

CORNHOLE

GENERAL RULES

The Official Special Olympics Sports Rules shall govern all Special Olympics Cornhole competition. Special Olympics has created these rules based on the American Cornhole Association (ACA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules.

- Level 1 (High) – Played on a 21ft court and all bags that land on or in the board are counted for points.
- Level 2 (Average) – A more challenging event for teams of higher ability. Played on a 21ft court with points calculated by total cancellation. The difference between the total points scored by each team in a half inning will be awarded to the team with the highest score.
- Developmental (Low) – An event offering for athletes that do not have the strength to throw the corn bag the full length of a 21ft court. Developmental Cornhole shall be played on a 15ft court and follow the same point system as Level 1.

SECTION A – GENERAL RULES

1. Sequence of Play – A coin toss by the referee will determine which team starts, side, and choice of bag color. Player one from team A will toss 1 bag, followed by one player from team B tossing 1 bag. The players will continue to alternate throws until all 8 bags have been tossed.
 - i. An athlete may deliver the bag from either the left or right pitchers box (see court layout above); but, in anyone (1) inning, all bags must be delivered from the same side of the pitcher's box.
 - ii. An athlete must use an underhand toss.
 - iii. Teammates will throw straight across to each other.(see above)
 - iv. The team who scored the most points in the preceding half-inning shall pitch first in the next half-inning. If neither pitcher scores, the team who pitched second (last) in the preceding half-inning shall pitch first in the next half-inning.
 - v. The games will played to 21 or 30 minutes.
2. Timeouts and Delays of Game
 - a. Circumstances
 - i. Timeout – The official may grant a timeout whenever the circumstances explained appear to be of sufficient validity to do so. The timeout will be limited to 10 minutes.
 - ii. Intentional Delay of Game – If, in the opinion of the official, the game is intentionally delayed without sufficient or valid reason, the official must give a warning. If play is not resumed immediately, the delaying team will forfeit the match.

3. Fouls

- a. Foul Line – any part of the player's foot or any apparatus used by an athlete such as a wheelchair, crutches, cane, etc., may not cross the foul line at the front of the pitchers box. The referee shall call the foul when it occurs and pause play to assess penalties before any more corn bags are pitched.
- b. Ground Bounce – If a corn bag touches the ground before coming to rest on the platform, it is a foul and must be removed from the Corn Toss platform prior to the continuation of play.
- c. Penalties: If the bag thrown when the foul occurred (foul bag) landed in the hole or on the board, it should be removed before any more corn bags are pitched. Corn bags that were moved by the foul bag should be returned to their original scoring position.
 - i. Corn bags already in the court that were knocked out of scoring territory by the foul bag should be returned to the scoring area.
 - ii. Corn bags that were on the board and knocked in the hole must be returned to their original scoring position on the board.

4. Player Behavior

- a. Whenever possible, a player should move out of the box when an opponent is playing.
- b. Unsportsmanlike Conduct - Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship such as insulting language, gestures, actions, or words which produce ill-will, if flagrant, may result in disqualification.

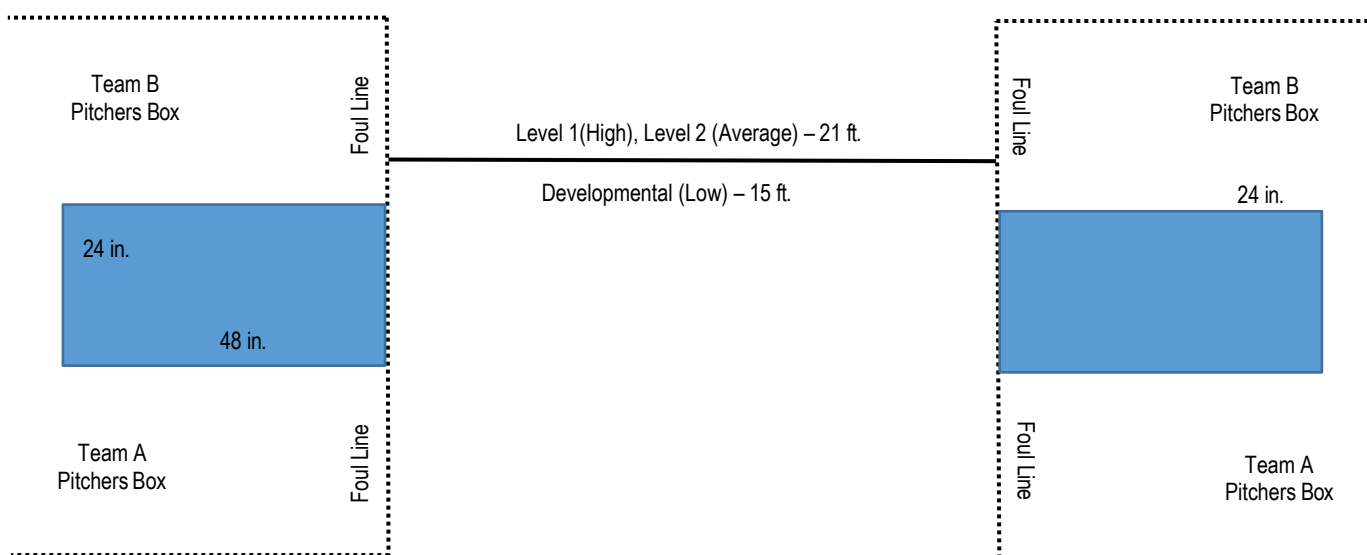
5. Equipment – Cornhole is played with 8 bags, four each of colors, and a cornhole platform.

- i. Each Cornhole platform shall be a 48-inches x 24-inches rectangle made of half inch plywood or plastic.
- ii. The hole in the platform shall be six (6) inches in diameter and be centered nine (9) inches from the top and 12 inches from each side of the edges.
- iii. The front of the platform shall be from 2-1/2 inches from bottom to top and be at near a 90- degree angle to the deck face.
- iv. The back of the platform shall be 12 inches from ground to the highest point of the deck at a 90-degree angle to the deck face.
- v. The platform surface shall allow corn bags to slide but is not so slippery that it allows the bags to slide back down the platform.
- vi. The corn bags shall be made from two (2) fabric squares with a quarter inch double stitched seam on all four (4) sides. The corn bags should be made from 12-ounce per square yard canvas and may be any color. Each bag shall be filled with approximately two (2) cups of corn feed and finished bags should be a minimum of 6-inches x 6-inches square and weigh between 14 and 16 ounces.



6. Court

- a. Court shall be a level rectangular area, large enough to comfortably fit a cornhole court based on dimensions below.
- b. The Pitchers Box is a rectangular box that is 3ft wide by 4ft long on each side of the board on both sides of the court. The front of the board must be in line with the foul line at the front of the pitcher's box.
- c. In Level 1, Level 2, and Unified competition, the front edge of the cornhole boards must be 21ft apart.
- d. In Developmental competition, the front edge of the cornhole boards must be 15ft apart.



SECTION B – EVENT SPECIFIC RULES

1. Team Cornhole Level 1 (High) and Level 2 (Average) Events

- a. Scoring – Value Of The Corn Bag
 - i. Corn Bag In-The-Hole: Either from being thrown through the hole in the platform or by being knocked in by another player, has a value of three (3) points.
 - ii. Corn Bag on the platform: A corn bag that is not in-the-hole but lands with any portion of the board (without touching the ground) resting on the platform has a value of one (1) point.
 - iii. Points will be calculated by total cancellation. Add up all point values for each team during the half inning and award the point difference to the team with the highest score. Only one team shall score points in a half inning.
 - iv. The first player/team to reach (or exceed) 21 points at the conclusion (end) of an inning is the winner.
- b. Ties at the End of Inning – In the event that both teams have the same score, the team that went first will go first for the next half-inning.
- c. Ties at the end of Tournament Play - if two or more teams are tied in the final place standings at the end of competition, ties will be broken by the following tie break procedure:
 - i. Head to Head
 - ii. Point Differential
 - iii. Total Points Scored

2. Developmental Cornhole

- a. Developmental Cornhole is a transitional event intended for use by athletes who are not ready or no- longer capable of participating fully in the competition experience. Developmental Cornhole is only meant for athletes that cannot throw a corn bag across the full 21ft court.
- b. Developmental Cornhole games shall follow the same rules as outlined for Level 1.
- c. Developmental Cornhole will include a modification of a shorter court. The cornhole boards shall be 15ft apart for developmental events.

SECTION C – UNIFORMS

1. Footwear – Players will not be permitted to wear shoes which may damage or disrupt the court surface. Shoes must cover participant's toes. Players will not be permitted to compete wearing sandals, flip flops, or no shoes.