

Texas A&M University
Department of Recreational Sports
INTRAMURAL SPORTS
CORNHOLE RULES

1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and

the jerseys must be of the SAME/SIMILAR color.

- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. **THE GAME**

- a. A team is comprised of two (two) players of any gender.
- b. All play will be at the Penberthy Rec Sports Complex.
- c. Play is governed by American Cornhole Association rules with Intramural Sports modifications.
- d. Boards will be placed 27 feet apart from the end of each board.
- e. A coin toss will determine which team gets the choice of first toss or side to stand on.
- f. Teammates will stand on opposite sides of the board across from each other.
- g. No player may pass the front of the board with any part of their feet while attempting to throw. They can stand as far back as they would like.
- h. PLAYERS ARE NOT PERMITTED TO STAND ON THE BOARD AT ANY TIME!**
- i. Each half of a team will throw four bags per half inning. An inning consists of both pairs throwing four bags each.
- j. Each player will have four bags to try and toss into the hole in the board across from them. Players will alternate throwing of each bag during a half inning.
- k. The team who scores the most points during a half inning will start first the next inning.
- l. If someone goes out of turn, the bag will simply be returned to the thrower and the correct order will continue.

3. **SCORING**

- a. All matches will be best 2 out of 3 games format. If a third game is needed, a coin toss will be utilized. All third games will be played to 15.
- b. Each game will be played to 21 points. The first team to reach 21 or exceed 21 after a half inning will win that game. Teams do not have to score 21 exactly or will not have to return to a set score for going over 21 points. (BUST) In the case of a tie, where both teams reach 21 during the same half inning, each team will continue until one side outscores the other during a half inning. The team that outscores the other during that half inning will win that game.
- c. Scoring will be as follows:
 - a. One-point for successfully landing a bag on top of the board without any portion of it touching the ground.
 - b. Three-points for successfully landing a bag inside the hole in the board.

- c Teams will add up the difference in the scores of both throwers and the team with the most points will retain those points.
 - i For instance, Thrower A lands two bags on the board, one in the hole and misses the board on the fourth toss. They have accumulated 5 points. Thrower B lands two bags in the hole, one on the board and misses the last one. They have accumulated 7 points. Thrower B wins that half inning but only receives 2 points for the half inning since Thrower a covered 5 of his points.

4. CORNHOLE ETTIQUITE

- a. Players are to respect each other's turn.
- b. If a bag hits the ground and lands on the board, that bag is to be removed.
- c. There are no hangers.
- d. Bags have to be completely in the hole for it to count for 3 points.
- e. Teams will throw with one colored set of bags. The other team has the choice to alternate if they choose.