



ALL TEAM MEMBERS MUST CHECK-IN PRIOR TO COMPETITION

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.