Cornhole Rules

Any rule and situation not specifically covered are subject to the American Cornhole Organization (ACO) and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules. When there is a conflict between the TTU IM Cornhole Rules and ACO Rules, the TTU IM Cornhole Rules shall take precedence.

Rule 1: Tournament Format & Team Composition

Tournament Format
- ✓ The tournament shall be a double elimination format with randomly generated matchups.

Division
- ➢ Open

Match Format
- ✓ Each match shall be best two-out-of-three games.

Team Composition
- ✓ Each team shall have a maximum of two (2) players.

Rule 2: Playing Area & Equipment

Playing Area
- ✓ All measurements are approximate. There is approximately 27 feet between the front edge of each board.

Boards & Beanbags
- ✓ The Intramural Sports Office shall provide the boards and beanbags for competition.

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults
- ✓ Defaults will not be allowed. Any game not played will result in a forfeit.

Rule 4: Timing & Scoring

Game Length
- ✓ There is no time limit for TTU IM Cornhole matches.

Scoring
- ✓ TTU IM Cornhole matches shall use "cancellation" scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. As a result, only one (1) player/team can score in each frame.
- ✓ Point values:
  - o Woody (the bag stays on the board) = One (1) point
  - o Cornhole (the bag passes completely through the hole at any point) = Three (3) points
- ✓ Once a team reaches Twenty-one (21) in the first two (2) games or fifteen (15) in the third (3rd) game, the game ends.

TTU intramural cornhole is self-officiated. Players should honor the legitimate calls of their opponents. IM Graduate Assistants or Professional Staff shall settle disagreements that cannot be resolved.