

Intramural Sports – Cornhole Rules

GENERAL INFORMATION

- 1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. Each player must be an FIU MMC student or FIU Wellness and Recreation Faculty/Staff Member.
- 2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
- 3. Any games in which an ineligible player signs in will be considered a forfeit.

OVERVIEW

- 1. Each team shall consist of two players in order to begin the game.
- 2. The winner of rock-paper-scissors will have the choice of picking which side of the board they would like to play, and who will throw first
- 3. The game is won when a team scores 21 points or more. Teams do NOT need to score exactly 21 points. There is NO PENALTY for going over 21.
 a. (See scoring below)
- 4. In the event of a third game, the score will go to 15 points instead of 21.
- 5. Each match is best 2 out of 3 games. Each match has a total time limit of 30 minutes.
- 6. The front of each board(s) will be placed 27 feet apart.
- 7. Each player's partner must be positioned directly across from them in the opposite box at the other board.
- 8. An inning consists of players tossing their bags, alternate shots, until all 8 bags in the frame have been thrown
- 9. The team who scored in the preceding frame shall throw first in the next inning. If neither team scores, the team who threw first in the preceding frame shall throw first in the next inning.

PITCHING

1. Players must throw the bag from within the pitchers box, which is directly beside each board. The pitcher must be behind the front edge of the board



- 2. Pitches should be made within 10 seconds of stepping into the pitcher's box with the intention of throwing.
- 3. Pitches must be taken from the same pitchers box throughout the inning.

SCORING

- 1. Cancellation scoring rules will apply, in which opposing teams' frame points cancel out one another
- 2. Scoring Values:
 - a. Bag-in-the-hole: 3 points. A cornhole bag in-the-hole (or Hole-In) is a bag which is thrown through the hole in the cornhole board or otherwise comes to rest inside the cornhole board (knocked in by another player or an act of God).
 - Bag-in-the-count: 1 point. A cornhole bag that is not in-the-hole but lands with any portion of the bag resting on the cornhole board is in-the-count (sometimes called on-the-board). A bag in-the-count has a value of 1 point.

INFRACTIONS

- 1. If a bag is knocked off the board by a foul bag, it shall be returned to the board in its original position.
- 2. Foul bags include any bag that :
 - a. has touched the ground or other object
 - b. was released by a pitcher not within a pitchers box
 - c. was not delivered within the time limit
 - d. was pitched from the wrong pitchers box

ADDITIONAL RULES

- 1. Gambling:
 - a. Players shall not bet on the outcome of a game.

SPORTSMANSHIP

1. Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor towards tournament administrators, and to other players as described in the FIU IM Sports Participants Guide.