



Boston, MA | Est. 2017

CLUB CAFÉ/STONEWALL SPORTS BOSTON CORNHOLE LEAGUE – RULES 2021

- 2 people per team play each set, 4 bags per team. You may bring your own bags to play with. • Team partners face each other at opposite board sets that are paced out at approx. 25 feet apart. (1 person from each team at each board).
- One player stands on each side (to the left and to the right) of the board. Players can rotate each toss if they both want to be on the same side.
- Players can agree on who goes first at the start of the game, or rock/paper/scissors: winner gets choice to go first or second to start.
- Opponents alternate tossing the bags, attempting to toss them into the hole in the board, until all 8 bags have been thrown.
- The team that scores each round throws first the next round.
- The thrower must stand behind the front edge of the board. If he/she crosses and throws, they lose that throw.
- Also, if someone tosses out of turn, the bag is returned and is re-thrown in the correct order.
- Bags hitting the ground first and rolling onto the board do not count.
- Bags that are touching the ground and the board at the same time do not count. The bag must be fully on the board and not touching the ground to count. Bags that are leaning off the board and relying on another bag to avoid falling off also don't count (ie: if you removed the bottom bag, would your bag fall off? If so, it's not a point).
- If there is interference by another player or bag, the player may toss again. Interference by objects that are a part of the venue (ie: lights/décor etc.) does not count. If a bag hits a part of the venue, it becomes a dead bag and you must immediately remove it from the board if it lands on it – the points will not count. ***PLEASE AVOID HITTING THE LIGHTING EQUIPMENT!***
- If a team has more than 2 players, you may rotate teammates after each set, but not during. • Each regular season game slot will last approximately 30 minutes. Each game will be best 2 out of 3 sets in that time slot. If time expires before best 2 out of 3 is determined, the players tossing as time expires will finish and the other tossers will have their last tosses as well. The score drops dead at that point. If the score is tied at the drop dead point, both teams of tossers will toss one final round.

SCORING

- 3 points for a bag in the hole, 1 point for on the board.
- Score is calculated as a difference in team totals per throw session.
For example, Team 1 gets one bag in the hole and one bag on the board = 4 points. Team 2 gets one bag in the hole = 3 points. The final score from the throw is Team 1 with 1 point. (4-3=1)
- First team to 21 wins. You may go over 21 to win each set during regular season play.*
- There will be scoring sheets provided to keep track of the score.
- Teams must be cordial and agree on scores.
PLEASE AGREE ON THE SCORE EACH ROUND BEFORE REMOVING THE BAGS FROM THE BOARD

- League manager can be called upon to handle disputes. If there is no clear solution, the round will be re-thrown.
- Please be accurate when scoring, all the way through the final points. It can impact seeding in the situation where multiple teams are tied for the same seed slot.

Most important rule: Courtesy! We're all here to have fun, if there is anyone acting in an overly aggressive or disrespectful manner and ruining the fun for the other players, they will be asked to leave. Most likely ridiculed by the entire league as well. Keep it clean, honest, and fun.

FORFEITS & SUBBING

- If a team does not show up within 10 minutes of game time, that team will forfeit, and the score will be reported 21-0.
- If a team has multiple games in the same night and they forfeit their first game of the night, they automatically forfeit all subsequent games that night unless discussed ahead of time with the league manager.
- If a teammate is unable to attend, you may bring a guest sub to play. If you have any concerns or questions about subbing – feel free to contact the league manager.
- At least 1 player must be a registered player at all times (ie: You cannot send two subs in place of both registered players).
- If a registered player is present, you are not allowed to sub for that player (ie: allowing a friend to play in a game even if your teammate is there).
- To be eligible for playoffs and any prizes – at least 2 registered/paid players from each team must compete in at least 50% of season games.

BOTTOM LINE: It is unfair to the other teams to just not show up – and puts a damper on the night. Please show up! Better to bring a sub than forfeit. If your team is unexpectedly unable to play for a night, please contact the league manager ASAP.

TIEBREAKERS & CHAMPIONSHIP

- If during seeding for the championship bracket, two teams have the same record it will be determined by a head to head comparison (ie – who won their match up during the season). If teams do not play each other during the regular season, seeding will be determined by which team scored more points throughout the season.
- If three or more teams are tied for the same place in seeding, and head to head matchups do not determine clear placement, points scored will break the tie. For example, Team A, Team B and Team C are all tied for 5th place in seeding. Throughout the season, Team A scored 400 points, Team B scored 423 points and Team C scored 398 points. Team B would be slotted in 5th place, Team A in 6th and Team C in 7th. Accuracy in scoring is important for this reason!
- The final night will be 'Championship Night' – a double elimination tournament of single game matchups (not best 2 out of 3 as in regular season). Bracket will be based on season record and distributed. Last team standing becomes season champions.
- During all championship games teams must hit 21 exactly to win a game, per Club Cafe/Stonewall Sports Boston Cornhole house rules. If a team exceeds 21 points, the play instantly stops and that team, that went over 21, goes back to 15 points automatically.
- On Championship Night, matchups will have no time limit (remember, these are single game matchups, not best two out of three).
- Subs are allowed, but discouraged, for Championship Night.
- Higher seed determines which bags they want to throw first and if they want to toss first or second to start the

game.

- The final championship game will also have no time limit*, but will best 2 out of 3 (no “if game”). *Teams may agree on a time limit before the game starts and with advisement by the league manager.

If players feel strongly about changing any of the rules, you may make a suggestion through your team captain. Your team captain may submit that request to the game manager.

***The Club Café/Stonewall Sports Boston Cornhole League reserves the right to modify rules at any point.**

Cornhole League Manager: Justin McCoubry (boston.cornhole@stonewallsports.org; 617-304-0673)