UTM INTRAMURALS - OPEN CORNHOLE
RULES AND REGULATIONS

All Cornhole rules are set out by UTM Intramurals. Please review the following league rules:

NUMBER OF PLAYERS
- Games are played with a minimum 2 players per team
  - All team will have a maximum roster of 3 people.

DEFAULTS
- Participants must be present by the scheduled game. Participants have 5 minutes past the scheduled time to be signed in and ready to play. Should the individual not be present, they will lose by default
  - A default is when a team does not have the minimum amount of players to start a game
- Defaults will be recorded as a 11-0

EQUIPMENT AND UNIFORMS
- Participants are encouraged to wear running shoes and comfortable clothing
- All cornhole equipment (2 boards and 5 colored bean bags) will be provided by the UTM Intramurals
- Boards will be placed on a flat surface, 27 feet apart (front to front)
- Each team pitching boxes are on either side of the board
- The cornhole boards are 2ft by 4ft

LENGTH OF THE GAME AND SCORING SYSTEM
- All matches shall be played until the first team reaches (or exceeds) 21 points or the highest score after 40 minutes
- All matches are separated by innings of play. Each Inning is comprised of a top and bottom
  - The top of an inning is completed when each team completes 5 consecutive tosses. The board will be cleared and the opponent will complete 5 consecutive tosses to the same cornhole board
  - The bottom of the inning is completed when the 2nd member of each team successfully completes 5 consecutive tosses
- Matches will not end in the middle of an inning
  - For Example, if a team that pitches first reaches 21 points, the opponent has the chance to cancel out points. See scoring system section for more details
- Once the game is complete, teams will receive the following points for winning a game:
  - WIN = 3 points
  - TIE = 1 point
  - LOSS = 0 points
  - DEFAULT = -1 point
OFFICIALS
- All games will be self-officiated by participants
- Game Managers will be present to help with clarifying rules and to be presented the final score

ELIGIBILITY
- Players (including late players) must check-in on the game sheet before every game in order to participate.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

PLAY
- To determine who will serve first, teams will select one individual to have a rock, paper or scissors best of 1 game to determine who will serve first.
- The team that does not serve first, will serve first in the second inning and will alternate each inning for the remaining of the game
  - For Example, if Team A pitches 1st in Inning#1, Team B will pitch first in Inning#2, and back to Team A in Inning #3, and so on.
- Team members will stand in opposite cornhole pitching area on the same side facing each other.
- Each team shall play with five (5) bean bags of one colour
- All players must toss the bean bag with a under-hand release
- Opponents shall toss 5 consecutive before their opponent will be allowed to toss
- Participants who is pitching is to be in the designated team pitchers box
  - Participants are to stay in their designated area outside the pitchers box when not tossing.

SCORING SYSTEM
- All games will be played to 21 points or best score after 40 minutes
- The method of scoring used is “Cancellation Scoring”
  - In cancellation scoring, the points of one player cancel out the points of their opponents at the end of an half inning
- Participants must announce the score at the end of each half inning (top & bottom) inning
- The score at the end of each half inning is the difference of the points scored by each team during that round
  - I.E. if Team A score 6 points and team Team B only scores 4 in the top of the inning, only 2 points will be added to the overall score of Team A and 0 for Team B.
  - In bottom of the Inning, if Team B scores 12 points and Team A scores 7 points, the score now is 5-2 in favor of Team B.
The points are awarded as follows:

- 3 points = for each bag that slides, gets knocked into or falls into the hole
- 1 point = for each bag that lands and stays on the board
- 0 points = for the bag hitting the ground/object, on the ground and touching the board or missing the board

**SUBSTITUTIONS, FOULS & INFRACTIONS**

- Substitutions will not be allowed during the match.
- Teams may select different rostered players for each week, but there can be no substitutions in the middle of a game.
- Any bean bags that are tossed and the player has made contact and/or crossed over the foul line will be a foul and the point(s) will not count.
- Any bean bag that makes contact with either another object or ground before touching the board will be a foul and the point(s) will not count.
- In the case of a disagreement, the matter will be discussed by the team captains.
  - If an agreement cannot be reached, the game managers will make the final decision.
- Fighting, verbal slurs and excessive verbal abuse of game managers or toward opponents will **not** be tolerated.
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension.*

**TIE BREAKING RULES AND PLAYOFFS**

- Overtime will only be used for only playoff games if teams are tied at the end of the 40-minute game.
- There are no time limits during the playoff games.

**COVID-19 SPECIFIC RULES**

- Participants must check in with a valid UCheck and their T-card at the beginning of the match. Participants must be registered on IMLeagues or will not be able to participate.
- All players will show the Game Manager their T-Card, and allow the Game Manager to verify the number.
- All players must sanitize their hands when they arrive at a hand sanitizing station.
- Once participants check in, players can begin warm up and toss ONLY their team coloured bean bags in their designated pitching box.
- Masks are highly encouraged during the match.
- Equipment will be sanitized frequently by Game Managers.
- Following the match, participants will be required to verify the score with the Game Manager.
  - No signature will be required on the Game Sheet by the Team Captain.
- Once the score has been verified players will be asked to leave the playing area for the next game to begin.
- No spectators will be allowed to watch the game.