



FCRA CORNHOLE LEAGUE RULES & REGULATIONS

League Format:

In the FCRA Cornhole League you will play 3 teams a night (3 matches of 3 games each). This is a 5-week season with the 6th week being playoffs. Everyone makes the playoffs. The boards are 4ft long by 2ft wide. They are placed 27 ft apart from end to end. It is two person teams. One member of each team pitches (underhand only) from one Cornhole platform and the other members pitch from the other Cornhole platform. Both teammates have to be across from each other on the same side of the boards during the games. When throwing each team alternate throws one bag at a time until all four bags are tossed. You can decide which side you play on and who goes first by doing Rock, Paper and Scissors. Whoever wins gets to decide what side of the board their team plays on or who they play against. Then they also get to throw first. The loser gets the other option that the winner did not choose and what bags they want to use. Then, for the second game the other team gets to decide, and they throw first. If the match goes to the third game they Rock, Paper and Scissors again to decide.

Play of the game—Doubles Play

Doubles play—Team A against Team B; each team is comprised of two people.

1. Each team will stay in their designated lane for the whole game.
2. Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
3. Players at the footboard will take score and resume pitching back to the other board.
4. The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

Position of Players During Pitching

1. The pitcher must be within the pitcher's box or behind the foul line at the time of release.
2. A player must pitch all four bags from his/her designated pitcher's box.
3. Players must pitch the bag with an under-hand release.

Foul Bags

1. The following are rule violations that must be spotted and called by a player 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 foul bag is defined as:

A. Any bag pitched when the player has (1) contacted or crossed over the foul line, or (2) started or stepped completely outside the pitcher's box before the bag is released.

B. Any bag not delivered within the 20-second time limit.

C. A bag pitched from a different pitcher's box than the first bag.

D. Any bag that contacted the court or the ground before coming to rest on the board.

E. Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

F. Any bag removed from the board before scoring has been agreed upon for that bag.

(a). The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported.

(b). the non-offending team tallies twelve (12) points as if they had thrown four Bag-In-The-Holes (Cornholes) during the inning.

2. A bag that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched bag.

3. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitches. Pro

4. Protests—If a player desires to make a protest, the protest shall be made to the judge/official at the time the problem occurs. The judge/official shall make the final ruling on all protests.

Scoring:

It is 3 points for a bag in the hole and 1 point for a bag on the board. It will be cancellation scoring. So the team with the least points scored is subtracted from the team with the most points scored. That amount is what the team with the most points scored earns that turn. The team who scored in the previous turn shall pitch first in the next turn. If neither pitcher scores, the contestant who pitched first in the preceding turn shall pitch first in the next turn. It is first team to 21 points or over. It is NOT win by two or land right on 21.

Standings:

Standings are calculated by the total number of points you get each night. Standings will be posted weekly. Also, wins and losses you get each night will be recorded. Then every week we put you on the standings first by total points and then, if there is a tie, your wins and losses will be used.

Time & Schedule:

There will be timers for each board. It will be set at 30 minutes; 30 minutes for best two out of three matches. It normally does not take this long to finish the match, so 30 minutes is the max that will be given. If the timer goes off on you then each team will throw down and back to see who wins the game. Whatever the score is after that will be the final. This is in place to keep everything on time and make sure teams are not waiting all night for their games to start. On the schedule you will have times of when your games are to start. Each match is in 30-minute intervals. That is the average time that a best two out of three matches should take. Again, If you're not on your board and ready to play at your scheduled time then it will be a forfeit. Make sure that you are in contact with the Rec Center if you cannot make the games.

Subs:

A substitute can be used if one of the players of the team cannot make it to the league that night. You cannot sub out both players. At least one player from the original team has to be there. If both cannot make it then it is a forfeit. Your team must play at least 3 weeks to qualify to play in the playoffs.

Playoffs:

Everyone makes the playoffs. You will be seeded by how you do in the regular season. We will be changing the format of the playoffs going forward. We will have a single elimination, single game format.

LEAGUE CONTESTS

Strike Bag:

We will do some extra contests within the league to make it more fun and exciting. The first contest we will do is called a STRIKE BAG drawing. You can buy tickets that are worth \$1 per ticket. We will draw a ticket every league night. If your ticket gets drawn, then you get a chance to throw 2 bags to win the money pot. If you make both bags, then you win the whole pot. If you make 1 out of 2 bags, you win half the pot and the other half of the pot will roll over to the next week to be won. If the first person that gets drawn does not make any bags then we draw again, and that person will get a chance to win the pot. We will draw a total of 3 times max a week. If after 3 draws nobody hits anything then the full pot rolls over to the next week.

Grand Bag Championship:

The other contest is called the Grand Bag Championship. A Grand Bag is when you put all 4 bags in the hole in a given turn. The bags have to go in one after another though. They cannot be knocked or dragged into the hole. The person with the most Grand Bags at the end of the season wins a set of cornhole bags and the title of Grand Bag Champion.