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

1. **PARTICIPATION**

   a. Proper identification must be presented by all participants in order 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. **Coaches:** Each team may have one coach who is designated by the team captain. Coaches do not need to appear on the team roster, and teams do not need to use the same coach throughout the season. The coach is allowed to interact with officials and scorekeepers during the game, but must stay off the court of play except during time-outs.
   
   d. Any player **disqualified** from a contest will be removed from that game but can still play in their next contest.
   
   e. Any player, coach, or fan **ejected** from a contest will be removed from that game and automatically suspended from all intramural activities, pending a meeting with the appropriate intramural staff member.
   
   f. Intramural staff retain the authority to require an ejected player, coach, or fan to leave the facility. Any individual instructed to leave must do so immediately.
   
   g. **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.
   
   h. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
   
   i. **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.
   
   j. **Pants** – Participants are encouraged to wear athletic style shorts or pants.
   
   k. 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.
      
      a. There must be two players to start and finish the match
   
   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 to 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.  
   d. There will be a 30 minute time limit on each match.  

4. **CORNHOLE ETIQUITE**  
   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.