Intramural Cornhole Rules

Rules have been adapted from the American Cornhole Association. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State University issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc) is a violation of The Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

Rule 2: Levels of Play
Open (O)
Play one time block per week, but the best two of three games during that time block. This league combines both the competitive and recreational teams and is offered for both men and women without a gender ratio requirement. You may only play on ONE Open team.

Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least \( \frac{1}{2} \) inch of foam rubber (or \( \frac{1}{2} \) inch closed cell, slow recovery foam rubber).

Rule 4: Team Captain Responsibilities

The team captain is a vital link between the individuals participating in a sport and the competitive sports staff. For this reason, any person assuming the role of a team captain has a number of responsibilities he or she is obligated to. The captain is responsible for:

- knowing that all team members are eligible to play in an intramural contest. This not only includes whether or not they are an eligible student or faculty/staff member at Ohio State, but also having full knowledge that each member is playing on a legal number of teams.
- inviting all teammates to join their team through the intramural sports online registration and management system at IMLeagues.com.
- ensuring that all teammates are registered on IMLeagues.com before game time on the day of the event.
- informing all players of the game time and location, including checking the playoff schedules the first day of posting and every day following competition.
- requiring all team members to present a valid Ohio State ID prior to the start of every game. IDs are required at all intramural events and must be presented each time an individual plans to participate in an event.
- representing each member of their team and being the only participant to discuss rule interpretations and calls with game officials.
- filing all protests, officials’ evaluations, etc., with the competitive sports staff on time.
- knowing all scheduled meetings, rules, policies, and procedures of the intramural sports program and passing this information along to all team members.
- assisting the competitive sports staff with implementing the sportsmanship policy to all team members.
• arriving at the game site at least 15 minutes prior to the start of every contest to be sure all teammates are checked in and that any necessary equipment is checked out.
  • communicating with the competitive sports student and professional staff throughout the season about any problems or concerns that may be occurring at the site. This includes frequently checking and responding to emails sent by the competitive sports staff. turning in team conflict sheets reflecting any scheduling problems for the members of your team.
  • cooperating with the competitive sports staff at the game site concerning any protests, incidents or accidents that may occur and with the competitive sports staff the day following such occurrences and communicating team preferences via IMLeagues.com when requested for playoffs.

Rule 5: Players
  • Each team shall consist of two players in order to begin the game.
    o All players must check in using a valid Ohio State issued ID – OR – a government issued photo ID.
  • No substitutions are allowed during a game.

Rule 6: Forfeits/Defaults
Forfeit Policy
  • All late teams shall start the game with a “B” sportsmanship rating.
  • Not ready for play at game time: Team ready for play will have choice of side(s) and first possession.

Rule 7: Protests
Rules Protest
Questions pertaining to interpretation of rules must be addressed by the competitive sports supervisor at the time the interpretation occurs and prior to the next pitch. The procedure shall be:

1. The captain shall calmly and immediately request a “time out” and inform the supervisor that he or she wishes to have a ruling on the interpretation.
2. If corrections are necessary, the competitive sports supervisor shall rule immediately and then play shall continue after.
3. If the participant still does not agree with the decision at the game site, a protest form should be obtained from the competitive sports supervisor onsite and be completed. The contest will continue from that point “under protest.”

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the competitive sports supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the competitive sports supervisor and be completed. The contest
will continue from that point “under protest.”

**Rule 8: Court Layout**

*Pitcher’s Box*

The pitcher’s box is the a rectangle 4ft by 3ft at each end of the court, right beside each side of the Cornhole boards. Each participant must remain in the pitchers box while pitching the bag(s).

*Foul Lines*

The foul lines shall be defined as an imaginary line 30 ft. from the beginning of the hole in the opposite Cornhole board.

**Rule 9: Pitching Distances**

Participants shall pitch from the pitcher’s box behind the 30ft. foul lines.

**Rule 10: Play**

*Doubles Play*

Two participants are partners against another team of two contestants. In doubles play, one participant of each team pitches from one cornhole board and the other participants pitch from the other cornhole board.

*Innings*

Every Cornhole match is divided into innings of play. During each inning of play each participant must pitch all four corn bags.

*Value of the Corn Bag*

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

Corn Bag In-The-Count – A corn bag in-the-count is not in-the-hole but lands with any portion of the bag that rests on the cornhole board without touching the ground is in-the-count. A corn bag in-the-count has a value of one point. For a bag to be in-the-count, it must not touch the ground or any portion of the court prior to coming to rest on the board. If a bag touches the ground before coming to rest on the board, it is a foul and must be removed from the board prior to continuing play.

Corn Bag Out-Of-The-Count – A corn bad which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A bag which 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 board prior to continuing play.

*Delivery of Bags*

The first side of participants alternate pitching bag until they have thrown all four. Then the
remaining participants (pitching from the other cornhole board) continue to alternate in the same manner until all four bags are delivered and the inning is complete.

A participant may deliver the bags from either the left or right pitchers box. However, in any one inning, all bags must be delivered from the same pitcher’s box. A participant shall pitch the entire tournament with the same hand or arm, except in medical emergency situations.

Each participant shall deliver the bag within 20 seconds. The time shall start when the participant steps onto the pitcher’s box with the intention of pitching.

**Pitching Rotation During The Game**
The participant who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the participant who pitched second (last) in the preceding inning shall pitch first in next inning.

**Position of Participants During Delivery**
The pitcher must maintain constant contact with the designated pitcher’s box during the entire address and release of the bag. The only exception is for physically challenged participants, who must simply remain completely behind the (designated) 21 ft. foul line when the bag is released. The opponent, while not pitching, shall stand behind the board at least 2 ft. to the rear of the participant who is pitching. After a short distance participant (physically challenged) pitches first they must return to the cornhole board if the opponent or any participant on an adjacent court is a full distance pitcher.

**Foul Bags**
The following are rule violations that must be recognized and called by a participant. The penalty is to declare the bag a foul, which requires the bag to be removed prior to resuming play.

a. Any bag pitched when the participant has made contact with or crossed over the foul line before the bag is released.
b. Any bag pitched when the participant has started or stepped completely outside the pitching box before releasing the bag.
c. Any bag not delivered within the 20 second time limit
d. A bag pitched from a different pitchers box than the first bag
e. Any bag that contacted the court or the ground before coming to rest on the board
f. Any bag which struck an object such as a tree limb, wire, ceiling, wall etc.
g. Any bag that leaves a participant’s hand once the final forward swing of the delivery process has start shall count as a pitched bag. A bag that is accidentally dropped by a participant before the final forward swing has started shall not be considered a foul and may be picked up and pitched.
A participant’s bag shall be called foul if the participant removes the bag before the score of that bag has been agreed upon. A competitive sports supervisor shall be called if a decision cannot be reached. The judge shall determine the scoring for the inning.

**Rule 11: Length of Game**

*Point Limits*

Each game shall be played until the first team of participants reaches (or exceeds) 21 points or the 30 minute time limit has expired. No new inning shall begin after the 40 minute time limit expires.

The best of two of three games shall be played during the match.

**Rule 12: Scoring**

*Cancellation Scoring*

In cancellation scoring, bags in-the-hole and bag in-the-count pitched by opposing participants during an inning in doubles play cancel each other out. Only non-cancelled bags are counted in the score.

*Score Calculation*

The points of the lowest scoring contestant are subtracted from the points of the highest scoring contestant which shall declare the inning winner.

The winner of the inning adds the difference in the inning score to their total game score.

*For any questions or clarifications, please contact the Competitive Sports Office at (614) 292-2732.*