



Fall 2024 Adult Cornhole Rules

Equipment

Cornhole boards and bags will be provided by the City of San Mateo. Only league bags may be used in league and tournament play, no personal bags.

Rosters

1. All players must be at least 21 years of age at the time of the first game.
2. The Team Captain will register the team and invite their teammate to join their roster once established in the system. All players must register in Quickscores.
3. Each team is comprised of two (2) players. If a teammate is missing, one substitute can be recruited to play from the City's Free Agent list only. A team will be able to play with one player may be a "walker" and play from both sides during one game. A team will be able to utilize the "walker" rule once a season.
4. A substitute player may not be recruited from a current league team. They must be recruited from the Free Agent list. A team may not recruit a substitute during the tournament play.
5. If a substitute player is not on the Free Agent list, they must register with The City by 3:00 pm on game day via Quickscores. Incomplete teams will need to forfeit. If an ineligible player starts game play, the game will be forfeited. All forfeits will result in game scores of 21-0 and 21-0 regardless of the score at the time of forfeit.
6. If a player cannot complete the season due to unforeseen circumstances, the other team member must email the league coordinator to add another player to their team or the team must forfeit the remainder of their games. Only established players may play on a team in the tournament. No substitutes are allowed in tournament play.
7. The City of San Mateo reserves the right to have any team change their team's name on the basis that it is inappropriate, obscene, vulgar, or misleading in any way.

TERMINOLOGY

1. Pitching: When the player is throwing the bag to the cornhole board
2. Bag On-The Board: Any bag that has been pitched and remains on the board at the conclusion of the frame (worth 1 point)
3. Bag In-The-Hole (Cornhole): Any bag that has been pitched and passes through the cornhole board at any time of the frame (worth 3 points)
4. Dead Bags: Any bag that struck the ground first or is contacting both the ground and board are considered a "dead bag".
5. Pitcher's Box: The area from back edge to front edge of the board that the player must remain in while throwing. The pitcher's box extends 2 feet away from the board in every direction
6. Foul Lines: The foul lines are defined as an imaginary line 27 feet between the front of each board.
7. Foul: Any penalty against the player or team (crossing the line or pitching out of turn)

8. Frame: When all four bags have been thrown by both players on a side

LENGTH OF MATCH

1. Games will be played to 21 points. The first team to reach (or exceed) that amount at the conclusion of a game wins the game.
2. Curfew Clock: Each game has a 15-minute time limit. When the curfew clock expires, the frame shall continue until completed with all bags thrown. The score at that time will be final.

Court Layout

1. Lane 1: Designated pitcher's lane, on the left side of the board.
2. Lane 2: Designated pitcher's lane, on the right side of the board.
3. Each team member must be in the same lane as their partner.
4. Cornhole Boards: Boards are positioned 27' from the front edge of one board to front edge of the other board.
5. Cornhole Foul Lines: The front edge of the cornhole board is the foul line.
6. Start Time
7. 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.
8. Players must check-in with League Attendant before the match starts to obtain a score card.
9. Score cards will be provided by the league administrator for players to fill out and turn in at the end of their match. Players should legibly print their team's name and first and last names on the score card. Players listed in the scorecard must be on the official Team Roster or on the official Free Agent list. Games played with an ineligible player will be forfeited and the opposing team will take a 21-0, 21-0 win regardless of the outcome of the games played.
10. Each team must sign both score cards after the match.

Scoring

1. Score cards will be provided for players to fill out and turn in at the end of their match. Players from both teams should legibly print their first and last names and team name on the score card and hand them to the League Coordinator before leaving the playing area.
2. Each team's players must sign the scorecard after the match. Players listed on the scorecard must be on the official Team Roster or on the official Free Agent list. Games played with an ineligible player will be forfeited and the opposing team will take a 21-0, 21-0 win regardless of the outcome of the games played.
3. 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 of that game. There is no "bust" rule. Match winner is best 2-of-3
4. Frame: Refers to an individual round of throws.
5. Game: Refers to an individual result of one of the best 2-of-3.
6. Match: Refers to the overall best 2-of-3 games.
7. Bag-on-the-Board: Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. Each bag-on-the-board is 1pt.
8. Cornhole: Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame. Each cornhole is 3pts.

1. Dead bags: Refers to any cornhole bag that has not been determined as a “bag-on-the-board” or “cornhole” or was designated a foul bag as the result of rules violation.
2. Any bag that contacted the court or the ground before coming to rest on the board does not count as a point.
3. A bag that comes to rest touching the ground AND the board does not count as a point.
4. Cancellation Scoring: The approved method of scoring for the sport of cornhole 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.
5. Example: Red achieves one (1) bag-on-the-board and two (2) cornholes during the frame (7 total pts). Blue achieves two (2) woodies and zero (0) cornholes during the frame (2 total pts). 7 points – 2 points = Red scores 5 points for that frame.

Gameplay

1. Each team will stay in their designated lane for the whole game.
2. Players at the footboard will take score and resume pitching back to the other cornhole board.
3. The team winning **the coin-toss chooses their bag color and will keep score on the scorecard. (In tournament play, the higher seeded team chooses)**
4. The team winning the coin-toss chooses either their pitching lane or pitches first. The remaining option goes to the losing team. (In tournament play, the higher seeded team chooses)
5. Players alternate pitching bags (one player at a time) until each player has pitched all (4) of his/her bags.
6. A player must pitch all (4) cornhole bags from their designated lane.
7. Players must deliver the bag with an under-hand release.
8. One foot or appendage must be completely behind the foul line at the time of releasing the bag.
9. 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.
10. 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.
11. A player must pitch each cornhole bag within fifteen (15) seconds of their opponent’s bag coming to rest.
12. Games will be played best 2-of-3 games to 21.
13. 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.
14. Games 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.
15. 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.
16. 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.
17. If the score remains tied, sudden death frames will continue until a winner is decided.
18. Tournament
19. The tournament is Single Elimination.
20. Only the top 4 teams will play in the tournament.

21. The Tournament bracket is created based on position of teams after all 8 regular season games are completed.

League Tiebreakers

- o All tiebreakers will be resolved in the following order:
 - o Winning Percentage
 - o Head-to-Head (Two or more teams – tiebreaker awarded to team with highest number of wins against all teams involved in tie)
 - o Total points against
 - o Total points for
 - o Forfeits (Team with the fewest no-call, no-show forfeits will receive a higher seed)
 - o Coin Toss

PLAYOFFS AND CHAMPIONSHIP

1. All leagues will include playoffs. The format of the playoffs will be determined by the number of teams registered. Teams will be notified of the format being used for their league at the managers meeting. In some formats, not all teams will make the playoffs.