

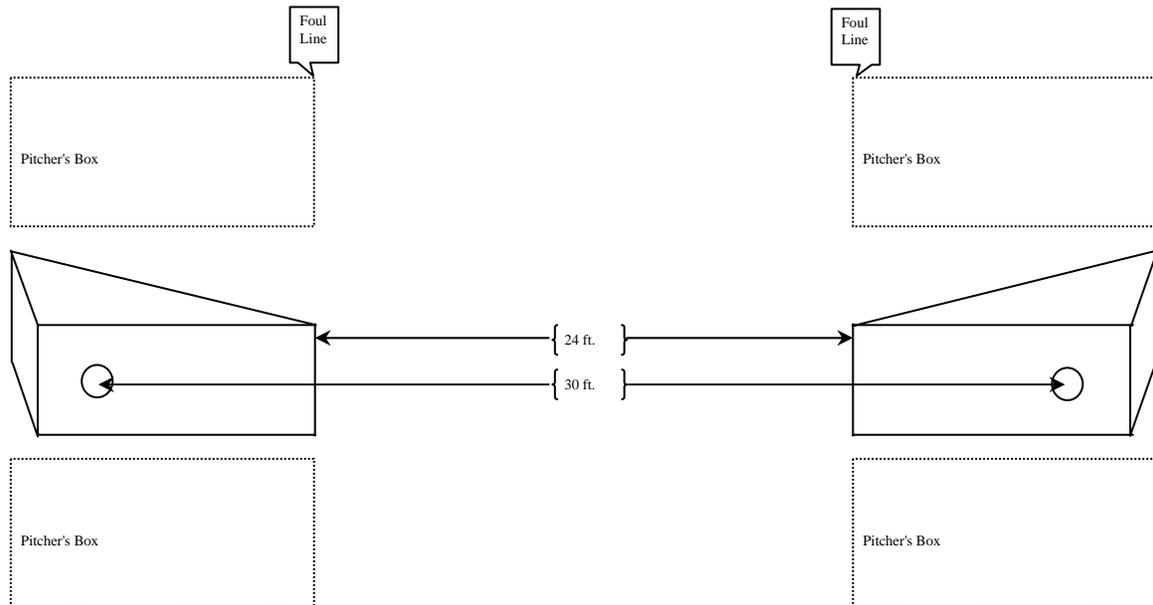
LOOM Official Rules of Cornhole Toss

These are the official rules and regulations of the Loyal Order of Moose (LOOM). The rules and regulations have been developed and ratified by a majority of Bags League Captain's representing their teams playing at the Downers Grove Moose Family Center #1535.

OFFICIAL RULES OF CORNHOLE TOSS

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RULE 1 – CORNHOLE TOSS COURT LAYOUT (Upstairs Hall)

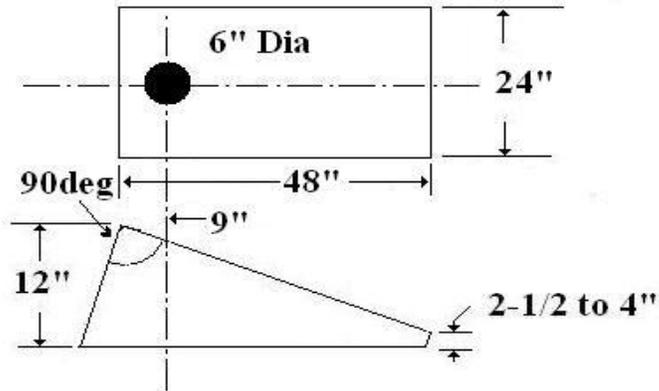


Section A. Dimensions - A Cornhole Toss court shall be a level rectangular area. The court should consist of two cornhole platforms, designated pitchers boxes and foul lines. Although 30' is the desirable distance between the front edges of the platforms, indoor limitations require modification to 24'.

Section B. Pitcher's Box - The pitcher's box is the theoretical rectangle approximately 4 ft by 3 ft at each end of the court, parallel and on both sides of cornhole platforms. Each contestant must remain in the pitchers box while pitching the corn bag and may not interfere with play on any other courts.

Section C. Foul Lines – The foul line will be parallel to the front of the cornhole platform. Contestants must remain behind the foul line when pitching the corn bag.

RULE 2 - PLAYING EQUIPMENT - CORNHOLE PLATFORMS AND BAGS



Section A. Equipment Standards:

1. Each cornhole platform shall be a 48" x 24" rectangle made of plywood.
2. The hole in the cornhole platform shall be six inches in diameter and be centered nine inches from the top and 12 inches from each side of the cornhole platform edges.
3. The front of the cornhole platform shall be approximately 4 inches from bottom to top.
4. The back of the cornhole platform shall be approximately 12 inches from bottom to top.
5. The cornhole platform should have solid wood sides with the only opening to the underside of the cornhole platform being through the hole in the cornhole platform.
6. The cornhole platform play surface shall be finish sanded to a very smooth texture and there shall not be any blemishes in the wood surface that might disrupt or distort play.
7. The cornhole platform play surface shall be coated using a finish that results in a surface that allows corn bags to slide but is not so slippery that it allows the bags to slide back down the platform
8. The corn bags shall be made from two fabric squares with a quarter inch double stitched seam on all four sides. Finished bags should be a minimum of 6" X 6" square and weigh between 14 and 16 ounces.

RULE 3 - PITCHING DISTANCES

Section A. Indoor League - All contestants shall pitch from the pitcher's box behind the 24 foot foul lines.

RULE 4 – CORNHOLE TOSS COURT PREPARATION AND MAINTENANCE

Section A. Court Maintenance - Every effort shall be made to keep the Cornhole Toss play surface in perfect playing condition. Cornhole Toss courts should be free of anything that might distract a contestant during play. Each contestant is responsible for making sure the court is in good playing condition prior to starting the match. During a match, a contestant shall not be allowed to alter the Cornhole Toss court in any manner without the consent of the opponent.

Section B. Distractions During Play - Every effort shall be made to keep from distracting contestants during Cornhole Toss play. Drinks and other personal belongings should be placed behind the cornhole platform in designated beverage holders or other secure locations to keep from distracting contestants.

RULE 5 - PLAY OF THE GAME

Section A. Number of Contestants – League Play will be played as doubles. In doubles play, two contestants are partners against another team of two contestants. In doubles play, one member of each team pitches from one cornhole platform and the other members pitch from the opposite cornhole platform.

Section B. Position Of Contestants During Delivery:

1. For each game, all four contestants will be assigned a pitchers box from which they will throw all their bags from until the conclusion of that game.
 - a. For Rounds 1 and 3, the first team listed (blue/bold) will get to assign one of their players to a pitchers box of their preference. The second team listed (red/italics) then gets to assign one of their players to a pitchers box at the opposite end of the court with their side of preference. The remaining two players fill in as appropriate.
 - b. For Rounds 2 and 4, the second team listed (blue/bold) will get to assign one of their players to a pitchers box of their preference. The first team (red/italics) listed then gets to assign one of their players to a pitchers box at the opposite end of the court with their side of preference. The remaining two players fill in as appropriate.
2. Players are not allowed to change sides of the board they throw from during the game or during a volley. They may “stretch” the pitchers box by moving as far over from the board as allowed on their side provided they do not interfere with another court or crossover the foul line.

Section C. Pitching Rotation During The Game:

1. For Rounds 1 and 3, the second team listed (red/italics) throws first.
2. For Rounds 2 and 4, the first team listed (red/italics) throws first.
3. After the initial volley, the team that last scored (has “honors”) will throw first on the next volley.

Section D. Delivery Of Corn Bags -

1. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four corn bags. Then the remaining contestants (pitching from the opposite cornhole platform) continue to alternate in the same manner until all four corn bags are delivered.
2. Each individual contestant shall deliver the corn bag within 20 seconds. The time shall start when the contestant steps onto the pitcher’s box with the intention of pitching.
3. The pitcher must maintain constant contact with the designated pitcher’s box (See diagram above) during the entire address and release of the corn bag.
4. The opponent not pitching shall remain “respectfully still” and not interfere with the pitching occurring in the opposite pitcher’s box.

Section E. Foul Corn Bags - A foul corn bag is a corn bag which was delivered in non-compliance with one of the rules of the game. It scores as a corn bag “out of the count” and is to be removed from the Cornhole Toss court before any more corn bags are pitched. Corn bags already “in the count” that get knocked into foul territory by a foul corn bag should be returned to the scoring area. Additionally, corn bags that are “in the count”, but are knocked to “in the hole” by a foul corn bag must also be returned to their original scoring position.

1. The following are rule violations that must be spotted and called by a contestant or assigned judge. The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
 - (a) Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the

corn bag is released.

(b) Except as provided above, any corn bag pitched when the contestant has started or stepped completely outside the pitching box before releasing the corn bag.

(c) Any corn bag not delivered within the twenty second time limit.

(d) A corn bag pitched from a pitchers box other than the one assigned to that player for the entire game.

(e) Any corn bag that contacted the court or the ground before coming to rest on the cornhole platform.

2. Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.

3. Any bag that hits the ceiling, a fan, or a light is still in play and not a fouled bag.

4. A contestant's corn bags shall be called foul if the contestant removes any corn bag before the scoring of that corn bag has been agreed upon.

RULE 6 – GAME SCORING

Section A. Timing -- Points are to be tallied only after all the bean bags have been thrown by both players in a given volley.

Section B. Value Of The Corn Bag -

1. Corn Bag "In-The-Hole" - A corn bag "in-the-hole" is a corn bag which is thrown through the hole in the cornhole platform or otherwise comes to rest inside the cornhole platform (knocked in by another player or an act of God). A corn bag "in-the-hole" has a value of three points.

2. Corn Bag "In-The-Count" - A corn bag that is not "in-the-hole" but lands on the cornhole platform without any portion touching the ground is "in-the-count". A corn bag "in-the-count" has a value of one point. For a corn bag to be "in-the-count", it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform.

3. Corn Bag "Out-Of-The-Count" - A corn bag which comes to rest anywhere except "in-the-count" or "in-the-hole" is "out-of-the-count" and has no scoring value. If a corn bag touches the ground before coming to rest on the cornhole platform, it is declared to be a foul is considered to be "out-of-the-count" (no matter where it comes to rest) and must be removed from the cornhole surface prior to the continuation of play.

4. A Corn Bag that gets knocked off the cornhole platform prior to the completion of all pitches by both players is considered "out-of-the-count" and does not count toward points.

Section C. Net Scoring - Points are to cancel each other out. After each volley, both players' points are to be tallied. The team with the most points then subtracts the other team's points to get their net score for that volley.

Section D. Removal of Bags – Bags may only be removed from the surface or inside of the cornhole platform only after an agreement of the net score calculation has been achieved between both teams.

Section E. Point Limits - The Cornhole Toss match shall be played until the first team of contestants reaches a score of 21 points or above. The winning team does not need to win by two or more points.

Section F. Skunks - The game shall be played to a score of 21 unless a team scores 11 or more points at the end of a volley before their opponents score any points. In this case the game is a "skunk" and the team that scores 11 or more points wins the game and is awarded one (1) bonus point for match scoring.

Section G. Final Score – The actual final score should be recorded in order to assist with future tie-breaking procedures.

RULE 7 – MATCH SCORING

Section A. Points –

1. For each game played in a match, one (1) point is awarded to the winning team.
2. Any game won as a “skunk” (11 – 0) will be awarded one (1) additional bonus point.
3. If either team wins all the games in the match, a “sweep” occurs and an additional two (2) bonus points are awarded.

Section B. Recording The Score –

1. Contestants are encouraged to pay close attention to the score at all times.
2. Points earned by both teams are recorded on the prepared score sheet. No netting of points is done at the match level scoring.
2. The score sheet shall be the official record of the game and will be used to submit the Official Scoring to the League Commissioner for proper recording of standings.
3. The score sheet must be signed by the captain (or other designated team member) of each team. Once submitted to the League Commissioner, scores are final.

Section C. Forfeits –

1. If a team is unable to field a team of four players, they forfeit the match.
2. Each of the eight (8) games is recorded as a 21-0 win for the team that had four players present and able to play.
3. No “skunk” or “sweep” points are awarded.

RULE 7 – SEASON SCORING

Section A. Points –

1. Points earned during match play will be accumulated throughout the 8-week season.
2. Points earned will be categorized and accumulated as either “game”, “skunk”, or “sweep” points.
3. At the end of the 8-week season, final standings will be determined based upon total points earned.
4. Prize money and awards will be given to teams based upon the payout schedule agreed to at the pre-season Captains’ Meeting.

Section B. Tie Breakers – If two teams are tied in points at the end of the season, the following procedures will be used in order to determine the winner:

1. Head to Head Competition – Total points earned in Head to Head Competition.
2. Head to Head Total Score – Combined score of all eight (8) games in Head to Head Competition.
3. Same Competition – Total points earned against teams for which both teams played during the season.
4. Same Competition Total Points – Combined score of all games against those teams for which both tied teams played during the season.
5. One “golden bags” game using normal scoring played by any two members of each team involved in the tie.