

THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE AMERICAN CORNHOLE ORGANIZATION RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN AND WOMENS TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **IM SPORTS PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** Teams will keep score themselves. Disputes in scoring will be facilitated by the Intramural Sports Supervisor.
5. **BURDICK HALL RULES:** All Burdick Hall rules will be followed during cornhole contests.
6. **TEAMS:** Two (2) players constitute a team. A team may start with no fewer than two (2) players.
7. **BENCH PERSONNEL:** Every player, non-player, and coach that is on a team bench must be signed in and on the roster, and is subject to all intramural rules, policies, and procedures. *Clarification: a non-player/coach may not be on the roster of another team in the same division.*
8. **GAME EQUIPMENT:** Towson University Intramural Sports will provide cornhole equipment.
9. **UNIFORMS:** Teams that are designated as 'Home' on the IMLeagues schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the IMLeagues schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating.

PLAYING THE GAME

10. **GAME LENGTH:** Games will consist of 3 sets. Teams will need to win 2 sets to win the game. The first two sets will be played to 21 points. If a third set is needed, it will be played to 15 points.

11. **PITCHING CORNHOLE BAGS:** Players will alternate pitching bags until each player has pitched all four (4) of his/her bags. Players must pitch the bag with an under-hand release. Players must pitch all four (4) bags from their designated pitcher box.
 - a. The team who scored in the preceding turn shall pitch first. If neither pitcher scores, the team who pitched second in the preceding turn shall pitch first.
12. **SCORING:** Any cornhole bag that is pitched and remains on the board will count as one (1) point. Any cornhole bag that is pitched and passes through the board hole will count as three (3) points. This includes if the bag gets knocked in by another bag. Games will be played in alternating four (4) bag frames.
 - a. You may exceed 21 points (15 points in the third set) without fault.
 - b. Points cancel each other out when calculating the score for each pitch.
13. **FOULS:** Foul bags will not be counted as points. All of the following are considered foul bags: The bag contacts the court or ground before coming to rest on the board, The bag strikes a defined object such as the ceiling, The bag is touching the ground and board when it is at rest.

SPORTSMANSHIP

14. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
15. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
16. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
17. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
18. **INTRAMURAL SPORTS POLICIES:** Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

All of the above rules apply with the following exceptions:

19. **TEAMS:** Two (2) players constitute a team. The male/female ratio must be 1:1