



# CBCA Clayton Cornhole League

## Rules of Play

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1. **Starting:** The match begins with a coin flip, which is done on the provided tablet or your phone using the app. The team that wins will choose one of the following: a) whether they wish to throw first in Game 1 **or** b) they can pick the side of the board that their players will play for the (entire) match. Teams will stay on the same side for all 4 games in the match. The winner of the prior game will throw first in the following game.
2. **Keeping Score:** All games will be electronically scored, and we will provide scoring tablets and a scoring stand for league. We use the same electronic scoring system that is in place for bocce which can be accessed at [claytonbocce.live](http://claytonbocce.live). Games are LIVE to score on that site one (1) hour before the match time, and you also have access to our scoring demo on [demo.claytonbocce.live](http://demo.claytonbocce.live) if you would like to practice live scoring anytime. Each team will have a unique four-digit Team Identification Number (TIN). The number can be found by the capo (when they log in) right below your team's name on your roster page.
3. **Scoring:** Bags that remain on the board score one (1) point each. Bags that go completely through the hole score (3) three points. Only one team scores (points) each half inning. Whoever is keeping score will record the total points for each *individual player* at the end of each half inning, and only after both teams agree on the score. We use cancellation scoring so the net score will be posted on the scoreboard (example: If Team A scores eight points and Team B scores six points in a half inning, the half inning score is two for Team A). Whichever team scored in the half inning will throw the first pitch for the next half inning.
4. **End of Play:** Each game lasts for ten innings (20 "up and back" rounds) or until one team achieves at least 21 points at the end of any half inning. There is no 'bust.' If after 20 rounds neither team has 21 points, the game is over and whoever is in the lead wins that game. This means there can also be ties. One inning of practice is allowed prior to the commencement of all games. Practice can be waived if all four players for that game agree.
5. **Players:** We will play doubles, meaning one player from each team at each end. **No singles play is allowed.** Players must occupy the end and side they began the game at for the entire game and teammates must throw on the same side of the board (no throwing diagonal from one another). The same player will play a game with no substitutions unless it is for an emergency or other reasonable reason (example: a team **can't** change out a player simply because they might be playing poorly). You can substitute/rotate players after the game ends. Which player plays on which end or which side for each game is entirely up to the team; however, **we strongly encourage capos to pair up players with similar skill levels when possible.**
6. **Bags in Play:** Only the bags that land on the board and remain there at the end of the half-inning, will count for scoring purposes. Bags that do not land on the board are removed from play for that half-inning. No bag may hit the ground first and bounce onto the board. The bag can be removed from play if it does not interfere with any other bags already on the board. If removing the bag will disturb other bags on the board, leave it in place and simply remember not to count the bag at the end of the inning. Players may bring their own bags which should comply with the standard ACA, ACL, and/or ACO regulations (generally 6" x 6" and between 15–16.25-oz). If a team does not have their own bags, they may use the house bags which will be available. If you have questions about a specific bag, please contact Dave Mills who can help and/or validate any bags in question.



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### 7. Unique Rules

- a. **Light wire obstruction:** A bag that hits a light wire and lands ON the board is still in play and COUNTS. If the bag hits the light wire and misses the board (out of play) there is NO do over.
  - b. **Throwing out of turn:** If a player throws a bag out of turn, that bag is considered a foul and is removed from the playing surface. Then, to reestablish the correct sequence of pitching, the opposing player will pitch two consecutive bags. If the out-of-turn bag affects other bags in play, the opposing team has the option to either: a) Return all bags to their original positions or b) Leave all bags in their current positions. If the players cannot agree on what to do, capos will work together to make the final call.
  - c. **Touching bag before the end of a round:** If a bag is moved by a player before all 8 are thrown then the team who moved the bag too soon is done with their turn and only has points counted for bags thrown before the illegal touch. The other team automatically scores 12 points for that inning MINUS the points made by the offending team prior to the illegal touching.
  - d. **Foot foul:** 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 (which is the front of the board) and one foot must be completely within the pitchers box at the time of releasing the bag. First offense is a reminder/warning for the offending player; any subsequent violations of that player incur the same penalty as 16b (touching bag prior to the end a round).
8. **Team Forfeit:** A team forfeits game 1 if two players are not present at 10 minutes past the assigned start time. Games 2, 3, and 4 are forfeited at 15, 20, and 25 minutes, respectively, past the assigned time. *If a minimum of two players are present at the assigned time of the match, the match must commence.* If a team knows ahead of time that it will have to forfeit a match, they are to contact Dave Mills or email us at [cbcaclaytoncornhole@gmail.com](mailto:cbcaclaytoncornhole@gmail.com). Once the league confirms the forfeit and notifies the other team, the decision to forfeit is irrevocable. The team that benefits from a 4-game forfeit will be awarded 4 wins and a +44 points (11 points per game). The team forfeiting will be assessed 4 losses and a -44 points. The team that does not forfeit need not appear to claim the benefit of the forfeit. However, the team may use the court for practice if they wish. If a team forfeits more than three matches in a single season they may lose their spot in the following season.

If you have any questions about the above, please call or text Dave Mills at (503) 789-7869.