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 TN Tech IM Cornhole Rules and ACO Rules, the TN Tech IM Cornhole Rules shall take precedence.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App.

Rule 2: Tournament Format & Team Composition

Tournament Format

- ✓ The tournament shall be a single elimination format with randomly generated matchups.

Division

- ➢ Open
  - o No Gender Restrictions

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 3: 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 4: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. Phone calls are not accepted.

Forfeits

- ✓ A forfeit is defined as one of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office before 2:00pm on the day of contest.
    - The final score shall be 2-0.
  - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
    - If the forfeiting team is ahead, the final score shall be 2-0 in favor of the opposing team.
    - If the non-forfeiting team has the higher score, the game shall end with the existing score.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the game will start.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will **NOT** be recognized.
- ✓ When protesting player eligibility:
  - *Regular season*: The eligibility of any player **MAY** be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament:* Player eligibility **MUST** be protested before the start of the contest. **Protests made after the start or end of the game will NOT be recognized**

Rule 5: Timing & Scoring

Game Length

- ✓ There is no time limit for TN Tech IM Cornhole matches.

Scoring

- ✓ TN Tech IM Cornhole matches shall use "cancellation" scoring. In cancellation scoring, the points of one (1) player cancel out the points of their opponent. As a result, only one (1) player/team can score in each frame.
- ✓ Point values:
  - Woody (the bag stays on the board) = One (1) point
  - 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.
- ✓ There is no "Bust" in TN Tech Intramural Cornhole

Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.

TN Tech 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.