



CORNHOLE

TRADITIONAL EVENTS

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

UNIFIED EVENTS

Unified Doubles (30' distance)
Unified Team Match Play (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.

COMPETITION MANAGEMENT

Special Olympics Indiana reserves the right to implement a team quota if number of teams exceeds tournament capacity.

Event Limits

1. Athletes may compete in one (1) event only (Traditional or Unified; 21-foot or 30-foot distance; Unified Match play).
2. Unified Team Match Play competition offered at the state level will be determined by team quota numbers.

Team Competition

1. Traditional
 - a. Traditional doubles teams shall consist of two (2) athletes per team.
 - b. Traditional doubles teams can pitch at 21-feet or 30-feet.
2. Unified Sports®
 - a. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
 - b. Unified doubles teams can pitch at 30-feet only.

Qualification Scores

1. A qualification score is required for each Traditional doubles or Unified doubles team entered.
2. The qualification score shall be the basis for division placement.
3. Athletes with qualifying scores of zero (0) should NOT be entered in 30-foot competition.

DIVISIONING

1. Teams score will be compiled of all individual's entry scores submitted during the entry process.
2. Counties will be divided into either a Session A or Session B based on county team numbers.
3. After being placed into a session, teams will be placed into divisions by qualification scores of the team.
4. Teams from the same county may be placed into the same division.
5. Teams are not disqualified based on Maximum Effort for Cornhole.

RULES OF COMPETITION

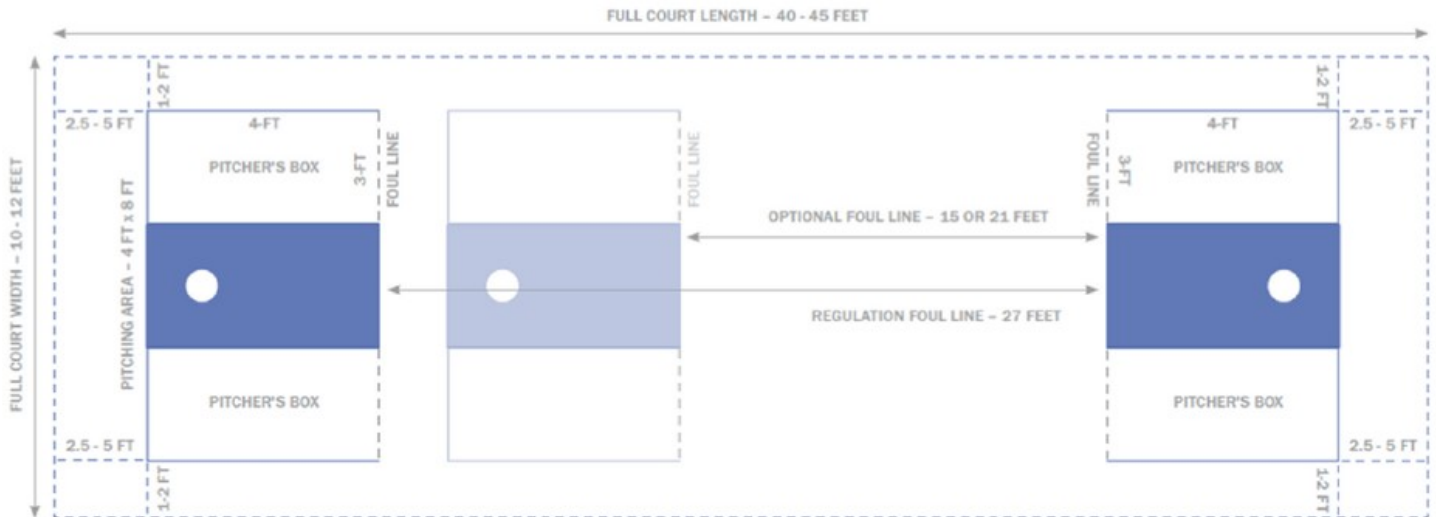
UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of cornhole.
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 Cornhole Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

COURT LAYOUT

1. Dimensions
 - a. A cornhole 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) cornhole platforms, designated pitcher's 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 cornhole platforms.
3. Multiple Courts
 - a. To eliminate distraction and safely separate activity, cornhole 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.

CORNHOLE



- 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 cornhole 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. Standard cornhole boards are 2-ft. x 4-ft. The hole is positioned 9 inches from the top of the board with a 6 inch diameter, and is 12 inches from each side of the cornhole platform edges.
2. The back of the cornhole platform shall be 12 inches from ground to the highest point of the deck at a 90-degree angle to the deck face.
3. Cornhole boards should have sufficient weight so as to prevent bounce from thrown bags with a smooth top/throwing surface. Boards can be made from different forms of wood and should have a minimum of a half (1/2) inch playing surface.
4. Each team has four cornhole bags of contrasting colors. Cornhole bags should be 6-in. x 6-in. and weigh approximately one (1) pound.
5. The corn bags should be made from duck cloth canvas and may be any color that is easy to see during cornhole play. To assist with consistency of the cornhole bags, programs are encouraged to utilize bags filled with plastic pellet resin. It is the program's discretion to determine if the opposing sides of the bags are "smooth" or "sticky." The "stickiness" of the bags will change over time, meaning newer bags will be more "sticky" than bags that have been used.

PLAY OF THE GAME

1. In doubles play, two teams consisting of two athletes each compete against one another until a winning team is determined. Athletes line up directly across from their teammate in the same lane.
2. In Unified play, Unified Partners and athletes should be aligned at opposite boards. In this setup, Unified Partners pitch against Unified Partners and athletes pitch against athletes. Each team stays in their designated lane for the whole game.

Pregame Coin Toss

1. Prior to beginning the game, a coin toss determines playing lanes and sequence of play. An official present assigns heads and tails to each team.
2. The team that wins the coin toss chooses either their throwing lane or the throwing order in the first inning of play.
3. The team that did not win the coin toss chooses the remaining option.

Value Of The Corn Bag

1. Corn Bag In-The-Hole: A corn bag in-the-hole (or Hole-In) is any corn bag which is thrown through the hole or knocked through the hole, either by another bag or an act of God.
 - a. A corn bag in-the-hole has a value of three (3) points.
2. Corn Bag In-The-Count: A corn bag which comes to rest anywhere on top of the board.
 - a. A corn bag in-the-count has a value of one (1) point.
 - b. 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 cornhole platform.
3. Corn Bag Out-Of-The-Count: A corn bag which has no scoring value as a result of being ruled either a foul bag or a dead bag.
 - a. A foul bag refers to any corn bag that was designated a foul bag as the result of a rules violation. Each is worth zero (0) points.



CORNHOLE

- b. A dead bag refers to any bag that contacted the court or the ground before coming to rest on the board, or any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc. Each is worth zero (0) points.

Violations and Penalties

Foul bags and rules violations are divided into impacting fouls and non-impacting fouls. A court official is responsible for spotting and calling penalties. The court official must determine if a foul bag was impacting or non-impacting.

1. Non-Impacting Bag
 - a. If a foul bag does not impact game play or any other bag in play, the bag is considered dead and is removed from play at the time of the infraction. This bag scores zero (0) points for the inning. All other bags remain in play.
 - b. No other movement of bags is permitted at this time.
 - c. The only person allowed to remove a bag from play is a court official.
2. Impacting Bag
 - a. If the bag in question impacts the position of one or more bags in play, it is an impacting bag foul.
 - b. Leave the bag in question and all affected bags in play.
 - c. Continue to play until the end of the inning without touching or removing any bags.
 - d. At the end of the inning, the team that threw the offending bag removes the highest value bag in play.
 - e. The only person allowed to move bags is a court official.
3. Example
 - a. Team A steps over the line during their 3rd toss of the inning. The offending bag knocks a bag from Team B off the board. Bags are not replaced or affected at this time. At the end of the inning, subtract the highest value bag from Team A from the scoring calculation.
 - b. If zero (0) points were scored for Team A in the inning, no scoring updates are made.

Pitching the Corn Bag

1. The team who scored in the preceding inning has the honor of pitching first in the next inning. If neither team scores, the team who pitched first in the preceding inning shall retain first pitch in the next inning.
2. An athlete must pitch all four bags from their designated pitcher's box.
3. Athletes must pitch the bag with an underhand release.
4. An athlete may not step over or contact the foul line during their pitching or release of a cornhole bag.
5. An athlete must wait until the previous bag has come to a complete stop for at least two (2) seconds before pitching the next bag.
6. Players may not jump, blow, kick, or otherwise do anything that may affect the cornhole board or the position of bags during an inning.
7. Touching, adjusting, or aligning a cornhole board during an inning is prohibited. Court officials may align the cornhole board between innings at the request of an athlete.

Position of Contestants During Delivery

1. The opponent, while not pitching, shall stand behind the cornhole platform at least two (2) feet to the rear of the contestant who is pitching.
2. While one (1) contestant is throwing, the other contestant must remain behind the foot fault line as well.

Foul Corn Bags

1. A foul corn bag is a corn bag which was delivered in non-compliance with one (1) of the rules of the game.
2. For guidelines regarding what to do in the event of a foul bag, refer to "Violations and Penalties" under "Play of the Game" for the distinctions between impacting and non-impacting bags.

List of Fouls

1. Any bag pitched when the player has made contact with or crossed over the foul line.
2. Any bag pitched when the player has started or stepped completely outside the pitcher's box before the bag is released.
3. Any bag not delivered within the 20-second time limit.
4. Any bag pitched from a different pitcher's box than the first bag.
5. Any bag that is not pitched with an underhand release.

Interrupting Gameplay

1. A player shall not touch, alter, move, or affect the board or any bags on the board or in the hole before scoring has been agreed upon for the inning.
2. If this foul occurs during play, please refer to the "Impacting Bag" section above.
3. If this foul occurs at the conclusion of an inning, and before a court official has taken score, the non-offending team receives three (3) points for each bag removed prior to scoring confirmation.

Fouling Out

1. Any team that commits three (3) or more fouls in a match automatically loses the match. The match ends immediately.
2. The non-offending team is awarded up to 21 points and wins the match.
3. The offending team ends the game with the score they have when the 3rd foul occurs.

Additional Foul Rules

1. A bag that leaves an athlete's hand once the final forward swing of the delivery process has started shall count as a

CORNHOLE



- pitched bag.
2. A bag that is accidentally dropped by an athlete before the final forward swing has started shall not be considered foul and may be picked up and pitched.
 3. If athletes believe they have thrown all bags, clear the board for the next inning, but then realize they missed one bag, the inning ends. Points are scored as if the inning ended, and the missed bag is forfeited.
 4. Any action or intentional use of a penalty that undermines the integrity of the game, as determined by the court official, will result in the athlete's disqualification and forfeiture of the match.

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. highest score.
 - d. 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.

LENGTH OF THE GAME

1. Point Limits
 - a. The cornhole 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 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 four (4) inning before their opponents score any points. Each teammate throws all four bags twice. In this case the game is a skunk and the team that scores 11 or more points wins the match.
2. Game Clock
 - a. The time limit per match is 30 minutes. The team leading once the time limit is reached shall be declared the
 - b. winner.
 - c. If a tie exists at the time limit, then the game will go into overtime.
3. Overtime
 - a. In the event that the score is tied after time expires, one more inning is played.
 - b. If no athlete scores after one tiebreaker inning, a Sudden Death bag is played.
 - i. In this inning, following the natural flow of the game, the last-frame winner tosses a single bag.
 - ii. The opponent then tosses one bag, attempting to match or beat the first player's throw.
 - iii. Whichever player scored more points from the Sudden Death Bag is considered the winner of the game.
 - iv. Additional Sudden Death Bags may be played until a winner is declared.
 - v. All Sudden Death Bags should follow the natural flow of the game.

COACHING

1. Coaches or spectators shall be prohibited from engaging in discussions with any athlete and/or partner once the athlete and/or partner steps onto the field-of-play area as designated by the program coordinator.
2. If a court official determines a coach is strategically communicating with a player, the official may provide a verbal warning or a citation for unsportsmanlike conduct according to the discretion of the court official.
3. Discussions or disputes related to scoring or rules should be directed toward the court official.

APPROPRIATE CONDUCT

1. Unsportsmanlike Conduct
 - a. Players shall act in a sportsmanlike manner at all times.
 - b. Any behavior deemed unsportsmanlike, such as using insulting language, attempting to distract an opponent, or displaying inappropriate gestures, actions, or words, may result in disqualification at the discretion of the court official.
 - c. Purposely interfering with an opponent's pitching motion will disqualify a player and result in forfeiture of the match.
 - d. Any action or intentional use of a penalty that undermines the integrity of the game, as determined by the court official, will result in the player's disqualification and forfeiture of the match.
2. Delay of Games
 - a. If the official believes that the game is intentionally delayed without sufficient or valid reason, the official must issue a warning.
 - b. If the delaying team does not immediately resume play, they will forfeit the match.
 - c. For delays caused by weather, an act of God, civil disorder, or other unforeseen circumstances, the ruling of the competition manager is decisive and final.
3. Modifications/Adaptive Devices
 - a. Any assisting device being used for adaptive purposes must not give the athlete a competitive advantage and must be approved by the Competition Director prior to competition.



CORNHOLE

PROTESTS

1. Any protest to an official's or competition manager's decision must be made by the head cornhole coach that attended the mandatory coaches meeting and within 30 minutes of the completion of any game or the decision made by the official or competition manager will be considered as accepted.
2. Protests will be acknowledged and judged on the basis of merit in circumstances not specifically provided for herein.

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 4 bags at each of the 4 pitching boxes totaling 16 bags thrown.
 - b. 4 bags are thrown and then removed as the athlete or Unified Partner moves to the next pitching box to complete the next cycle of 4 throws.
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. Half a point (0.5) points are scored for a corn bag that hits the platform/board but does not stay on the platform or bounces before contacting the platform.

TEAM MATCH PLAY

Unless otherwise stated, the Cornhole Rules (Uniform Specifications, General Rules, Equipment, and General Rules for Unified Sports Team Play) found in the Program Information Guide will govern the Team Match Play competition.

PLAY OF THE GAME

Two teams (Consisting of 8 players on each team) compete in 6 games of match play to determine the winner of the match.

Match Play Games 1-5: Doubles and Singles Match Play

1. Games 1-3: Doubles Match Play
 - a. Two teams consisting of two players, compete against one another until a winning team is determined.
 - b. Players line up directly across from their teammate in the same lane
 - c. In Unified Sports, partners and athletes should be aligned at opposite boards. In this setup, partners toss against partners and athletes toss against athletes.
 - d. Each team stays in their designated lane for the whole games
 - e. Players at the headboard alternate pitching bags until each player has pitched all four of their bags.
 - f. An inning is completed when both players, pitching from one board, pitch all eight bags (four each).
2. Games 4-5: Singles Match Play
 - a. Two single players compete against one another until a single winner is determined.
 - b. Both players stay in the designated lane for the whole game
 - c. Players start the game at the headboard and alternated pitching bags until each player has pitched all four of their bags.
 - d. Players then walk to the end of their lane to the other court, officials take score, and players resume pitching back to the other board.
 - e. An inning is completed when both players, pitching from one board., pitch all eight bags (four each).
3. Round 6: Gameplay & Scoring
 - a. All players from both teams must participate in the airmail shootout (excluding players removed from the match).
 - b. To begin, all active players from both teams line up at opposing boards. The team leading the match to begin the airmail shootout will choose which board they throw from.
 - c. Players may choose which pitcher's box (L or R) they throw from. Players may switch pitcher's boxes within the round if they choose.
 - d. To begin the shootout, Player #1 from the trailing team pitches their bag. The bag is cleared from the board or picked up from the ground. Player #1 from Team B pitches. This patterns continues.
 - e. Each team must have all players throw once before players can throw again. Each player must stay in the same order as when they started the airmail shootout.
 - f. Once a team reaches 21 Match points, the match is over, and the team wins the match. There is no rebuttal or second chance for the losing team
4. Round 6: Scoring
 - a. Any bag which comes to rest anywhere on top of the board is worth 1 total MATCH point.
 - b. Any bag which is thrown through the hole is worth 2 total MATCH points.

CORNHOLE



- c. Cancellation scoring is NOT used for this round of the match. Each bag in the hole or on the board is counted as its own match point. After every throw, the board and hole are cleared of previously thrown bags.

SCORING

1. There are two types of points: game points and match points
 - a. Game Points
 - i. Games 1-5 shall be played to the predetermined number of 21 game points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner of that game .
 - ii. The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.
 - b. Match Points
 - i. Match points are points that go to the overall match score and are what determines the match winner. Each team’s objective is to be the first to score 21 match points .
 - ii. Match Points can be earned two ways
 - iii. Winning a game during games 1-5. Each game is worth 4 match points..
 - iv. Successfully throw a cornhole

	GAME PLAY FORMAT	SPECIAL OLYMPICS MODIFIED MATCH POINT VALUE
GAME 1	DOUBLES GAME	WORTH 4 MATCH POINTS
GAME 2	DOUBLES GAME	WORTH 4 MATCH POINTS
GAME 3	DOUBLES GAME	WORTH 4 MATCH POINTS
GAME 4	SINGLES GAME	WORTH 4 MATCH POINTS
GAME 5	SINGLES GAME	WORTH 4 MATCH POINTS
ROUND 6	AIRMAIL SHOOTOUT	WORTH 1 MATCH PT. PER BAG ON THE BOARD WORTH 2 MATCH PTS. PER BAG IN THE HOLE

UNIFIED SPORTS TEAMS & LINEUPS

1. Each Unified Sports 8-player lineup shall consist of two athletes and two Unified Partners. Two additional alternates may be on the roster.
2. The Game Structure for Unified Athletes and Unified Partners shall be as follows:
 - a. Game 1: Unified Doubles
 - b. Game 2: Unified Doubles
 - c. Game 3: Unified Doubles
 - d. Game 4: Partners Game (Singles)
 - e. Game 5: Athlete Game (Singles)
 - f. Round 6: Airmail Shootout
3. In Unified Doubles games, Unified Partners and athletes should be aligned at opposite boards, In the setup, Unified Partners toss against Unified Partners, and athletes toss against athletes.

ROSTER & LINEUPS

1. In 8-player matches, team may carry two additional players for substitution.
2. In all Unified matches (8 player) teams may carry two additional players available for substitution. The two available substitutes must consist of one athlete and one Unified Partner.
3. Coaches must submit a lineup sheet prior to the beginning of Game 1.
4. Lineups will determine player positioning and matchups throughout the first five games of play.
5. In an 8 player match, each player shall play in exactly one position in the lineup
6. During round 6, (Airmail Shootout) lineups are used to determine the tossing order of the Airmail shootout.
7. A team that plays out of order during the Airmail Shootout forfeits the offending toss and automatically scores points for that position in the lineup.
8. In Unified matches, athletes and Unified Partners must always alternate tosses.



CORNHOLE



FORMAT: DOUBLES CORNHOLE QUALIFICATION ASSESSMENT INSTRUCTIONS

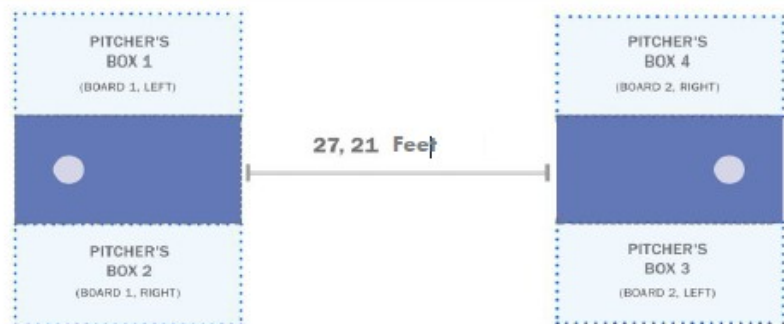


DIRECTIONS

- Athletes attempt 4 tosses from each of the 4 pitcher's boxes, for a total of 16 tosses.
- Record the score value of each bag thrown on the attached scorecard.
- Clear bags after completing tosses in each pitcher's box.
- Sum the score of all 16 tosses to create a total player score for the assessment.
- Sum the score of both players to create a team total score.

COURT LAYOUT

- Refer to the diagram for the proper layout of the cornhole court.
- Either board can be designated as "Board 1" as long as the layout is consistent for all athletes completing the assessment.



SCORING

0 POINTS

Cornhole bag does not come in contact with the board or bounces onto the board.

0.5 POINTS

Cornhole bag hits the board in the air, but does not stay on the board or land in the hole.

1 POINT

Cornhole bag comes to rest on the board.

3 POINTS

Cornhole bag comes to rest in the hole.

TOTAL SCORE

Sum of points scored on 16 throws from assigned distance.

TEAM SCORE

Sum of all scores for all players on the team.

THROWING DISTANCE

- The assessment for doubles play shall begin from a 27-ft. distance from the front of board to front of board.
- If an athlete does not score at least 4 player points on the assessment, they will move to throw from 21-ft.
- Both players on a doubles team must be qualified from the same distance. Doubles partners may not throw from different foul lines.

THROWING DISTANCE FOR OFFICIAL EVENTS

- The official distance for all state, regional, national, and international events is 27-ft. An athlete must be able to score a minimum of 4 points on the assessment test at 27-ft. in order to be considered for these official events.

FIND MORE WAYS TO PLAY

VISIT PLAYCORNHOLE.ORG



THE ORIGINAL AND OFFICIAL
GOVERNING BODY OF CORNHOLE

SHARE HOW YOU PLAY, TAG US IN YOUR GAME!

#PLAYCORNHOLE



FORMAT: DOUBLES
CORNHOLE QUALIFICATION
ASSESSMENT SCORECARD



ATHLETE #1 NAME:
ATHLETE #2 OR UNIFIED PARTNER NAME:
COUNTY PROGRAM NAME:

		TOSS NUMBER	DISTANCE: 27 FT.		DISTANCE: 21 FT.		DISTANCE: 21FT.	
			ATHLETE #1	ATHLETE #2 OR UNIFIED PARTNER	ATHLETE #1	ATHLETE #2 OR UNIFIED PARTNER	ATHLETE #1	ATHLETE #2 OR UNIFIED PARTNER
			SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)
BOARD 1	LEFT SIDE	1						
		2						
		3						
		4						
	RIGHT SIDE	1						
		2						
		3						
		4						
BOARD 2	LEFT SIDE	9						
		10						
		11						
		12						
	RIGHT SIDE	13						
		14						
		15						
		16						
TOTAL SCORE (0-48)								
TEAM SCORE (sum all scores)								

SCORING:	0 POINTS Cornhole bag does not come in contact with the board or bounces onto the board.	0.5 POINTS Cornhole bag hits the board in the air, but does not stay on the board or land in the hole.	1 POINT Cornhole bag comes to rest on the board.	3 POINTS Cornhole bag comes to rest in the hole.	TOTAL SCORE Sum of points scored on 16 throws from assigned distance.
-----------------	--	--	--	--	---

FIND MORE WAYS TO PLAY
 VISIT PLAYCORNHOLE.ORG

THE ORIGINAL AND OFFICIAL GOVERNING BODY OF CORNHOLE

SHARE HOW YOU PLAY, TAG US IN YOUR GAME!
#PLAYCORNHOLE