



## CORNHOLE RULES

### Format:

- 4 players (2 male + 2 female)
  - Players are NOT restricted to either side of the board.
  - Substitute players are ALLOWED in between games, however, same 4 players that start the game, must complete the game.
  - CANNOT play with less than 4 players.
- Double-Elimination Tournament
- Object of the Game: Score 21 Points before the opposing team
  - NO BUST – The first team to 21 or more points wins. There is NO penalty for exceeding 21 points.
  - NO SKUNK – There is NO mercy rule. All games will be played to 21 points.

### Equipment:

- Cornhole Bags (1 lb., Real Corn), Provided
- Cornhole Boards, Provided

### Sport Specific Rules:

- **Team Members**
  - Bags will be thrown one at a time until a complete stop on the board, alternating teams each throw.
  - Each member of your team will be responsible to throw 2 bags each turn. These throws may be alternated in any way you would like.
  - The team that scored points in the previous turn, will throw their first bag first.
  - Player may choose side of board to throw from, for each bag.
  - Player's feet should not project past the front of their board during a toss.
  - Any bag that hits the ground prior to landing on the surface of the Cornhole Board do not count as a legal throw, and are to immediately be removed from the landing area.
- **Scoring**
  - Bags that progress through the hole of the board: 3 points
  - Bags that land on the surface of the board: 1 point
  - All bags that are thrown must remain where they are until points are tallied.
  - Points are tallied by totaling up each teams total for the round, and awarding the difference to the team with the higher score.
    - For example,
      - Team A throws four bags. 3 bags land on the board, 1 travels through the hole.  
TOTAL: 6 points
      - Team B throws four bags. 2 bags land on the board, 2 travel through the hole.  
Total: 8 points
      - Team B is awarded 2 points for this round.  
Bags are collected, and it's the other side's turn, Team B throws first
- **Other**
  - **Late Team / Forfeit Rule:**
    - A team will receive a 10-minute grace period to take the court for their first game only.

***After your first two rounds, game times are subjected to change. If not present at the start of your game, your game will be forfeited!***

**Cleveland Corporate Challenge staff members and officials reserve the right to settle any disputes, as well as, interpret, modify, and enforce all rules and regulations.**