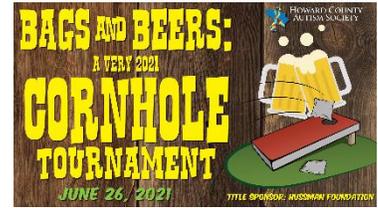




HOWARD COUNTY
AUTISM SOCIETY



American Cornhole League Rules and Regulations

Cornhole Gameplay

A. Proper Pitching Technique

1. A pitch is defined as one player throwing a cornhole bag towards the opposite board from which he or she is standing, attempting to make the bag land on the board or into the hole.
 - a. A player is not necessarily required to attempt to contact the board. He or she may voluntarily choose to earn zero points on a pitch by pitching the bag intentionally off to the side or short of the board.
2. A pitch of a cornhole bag may be underhand or overhand.
3. When pitching a bag, players must release the bag before any part of the player's body touches the ground on or beyond the foul line.
4. Upon release of the bag during a pitch, a player must have at least part of one foot inside the pitcher's box with contact to the ground and not across the foul line.
 - a. No part of a player's body, except for a hand or arm, may cross the midpoint of the board in the direction of the opposing player's pitch box (i.e., a player may not straddle the board in order to attempt a shot)
5. A player may not step on or beyond the foul line before the release of the bag during a pitch/throw.
 - a. In the event of a player stepping over a line, an official can be called to the court by the opposing team. A director may also voluntarily officiate the game without a request from the opposing team.
 - b. Once the official is contacted, he or she will come watch the remainder of the match.
 - c. If the player steps over or on the foul line during this observation, the player will receive a warning from the official.
 - d. In the event that a player is utilizing a follow-through step after the release of the bag over the foul line, the player must make an immediate attempt (within 3 seconds of release) to get back behind the foul line so that the player cannot, in any way, be in the lane of the opposing player. A failure to get back behind the foul line in time will result in the same penalty for a foot-foul violation. This rule will be officiated in the same manner as foot-foul violations with a warning followed by immediate action by the director.

B. Sequence of Play

1. Rounds

- a. A round is defined as a complete sequence of 8 bags thrown by two players (4 each) towards one board.
- b. Scoring is calculated at the conclusion of each round.
- c. A player may adjust the board to which he or she is pitching only before a round if it is misaligned or not at the correct distance.
 - i. A player may adjust the board from which he or she is pitching at any point as long as it does not disrupt the opposing player's pitch, in which case that player would have his or her next bag forfeited.

2. Pitch Sequence

- a. A game begins with a round in which the winner of the coin toss chooses who pitches the first bag.
- b. The opposing player at the same board in the opposite lane then pitches his or her first bag.
- c. Pitching alternates until all 8 bags (4 by each player) have been pitched, which concludes the round.
- d. For doubles play, the two players' partners at the opposite board (same side) will then complete a round of pitching.
- e. Play continues until a score of at least 21 points is achieved by one team at the conclusion of a round.
 - i. A player or team does not have to win by a minimum of two points.
- f. If a player pitches in an incorrect sequence, the bag that is incorrectly pitched is forfeited.
 - i. Then, to re-establish the correct sequence of pitching, the opposing player will pitch two consecutive bags.
 - ii. If a player pitches in an incorrect sequence and it is not called/identified immediately, then the round finishes out as it started (which is the incorrect sequence). If that particular round finishes in a wash/ push, the next round is then played in the CORRECT sequence as it was supposed to be played previously. If that round finishes with one team scoring points, that team will start the next round.
- g. If a player refuses to finish a game, that player will forfeit the game by a score of 21-0.
- h. If one partner of a doubles team cannot finish the match for any reason that game will be forfeited by the team that could not finish by a score of 21-0.

C. Scoring

1. Scoring is always completed at the end of a round, not during.
2. A bag lying on top of the board at the end of a round is valued at 1 point.
 - a. Bags "hanging" in the hole are valued at 1 point.

- b. If a bag is pinned by another bag and is hanging off the side of the board touching either the ground, board support brace, or board legs, the pinned bag is immediately deemed dead. An official must be called to remove the pinned bag. If the other bag remains on the board after the official has removed the pinned bag, the bag will count as 1 point. If the other bag also falls off the board when the pinned bag is removed by the official, the bag counts as 0 points.
 - c. If a bag is hanging off the front of the board on top of another bag which is on the ground, an official must carefully remove the bag lying on the ground. If the bag on top falls to the ground as well, it is valued at 0 points. If the bag stays on the board, it is valued at 1 point.
3. A bag through the hole at the end of a round is valued at 3 points.
4. A bag that neither went through the hole nor is lying on top of the board at the end of the round is valued at 0 points.
 - a. Bags that are lying on top of the front edge of the board but are touching the ground are valued at 0 points.
 - b. Bags that touched the ground or any other surface before touching the board or going into the hole are valued at 0 points and must be removed from the board by an official.
 - i. If this bag causes other bags on the board to move, the final resting places of the bags in play will count.
 - c. In the event that a bag is thrown and it is short of the board but laying up against the board, it should be removed before the next throw.
5. All scoring for a round features cancellation.
 - a. For example, Player A pitches 3 bags in the hole and 1 bag on the board for a total of 10 points. Player B pitches 2 bags in the hole and 2 bags on the board for a total of 8 points. Player A will then earn 2 points ($10-8=2$) towards his or her overall score (or team's score for doubles play).
6. Players must wait 3 seconds after a bag comes to a stop on the board before the players may pick up a bag at the end of the round. If a bag is slick enough that it begins to slide down the board, players must wait for that bag to come to a complete stop before proceeding with a round.
 - a. Players may not jump or complete other actions that cause vibrations of the cornhole board during the 3 second waiting period. Any action like this will waive the 3 second waiting period.
 - b. Bags must not be picked up while still moving. Players can pick up bags 3 seconds after the bag comes to a complete stop.