



1 – SPORTSMANSHIP

A. This rule is the most important. Everyone is here to have fun, meet new people, play, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, 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 a detriment 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.

B. If the above sportsmanship rule is broken then the commissioner, ump or ref (pending which league) will issue 1 warning to the player and make the team captain aware. Our league staff has the discretion at all times to skip a warning when any player(s) language or behavior is hostile or threatening in any way.

•The 2nd warning, in the same game to the same individuals, will result in the player being removed from that game roster. If the team does not have enough players, they will have to play short or take a forfeit. The player removed from the game will be asked by us to exit the area of game play all together. The player cannot sit on the sidelines or be within hearing distance in the chance that they decide to further yell, taunt or threaten.

•If the player does not leave, the game will be called and the team will take a forfeit. We will also get the location involved if need be.

•If a player is ever tossed from a game, the team captain can ask that we remove that player from their roster permanently, if they so wish. That player will not be reimbursed if this does occur.

•If a player is tossed from more than 1 game in ANY of the FwF leagues over 1 season, that player will be banned from the league permanently.

•This behavior and the sportsmanship rule also does apply to how you talk to our staff as well. If our staff is threatened and no longer feels safe, the player who made the threat will be removed from the league.

•If we must issue warnings to multiple players on the same team, the entire game will be called. The opposing team will take an automatic win. Be respectful and make for a comfortable playing and working environment for all. Aggressive behavior is not welcome in this league.

•If a player has received any form of suspension in any FwF league they will not be permitted to be near any FwF games until their suspension is lifted.

C. 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. Our staff have the discretion to determine if any of the above or other situations might violate FwF standards.

2 – GENERAL RULES

- A.** All players must be 18+ to play in our adult leagues.
- B.** There are NO substitute players allowed at any time regardless of reason. This is not a rule up to teams to decide and will not be “agreed upon” by teams. Only players on that dedicated team’s roster may play for their team only. If this rule is broken, it will result in an automatic forfeit for the entire evening of games. If it’s broken a second time, the team will be removed from league play completely without a refund. Even if it’s not caught until after the fact. Any member of your team can email us at sports@fwfknoxville.com to request a review of their game and the players from the opposite team. This must be sent within 6 days of the games ending. If you notice a sub during gameplay or just wish to roster check, please attempt to address this on site with the designated league commissioner in private. If you do not meet the roster requirements for an evening, you can add players to your team up until the start of games for week 4. You may also just play for practice and fun if you have to take the forfeit that evening.
- C.** All players present must get playing time. However, if your team has enough required players present, you may choose to just observe the games. This has to be YOUR choice and not something you’re told to do.
- D.** Teams must have a minimum of 4 players on their roster, consisting of at least 1 woman (no max women). A team can have a maximum of 6 players. 1 female is required to toss each game at all times. We do suggest having more than just 1 in case she needs to miss. If your team does not meet the minimum required players, this results in an automatic forfeit the night before games. This will repeat every week up until you meet the minimum. Ask for help or free agents to fill your roster.
- E.** Cornhole boards are positioned 25’ from the front edge to front edge of the board, per social.
- F.** 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.
- G.** We have 2 divisions based on your overall team’s skill level. See our Cornhole Home Page for information regarding this fwfsportsknoxville.com/cornhole

3 – GAME START

- A.** 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.
- B.** At the beginning of the evening, a coin toss OR rock, paper, scissors will determine what team

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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.

- C.** 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.
- D.** 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.
- E.** For playoffs only, the higher seed will throw first and will get to choose their lane or matchup.
- F.** After the first game of the evening, the team who won the last game will toss first.
- G.** 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
- H.** Commissioner will assign each game to a board. Specific board requests will not be taken.

4 – BUST RULE

- A.** 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.
- B.** 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.
- C.** 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
- D.** When a team busts, ending that round, the team who busted will toss first next round.

5 – SCORING

- A.** 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
- B.** 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.
- C.** 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.

- D. 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.
- E. 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.
- F.** No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, the commissioner will be called to determine the scoring for the frame in question.
- G.** A forfeit score will be 0-21 for a single game or 0-105 for all.

6 – GAMEPLAY

- A.** Team A competes against Team B – each team is comprised of two (2) people.
- B.** Each team will stay in their designated lane for the entire game.
- C.** 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.
- D.** Players at the other board will take score and resume pitching back to the other board.
- E.** Players must pitch the bag with an underhanded release.
- F.** 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.
- G.** 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.
- H.** 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)
- I.** A player may only cross the chalk line and approach the opposite board during a frame under two circumstances:
 - o A timeout has been called
 - o To sweep bags (that are considered foul bags) from the playing surface

7 –SCHEDULING & COMMUNICATIONS

- A.** The entire league schedule will be posted prior to the beginning of the season. Please plan to arrive on the first night at 6:30PM.

B. Once finalized, the playoff schedule will be posted on the FwF Sports website. This schedule is made the week AFTER regular season games. Teams are responsible for checking the site for updates with scores, standings, and stats.

C. There is a captain's chat for quick communication. The captain should be relaying information to their team/players. We will never send emails so always ask your captain for information. They are your point of contact for the league. You may also email us, use the contact form on the site or follow and reach out to our FwF Sports Facebook page.

D. Any cancellations due to weather or location will be relayed to your team captain.

8 – PLAYOFFS

A. Playoffs will consist of two single elimination tournaments for each division.

B. 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.

C. "Baggers" division champs take the top league prizes. Which includes the option of championship medals OR winner's circle shop items. "Shuckers" division champs will have their own level reward. See our Cornhole Home Page area at the bottom for more information on this at fwfsportsknoxville.com/cornhole.

D. League standings are based on win, loss and tie record first. Runs scored are used to for tie-breakers. If a further tie-breaker is necessary, runs allowed break that tie.

E. A player must participate in 2 regular season games in order to be eligible to play in playoffs.

CONTACT INFORMATION:

COMMISSIONERS

[Rules](#) • [Player Relations](#) • [Complaints](#) • [Etc](#)

fwfcornhole@gmail.com

LEAGUE OFFICE

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sports@fwfknoxville.com

PO Box 70784

Knoxville, TN 37938