

CHICAGO SPORT AND SOCIAL CLUB

Cornhole League - 2 on 2 Official Rules

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OVERVIEW

Teams play five games to 21 each week
First team to have 21 and the lead after a complete inning wins the match
Cancellation Scoring is used (explained below)
2 players play each game per team (No coed or gender specific rules)

PLAYING AREA DIMENSIONS

- The playing area will consist of 2 Cornhole platforms positioned opposite each other. Each platform will be set up with the front of the platforms approximately 27 feet apart. Players will toss the Bags from a pre-determined area called the “Pitcher’s Box”. The Pitcher’s box area will be 3 feet wide from the platform and will run the length of the platform. Each contestant must remain within the pitcher’s box for each Bag toss. They may not cross the front of the platform.

NUMBER OF PLAYERS

- CSSC Cornhole Leagues are Doubles Play. 2 players on each team at all times. There are no coed or gender specific rules. Teams may play a legal game with one player although it is not recommended. Teams that play with only one player will be penalized and start each game trailing 4-0.

RULES OF PLAY

- During play, one player from each team pitches from one platform and the other players pitch from the opposite platform.
- Every Cornhole game is broken down into “innings” of play. Each inning of play consists of all four players pitching all four Bags.

PITCHING THE BAGS

- In doubles play, the first side of contestants alternate pitching Bags until they have thrown all four Bags, then the remaining contestants (pitching from the other platform) continue to alternate in the same manner until all four Bags are delivered and the inning is completed.
- A contestant may deliver the Bag from either the left or right pitcher’s box but, in any one inning, all Bags must be delivered from the same pitcher’s box. A contestant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.
- Each individual contestant shall deliver the Bag within 20 seconds. The time shall start when the contestant steps onto the pitcher’s box with the intention of pitching.
- Pitching Rotation- The team who scored the most in the preceding inning shall pitch first in the next inning. If neither team scores, the team who pitched last in the preceding inning shall pitch first in the next inning.
- The pitcher must maintain constant contact with the designated pitcher’s box during the entire address and release of the Bag. The opponent, while not pitching, shall stand behind the platform at least 2 feet to the rear of the contestant who is pitching.

LENGTH OF THE GAME

- The match shall be played until the first team of contestants reaches (or exceeds) 21 points at the completion of an inning. The winning team does not need to win by two or more points.
- The match can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.
- If the match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match.

VALUE OF BAGS

- Bag In-The-Hole - A Bag in-the-hole (or Hole-In) is a Bag which is thrown through the hole in the platform or otherwise comes to rest inside the platform (knocked in by another player or an act of God). A Bag in-the-hole has a value of three points.
- Bag In-The-Count - A Bag that is not in-the-hole but lands with any portion of the Bag resting on the platform is called “in-the-count”. A Bag in-the-count has a value of one point. For a Bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the platform. If a bag touches the ground before coming to rest on the platform, it is a foul and must be removed from the platform prior to the continuation of play. Points are only given for Bags in-the-count if the Bag remains on the platform at the end of the half inning. If an opponent’s Bag knocks a Bag in-the-count off of the platform the original Bag becomes a Bag-out-of-the-count.
- Bag Out-Of-The-Count - A Bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A Bag which is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the surface prior to the continuation of play.
- Foul Bags- A foul Bag is a Bag which is delivered in non-compliance with one of the rules of the game. It scores as a Bag out of the count and is to be removed from the court before any more Bags are pitched. Bags already in the court that have been knocked into foul territory by a foul Bag should be returned to the scoring area. Additionally, Bags that are in the count, but are knocked into the hole by a foul Bag must be returned to their original scoring position.
- The following are rule violations that must be spotted and called by a contestant or assigned judge. The penalty is to declare the Bag a foul Bag, which requires the Bags to be removed from the court prior to resuming play.

(a) Any Bag pitched when the contestant has made contact with or crossed over the foul line before the Bag is released.

(b) Except as provided above, any Bag pitched when the contestant has started or stepped completely outside the pitching box before releasing the Bag.

(c) Any Bag not delivered within the twenty second time limit.

(d) A Bag pitched from a different pitchers box than the first Bag.

(e) Any Bag that contacted the court or the ground before coming to rest on the platform.

(f) Any Bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

(g) Any Bag that leaves a contestant'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 contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.

(i.) A contestant's Bags shall be called foul if the contestant removes any Bag before the scoring of that Bag has been agreed upon.

SCORING

- After each inning each team’s total score, which includes Bag-in-the-hole and Bag-in-the-count points, will be calculated. The team with the highest point total in that inning will score the number of points they earned minus the number of points their opponent earned in that inning.

Example: Team A has 1 Bag in-the-hole and 2 Bags in-the-count for a total of 5 points. Team B has just one Bag in-the-hole for a total of 3 points. $5 - 3 = 2$ points for Team A.

- Points must be tallied after each half inning.

MISCELLANEOUS

- Teams will always play 5 matches. There is no time limit.
- Subs/replacements are allowed during the regular season.
- Any dishonest behavior will not be tolerated and could lead to expulsion from league play or forfeiture by your team.
- **FORFEITS** - Teams will forfeit the first game/match at 10 minutes after the start time, and the second game/match 20 minutes after the start time. Teams will forfeit the entire match and lose all five games if they fail to show up 30 minutes after the start time.
- If any rules need updating, insertion, or clarification throughout the season please contact the CSSC and we will make a judgement and inform the league of these updates.

LEAGUE POLICIES

GAMES:

Each team will play 5 matches per week. There are no time constraints. Teams will play against their scheduled opponent each week.

REFS/MONITOR:

The Chicago Sport & Social Club will provide a staff member on-site to assist players with any problems or questions they may have. There are no referees.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of game and warning issued.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game.

STANDINGS:

The updated standings will be posted weekly, displaying each team's rank within its skill level. Standings will be computed based on all matches played. We will use winning percentage to determine the Standings.

PLAYOFFS:

All eligible teams make the playoffs (teams that have not abused the forfeit policies are eligible)

Seeding: Teams are seeded according to winning percentage and strength of schedule.

Teams may play more than one match per day, and/or play matches on days/nights other than your regularly scheduled league day/night.

CSSC reserves the right to schedule playoff games on days other than your regularly scheduled league night.

Any questions regarding rules, policies, or eligibility must be addressed before the start of the game.

Playoffs are single-elimination. Playoffs will take 2 weeks to complete and will be best 2 out of 3 matches.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver.

Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating. These waivers will also serve as your final roster.

PLAYER ELIGIBILITY:

Any protest made during a game or after a game will NOT be considered a formal protest. A formal protest may be filed before a game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. The game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other "logged" protests. All rulings by CSSC staff are considered final. Substitutes are allowed during the regular season, but only roster players are allowed for the playoffs.

SPORTSMANSHIP:

The idea of CSSC is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the voicemail immediately. CSSC will then call all of the captains. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund or schedule matches on days or at locations other than our regularly scheduled league day/night/location.

PRIZES

The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.