Cornhole Tournament Rules

The following is a summary of rules and regulations for Intramural Cornhole. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the American Cornhole Association rulebook. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility

All Intramural Cornhole games are played outside the Wade King Recreation Center on the track field. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

All games that are moved due to weather will be played inside the Wade King Recreation Center in the MAC Gym.

Teams

No Intramural Cornhole team can have more than 1 player that is on a sport club roster on their intramural roster. They also cannot have any players who are on the varsity roster for that specific sport. Please read the Intramural Participant Handbook for more participation policies.

Open

Teams consist of 2 players with a minimum of 2 required to start the game. A team can have a maximum of 4 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

Updated: 9/01/2021
Equipment
A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing.

Gameplay

Timing
Teams will have 30 minutes to complete one game against their opponent. The winner will be the first team to 21. Players should arrive at the scheduled facility at least 15 minutes before their assigned game time to accommodate for any check in wait time.

Gameplay

- Games will begin with rock paper scissors to determine throwing position and bag color.
- During their turn, each player will throw all their bags alternating teams.
  - e.g. 1 blue bag thrown, then 1 gray bag thrown
- During their turn, players must throw from whichever side of the board they started on.
  - Each player will remain on the same side for every game.
  - Players are allowed to step 3 feet to the side to throw.
- Boards will be placed by Intramural Sports Staff, and should not be moved.
  - 27 feet apart and/or 33 feet hole to hole
- Whichever team scored the most points will throw first on the next round of throwing
  - If a round is tied at the end, whoever started throwing the round before, will be the one throwing first next round.
- Each team will be given three 30 second timeouts per game.

Scoring

- 1 Point : Bag on Board
- 3 Points : Bag through hole
- Any bag that touches the ground in any way without making it through the hole does not count.
- Any bag that does not go completely through the hole counts as only one point.
- Cancellation scoring will be used at the end of every round. After all bags have been thrown, the score will be calculated based on the bags remaining on board and in the hole.
  - Ex. If Team A scores 6 points and Team B scores 2 then Team A will receive 4 points.
- All games will be played to 21. There is no win by 2 or other scoring rules. If a team scores more than 21, it will still count as a win.

Injury and Blood Rule

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

Updated: 9/01/2021
*Intramural sports staff has the right to withhold a player from play*

**Sportsmanship**

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”. These assignments are nonnegotiable and will not be changed after being entered into IMLeagues.

5 pts- Above and Beyond Conduct and Sportsmanship: Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition. They show no descent towards any of the intramural sports staff or participants and go above and beyond what is asked of teams.

4 pts- Good Conduct and Sportsmanship: Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.

*Teams who default will receive a 4-sportsmanship rating

3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

2 pts- Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team’s actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.

*Teams who no show

*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.