



CORN TOSS, EKS Games

TRADITIONAL EVENTS

Traditional Doubles (21' distance)
Traditional Doubles (30' distance)

UNIFIED EVENTS

Unified Doubles (30' distance)

An athlete or Unified partner may be in only one (1) event.

The Official Special Olympics Sports Rules shall govern all Special Olympics 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. Special Olympics Indiana reserves the right to implement a team quota if number of teams exceeds tournament capacity.

RULES OF COMPETITION

UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of Corn Toss.
2. Players must wear closed-toed shoes that will not damage or disrupt the court surface.
3. Shirts that identify the Special Olympics program are preferred.
4. Prohibited apparel
 - a. Cutoffs, tank tops, sleeveless t-shirts or anything with advertisements or inappropriate subject matter.
5. The Corn Toss Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

GENERAL RULES

1. Event Limits
 - a. Athletes may compete in one (1) event only (Traditional or Unified; 21-foot or 30-foot distance).
2. Team Competition
 - a. Traditional
 - i. Traditional doubles teams shall consist of two (2) athletes per team.
 - ii. Traditional doubles teams can pitch at 21-feet or 30-feet.
 - b. Unified Sports®
 - i. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
 - ii. Unified doubles teams can pitch at 30-feet only.
3. Qualification Scores
 - a. A qualification score is required for each Traditional doubles or Unified doubles team entered.
 - b. The qualification score shall be the basis for division placement.
 - c. Athletes with qualifying scores of zero (0) should NOT be entered in 30-foot competition.

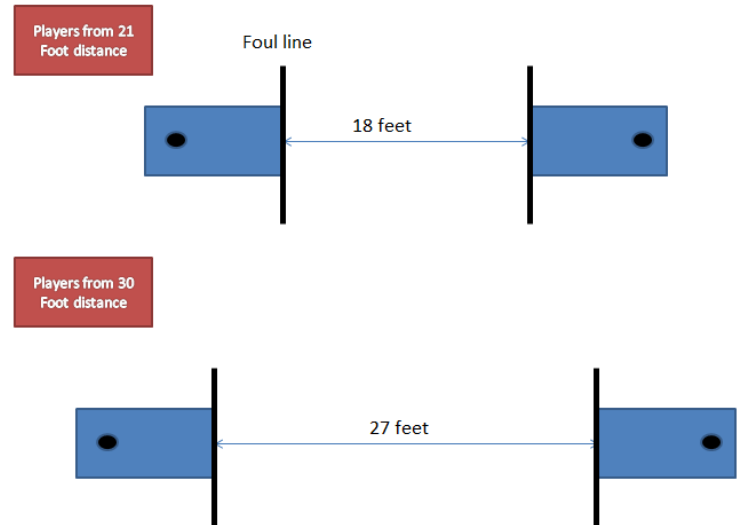
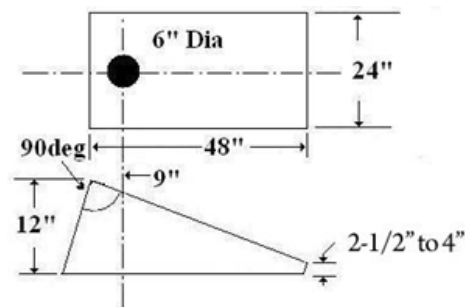
COURT LAYOUT

1. Dimensions
 - a. A Corn Toss court shall be a level rectangular area 10-feet wide and a minimum of 45-feet long.
 - b. The court should consist of two (2) corn toss platforms, designated pitchers boxes and foul lines.
 - c. A north-south setting is recommended for outdoor courts to minimize the effects of the sun.
2. Pitcher's Box
 - a. The pitcher's box is the rectangle 4-feet x 3-feet at each end of the court, parallel and on both sides of Corn Toss platforms.
 - b. Each contestant must remain in the pitchers box while pitching the corn bag.
3. Multiple Courts
 - a. To eliminate distraction and safely separate activity, Corn Toss courts adjacent to each other shall be a minimum of 10 feet apart.
 - b. A greater distance (at least 12 feet) is preferable.
4. Foul Lines
 - a. There are two (2) sets of foul lines:
 - b. Traditional doubles play foul lines shall be defined as an imaginary line 18 or 27 feet from the front of the platform to the front of the opposing platform.
 - c. Unified doubles play foul lines shall be defined as an imaginary line 27 feet from the front of the platform to the front of the opposing platform.
 - d. See the diagram on next page.
5. Covered or Indoor Courts
 - a. The regulations for covered and indoor Corn Toss courts are exactly the same with the additional stipulation that they shall have a minimum 12-foot vertical clearance to the lowest possible obstruction.

PLAYING EQUIPMENT

1. Each Corn Toss platform shall be a 48-inches x 24-inches rectangle made of half inch plywood or plastic.
2. The hole in the Corn Toss 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 Corn Toss platform edges.
3. The front of the Corn Toss platform shall be from 2-1/2 inches from bottom to top and be at near a 90-degree angle to the deck face.
4. The back of the Corn Toss platform shall be 12 inches from ground to the highest point of the deck at a 90-degree angle to the deck face.
5. The Corn Toss platform should have solid wood sides with the only opening to the underside of the Corn Toss platform being through the hole in the Corn Toss platform.
6. The Corn Toss play surface shall be finish sanded to a very smooth texture and there shall not be any blemishes in the wood surface that might disrupt or distort play.

CORN TOSS, EKS Games



7. The Corn Toss play surface shall be painted with a high gloss latex paint resulting in a surface that allows corn bags to slide but is not so slippery that it allows the bags to slide back down the platform. The preferable color is white, but any easy to see color is acceptable for tournament play.
8. 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 duck canvas and may be any color that is easy to see during Corn Toss play. 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.

PLAY OF THE GAME

1. In doubles play, one (1) member of each team pitches from one (1) Corn Toss platform and the other member pitches from the other Corn Toss platform.
2. In Unified play, athletes will pitch against athletes. Unified partners will pitch against Unified partners.
3. Every Corn Toss match is broken down into innings of play.
 - a. During each inning of play each contestant must pitch all four (4) corn bags.
3. Value Of The Corn Bag
 - a. Corn Bag In-The-Hole: A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the Corn Toss platform or otherwise comes to rest inside the Corn Toss platform (knocked in by another player or an act of God).
 - i. A corn bag in-the-hole has a value of three (3) points.
 - b. Corn Bag In-The-Count: A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the Corn Toss platform is in-the-count.
 - i. A corn bag in-the-count has a value of one (1) point.
 - ii. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the Corn Toss platform.
 - iii. If a corn bag touches the ground before coming to rest on the Corn Toss platform, it is a foul and must be removed from the Corn Toss platform prior to the continuation of play.
 - c. Corn Bag Out-Of-The-Count: A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value.
 - i. A corn 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 Corn Toss surface prior to the continuation of play.
 - ii. If a corn bag is leaning off the front of the platform, it shall be declared out-of-the-count if any part of the corn bag is touching the ground or grass.
4. Delivery Of Corn Bags
 - a. In doubles play, the first side of contestants alternate pitching corn bags until they have thrown all four (4) corn bags, then the remaining contestant (pitching from the other Corn Toss platform) continue to alternate in the same manner until all four (4) corn bags are delivered and the inning completed.
 - b. A contestant may deliver the corn bag from either the left or right pitchers box (see court layout above); but, in any one (1) inning, all corn bags must be delivered from the same side of the pitcher's box.
 - c. A contestant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.
 - d. Each individual contestant shall deliver the corn bag within 20 seconds. The time shall start when the contestant steps onto the pitcher's box with the intention of pitching.
5. Pitching Rotation During The Game
 - a. The team who scored the most points in the preceding half-inning shall pitch first in the next half-inning.
 - b. If neither pitcher scores, the team who pitched second (last) in the preceding half-inning shall pitch first in the next half-inning.
6. Position of Contestants During Delivery
 - a. The opponent, while not pitching, shall stand behind the Corn Toss platform at least two (2) feet to the rear of the contestant who is pitching.
 - b. While one (1) contestant is throwing, the other contestant must remain behind the foot fault line as well.
 - c. Both contestants may use the same side to deliver their corn bags.



CORN TOSS, EKS Games

7. Foul Corn Bags
 - a. A Foul corn bag is a corn bag which was delivered in non-compliance with one (1) of the rules of the game.
 - b. It scores as a corn bag out of the count and is to be removed from the Corn Toss court before any more corn bags are pitched.
 - c. Corn bags already in the court that have been knocked into foul territory by a foul corn bag should be returned to the scoring area.
 - d. Additionally, corn bags that are in the count, but are knocked into the hole by a foul corn bag must be returned to their original scoring position.
8. The following are rule violations that must be spotted and called by a contestant or assigned judge. The penalty is to declare the corn bag a foul corn bag, which requires the corn bags to be removed from the court prior to resuming play.
 - a. Any corn bag pitched when the contestant has made contact with or crossed over the foul line before the corn bag is released.
 - b. Except as provided above, any corn bag pitched when the contestant has started or stepped completely outside the pitching box before releasing the corn bag.
 - c. Any corn bag not delivered within the 20-second time limit.
 - d. A corn bag pitched from a different pitchers box than the first corn bag within the same half-inning.
 - e. Any corn bag that contacted the court or the ground before coming to rest on the Corn Toss platform.
 - f. Any corn bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
 - g. Any corn bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A corn bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched.
 - h. A contestant's corn bags shall be called foul if the contestant removes any corn bag before the scoring of that corn bag has been agreed upon. A judge shall be called if a decision cannot be reached. The judge shall determine the scoring for the inning.

LENGTH OF THE GAME

1. Point Limits
 - a. The Corn Toss match shall be played until the first team of contestants reaches (or exceeds) 21 points at the completion of a half-inning. The winning team does not need to win by two (2) or more points.
 - b. The half-inning must be finished with both players having thrown all four (4) bags.
 - c. Skunks: The game shall be played to 21 unless a team scores 11 or more points at the end of two (2) inning before their opponents score any points. In this case the game is a skunk and the team that scores 11 or more points wins the match.
2. The time limit per match is 30 minutes. The team leading once the time limit is reached shall be declared the winner. If a tie exists at the time limit, then play continues until the tie is broken.

SCORING

1. Bag Values - refer to "Play of the Game" for corn bag values.
2. Total Cancellation Scoring
 - a. Scoring of corn bags in-the-hole and corn bags in-the-court (on the board) will be total cancellation.
 - b. Add up all point values for each team during the half inning and award the point difference to the team with the highest score.
 - c. Example - Team A throws four (4) bags, one (1) lands in the hole and one (1) lands on the board. The total point value for Team A is four (4). Team B throws four (4) bags and one (1) lands in the hole. The total point value for Team B is three (3). Since Team A has more points in this half inning, subtract three (3) from four (4). Team A is awarded one (1) point for this half inning.

APPROPRIATE CONDUCT

1. Contestants, while in competition, shall make no disturbing noises or movements that would distract the opponent or competitors on adjacent courts.
 - a. The first offense shall call for a warning from the judge or tournament official.
 - b. A second offense shall call for a forfeiture of the game being played.
 - c. Any further offenses shall call for a forfeiture of all games.

GENERAL RULES FOR DETERMINING QUALIFICATION SCORE

1. Purpose
 - a. To measure the participant's ability for placement in an appropriate division for competition.
2. Description
 - a. Each competitor tosses two (2) trials (10 corn bags per trial) from their assigned (entered) distance (21-feet or 30-feet).
 - b. Each corn bag should be removed from the pit before the next corn bag is pitched.
3. Scoring
 - a. One (1) point is scored for each corn bag that lands and stays on the platform (and does not bounce prior to contact).
 - b. Three (3) points are scored for each corn bag that goes through the hole.
 - c. Zero (0) points are scored for a corn bag that does not stay on the platform or bounces before contacting the platform.

CORN TOSS Qualification Scorecard

Athlete #1's Name: _____

Athlete #2's or Unified Partner's Name: _____

County Program: _____



Note:

Do NOT submit this form as the entry form. Use this form for entry score calculation only.

Place the TOTAL SCORE as the entry score.

Scoring:

0 points = corn bag comes to rest off of the board or bounces before contacting the board.

1 point = corn bag comes to rest on the board.

3 points = corn bag come to rest in-the-hole.

Final Score: Sum of points scored on 20 throws from the assigned distance.

Team (Doubles) Score: Sum of both players throwing 20 times from their team's assigned distance.

Toss Number	Athlete #1 Score (0, 1, or 3)		Athlete #2 or Unified Partner Score (0, 1, or 3)	
	Trial 1	Trial 2	Trial 1	Trial 2
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
TOTAL				
TOTAL SCORE				