must deliver the bag within 15 seconds of stepping into the pitcher's box with the intention of pitching.

TIP: Players can pitch with either hand; he or she does not have to use the same one throughout the game.

Pitching Rotation - The player who scored in the preceding frame shall pitch first in the next frame. If neither pitcher scores, the player who pitched first in the preceding frame shall pitch first in the next frame. (In Doubles and Singles play, players switch "Pitchers Boxes" after each game.)

Players competing in a match will keep track of their own scores. Must write down scores of each game in match and winner of each match, match score sheet will explain. Once match is over sheet need to be delivered to scorer booth in corner of facility under big red American Cornhole banner.

Scoring Designations

• **Cornholes** - A bag-in-the-hole (or Cornhole or Holer) is a bag thrown through the hole in the board. A bag can be pushed in by other bags from either player.

1 Cornhole = 3 points.

• **Woody or Boarder** - A bag that is not in-the-hole but lands with any portion resting on the board.

It may not touch the ground before landing on the board. If it does, it's called a "DIRTY" and must be removed from the playing surface before another bag is tossed. A bag hanging on the board surface but touching the ground as well is also a "DIRTY" and has no point value and should be removed from playing surface before play continues.

1 Woody or Boarder = 1 point.

• **Stanker or Foul Bag** - A bag which is not a Cornhole or Woody, or a bag which was delivered in non-compliance with one of the rules of the game. It has no point value, scores as a "DEAD BAGGER" and is to be removed from the board surface before any more bags are pitched. Bags knocked into foul territory by a foul bag should be returned as closely as possible to their original position. This also applies to bags that are knocked into the hole by a foul bag.

1 Stanker or Foul Bag = 0 points.

The following rule violations, if spotted and called by a player or assigned judge, will result in the foul bag being declared a "STANKER" and removed from the court:

Any bag pitched when the player has made contact with or crossed over the foul line before the bag is released.

Any bag pitched when the player has started or stepped completely outside the pitcher's box before releasing the corn bag.

Any bag not delivered within the 15 second time limit.

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 surface.

Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

Any bag that leaves a player's hand once the final forward swing of the toss 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 a "STANKER" and may be picked up and pitched.

A player's bag shall be called a "STANKER" if the player removes it before the scoring of that bag has been agreed upon. A judge shall be called if a decision cannot be reached. The judge shall determine the scoring for the frame.

Protests - If a player desires to make a protest, the protest shall be made to the judge or tournament official at the time the problem occurs. The league commissioner/judge shall make the final ruling on all protests.



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