

Irving Parks and Recreation

2021 Adult Corn hole Rules

Rosters

- All players must be at least 18 years of age at the time they participate.
- Each team may have up three to (3) players on their roster. Once the third player has been added to the roster any additional changes must be approved by a League Administrator.
- Irving Parks and Recreation reserves the right to have any team change their team name on the basis that it is inappropriate, obscene, vulgar, or misleading in any way.

Court Layout

- Lane 1: Designated pitchers lane, on the left side of the board.
- Lane 2: Designated pitchers lane, on the right side of the board.
- Corn hole Boards: Boards are positioned 27' from the front edge of one board to front edge of the other board.
- Corn hole Foul Lines: The front edge of the corn hole board is the foul line.

Scoring

- Each game shall be played to twenty-one (21) points. The first team to reach (or exceed) that amount at the conclusion of a frame is the winner. There is no "bust" rule.
- Frame: Refers to an individual round of throws.
- Game: Refers to an individual result of one of the best 2-of-3.
- Match: Refers to the overall best 2-of-3 games.

- Woody: Refers to any corn hole bag that has been pitched and remains on the corn hole board playing surface at the conclusion of the frame. Each woody is 1pt.
- Corn hole: Refers to any corn hole bag that has been pitched and passes through the corn hole board hole at any time within the frame. Each corn hole is 3pts.
- Foul bags: Refers to any corn hole bag that has not been determined as a “woody” or “corn hole” or was designated a foul bag as the result of rules violation.
- Any bag that contacted the court or the ground before coming to rest on the board does not count as a point.
- A bag that comes to rest touching the ground AND the board does not count as a point.
- Cancellation Scoring: The approved method of scoring for the sport of corn hole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one team can score in each frame.
- Example: Red achieves one (1) woody and two (2) corn holes during the frame (7 total pts). Blue achieves two (2) woodies and zero (0) corn holes during the frame (2 total pts). 7 points – 2 points = Red scores 5 points for that frame

Gameplay

- Each team will stay in their designated lane for the whole game.
- Teams may not substitute any players once a frame begins.
- Players at the foot board will take score and resume pitching back to the other corn hole board.
- The team winning the coin-toss chooses their bag color.
- The team winning the coin-toss chooses either their pitching lane or pitches first. The remaining option goes to the losing team.
- Players alternate pitching bags (one player at a time) until each player has pitched all (4) of his/her bags.
- A player must pitch all (4) cornhole bags from their designated lane.
- Players must deliver the bag with an under-hand release.

- One foot or appendage must be completely behind the foul line at the time of releasing the bag.
- When pitching a bag, players must release the bag before any part of the player's body touches the ground on or beyond the foul line.
- The team who scored in the preceding frame shall pitch first in the next frame. If neither team scores, the team who pitched first in the preceding frame shall retain first pitch in the next frame.
- A player must pitch each corn hole bag within fifteen (15) seconds of their opponent's bag coming to rest.
- Matches will be played best 2-of-3 games to 21.
- There will be no grace period given for late arriving teams. Game time is forfeit time. All forfeits will result in game scores of 21-0 and 21-0.
- Matches will be played under a 45-minute time limit for league play and 30-minute time limit for tournament play. Time limit will start at the scheduled game time.
- If a match has not been decided within the 45-minute time limit (30-minute for tournament play), the team with the most game wins will be declared the winner.
- If each team has won a game and the 3rd game score is tied when the time-limit is reached, sudden-death frame(s) will be played until a winner is decided. The team with the highest score at the end of the next frame will be declared the winner.
- If the score remains tied, sudden death frames will continue until a winner is decided.

League Admin

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