



fun with friends sports

social cornhole rules

SPORTSMANSHIP

- Everyone is here to have fun, meet new people, play cornhole and partake in events. Be respectful and conscious of your actions. As members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise detrimental to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.
- Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons. Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate FwF standards.

GENERAL RULES

- Teams must have a minimum of 4 players on their roster, consisting of at least 2 women (no max women). A team can have a maximum of 6 players. 1 female is required to toss each game. We encourage team captains to make sure all players get ample playing time. However, a player can decide to sit an evening if they wish, just as long as they have enough roster players there. You are paid to play, therefore you also have the choice to sit and cheer your team on if you like. If a player shows up and the team does not have enough roster players present, that player will have to play or take a forfeit. In other words, you can't sit if you're on the team and have a sub. If 3 registered players are present a sub is not needed.
- Each team must stay in their designated lane for the whole series of games.
- Players at one board will alternate pitching bags until each player has pitched all (4) of their bags. Players at the other board will take score, all players must agree upon the score before the bags are moved off of the board and players resume pitching back to the other cornhole board.
- Cornhole boards are positioned 25' from the front edge to front edge of the board, per social.
- FwF Cornhole league will provide boards, score keepers, scoresheets and bags. Players are welcome to bring their own bags but it is not required. Players may not change bags during a game unless torn, bags may be changed in between games throughout the set.
- FwF Sports will provide music for the games. We can take song requests.

GAME START

- A game may start and end with a minimum of 2 players (1 female minimum) without being declared a forfeit. If the game begins and you have only 1 player present then you have a 10 min grace period for the other to show before a forfeit is declared on that 1 game. This will only apply to the 1 game and not the next. We will give 15 more minutes before we begin the next game in the series before we have to declare that one a forfeit as well. If the player is at the location but in the bathroom, getting a drink, etc, then we will allow more of a grace period. Unless agreed to by both team captains, a player can't leave at anytime during a game. If they do for any reason and it's their turn to toss, the grace period once again goes into play before being declared a forfeit.
- At the beginning of the evening, a coin toss OR rock, paper, scissors will determine what team tosses first. Winner of this will then also get to choose if they wish to pick their lane for the evening OR the matchups for the evening. The remaining option will go to the other team.
- Once a lane is chosen, a team must remain in that lane for all games. Players on the same team must be in the same lane, facing one another. Team members can't be on opposite lanes.
- If picking the matchup then you get to choose who stands next to which player of the opposite team. You do not get to tell the other team where to stand but get to choose where your own team does.
- For playoffs, the higher seed will throw first and will get to choose their lane or matchup.
- After the first game of the evening, the team who won the last game will toss first.
- Each team gets 15 minutes to warm-up prior to the first game as the boards will be set-up. Each game after that, each team can have 2 tosses back and forth before beginning. Teams can decide to skip this warm-up if they are all ready.
- Commissioner will assign each game to a board. Specific board requests will not be taken.

BUST RULE

- The bust rule is in play. This means a team must reach 21 points exactly to win. If they go over, they bust down to 15. However, if a team had less than 15 points and bust, they do not gain any points. There is no limit to the number of times a team can bust.
- Once a team busts, that round is over. At that time all bags from both teams should be relinquished to their partners. They can do this by tossing them to them or handing the rest of the bags to them.
- Once the opposition busts, if your team goes ahead and tosses their bag to overturn the bust, then that round resumes. It is important to always know the score and communicate with your partner so that this doesn't happen.
- When a team busts, ending that round, the team who busted will toss first next round.

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SCORING

- The game shall be played to the predetermined number of twenty-one (21) points. The first team to reach 21 (Bust Rule applying) that amount at the conclusion of a frame is the winner.
- Scorekeeping: you will be responsible for keeping score of each game. A scoresheet will be provided to you at the beginning of the evening. Please mark the final score under each team name (example: 21 to 14). We keep bag count to factor in case of standing tie-breakers.
- CANCELLATION SCORING: The approved method of scoring for the sport of cornhole is cancellation scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.
- WOODY: Each woody is worth one (1) point. WOODY refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame.
- CORNHOLE: Each cornhole is worth three (3) points. CORNHOLE refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame
- No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, the Commissioner (Karli Creekmore or Maren "Mo" Olsen) will be called to determine the scoring for the frame in question.
- Players are always encouraged to pay close attention to the score. Players are required to update their score on the score tower at the conclusion of each turn. Players may call upon the Commissioners between turns if there is any discrepancy about the correct score.

SUBSTITUTES

- Substitutions: You may use substitute players for your team in regular season play. However, you must never substitute over 1 player for the entire night. It must be the same substitute for the entire series of games, they can't change from game to game. Substitute players can't be anyone who already plays on a FwF Cornhole team.
- At least 1 of your actual registered players must be present for the game to not be a forfeit. If 2 registered players are present 1 substitute is allowed as long as they do not play all 5 games. If 3 registered players are present there is no need for a sub.

GAMEPLAY

- Team A competes against Team B – each team is comprised of two (2) people.
- Each team will stay in their designated lane for the whole game.
- Players at one board will alternate pitching bags until each player has pitched all (4) of their bags.

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- Players at the other board will take score and resume pitching back to the other cornhole board.
- Players must pitch the bag with an underhanded release.
- A Chalk box will be drawn, one foot must be touching the chalk line when the bag is released from the players hand. The Players foot must not cross over the chalk line before the bag is released.
- If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately. If the bag is not removed and an additional bag lands touching it both bags will be deemed "grounded" and removed from scoring.
- A player can straighten cornhole boards in between frames and with the approval of their opponent. Adjustments cannot be made mid frame. (Boards will move with game play some games may have more adjustments than others)
- A player may only cross the chalk line and approach the opposite board during a frame under two circumstances:
 - A timeout has been called
 - To Sweep bags (that are considered foul bags) from the playing surface

SCHEDULING

- The league schedule will be posted 5-7 days prior to the beginning of the season.
- Once finalized, the playoff schedule will be posted on the FwF Sports website as well as the social media page. Teams are responsible for checking the website for updates with scores, standings, and stats. Playoff schedule won't be released until after the final game.

PLAYOFFS

- Playoffs will consist of two single elimination tournament. The teams that are lower in the standings at the end of the season will compete against each other to win "The Corn Before The Storm" Division. The winner of this tournament will then advance on to play in the "Cornado" Division.
- In playoffs you will play best 2 out of 3 games. Once a team gets 2 wins, they advance and don't need to play the 3rd game.
- All regular season rules are in effect and NO SUBS IN THE PLAYOFFS, no exceptions.
- A player must participate in regular season games in order to be eligible to play in playoffs.

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CANCELLATIONS

- Teams will be notified by the commissioner via captain's chat, email and notified via our social media page. These games will be made up prior to or at the end of the season, prior to playoffs.
- Makeup games may include playing in double headers if time permits.

CONDUCT

- Any questions should be directed to Commissioners: Karli Creekmore or Maren "Mo" Olsen.
- Only captains are permitted to stop the flow of the game to discuss a call with the commissioner.
- There will be a ZERO tolerance for physical altercations.
- Friendly banter is allowed but any negative banter will not be allowed and will be given a warning, If it continues the player could be ejected from the game.

CONTACT INFORMATION:

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