

Rules

Boards will be provided by RC3.

You can use your own bags as long as they meet ACL requirements, or we will provide bags.

Who goes first will be determined by a coin flip.

Players have 20 seconds to throw.

A player is awarded 1 point for landing on the board and 3 points for getting it in the hole.

Bags counted as dead with contact of the ground.

First to 21. No bust.

Games will be limited to 12 minutes. Highest score at 12 minutes wins.

Layout

A court is defined as the total area of play for a cornhole game consisting of two boards.

Pitcher's box A rectangle measuring 3 feet wide by 4 feet long (length of board) on either side of a board designates a player's pitcher's box.

A lane is defined as two pitcher's boxes directly across from one another on two different boards on one court. 1. If a right-handed player is in the pitcher's box forcing his right hand to be directly over a board, the other pitcher's box in his or her same lane would be on the opposite board forcing his right hand to be on the outside towards the edge of play. 2. In doubles play players on the same team will line up directly across from each other in the same lane, not diagonally from each other in opposite lanes.

2 boards should be located exactly 27 feet ($\pm 1/2$ inch) apart, from front of one board to front of another. The front edges of the 2 boards must face each other.

The foul line is designated as the front end of the board, which is also marked by the front edge of a player's pitcher's box.

Bags

Players must supply their own bags for play in an ACL sanctioned event. Directors may provide players with bags as long as they meet the bag criteria listed below. Regardless of division, bags used in play must be on the Approved Bag Manufacturer List published annually.

Bags must measure 6 inches wide and 6 inches long ($\pm 1/4$ inch). iv. Bags must weigh between 15.5 and 16.25 ounces.

Bags must have a thickness no less than 1.125 inches and no greater than 1.5 inches. vi. Bags may not be filled with any material other than plastic resin.

After purchase from the manufacturer, bags may not be altered in any way. 1. Alterations include repair, stitching, removing resin, adding resin, ironing, and any other manipulation that results in a bag becoming different than the original state of purchase. 2. Players may wash bags using fabric softener and/or detergent and dry in a dryer. 3. Players may label their bags with initials or a name with a permanent marker. The label should not exceed 5 in², reasonable judgment by the director should be used to determine if the written label alters the integrity and/or functionality of the bag. 4. Bags with holes where plastic resin can leak will not be allowed.

Bags must feature a logo or stamp from the manufacturer. 1. Faded logos will not be accepted. A player MAY NOT have his or her bags re-stamped and reapproved by the manufacturer. Manufacturers are not allowed to re-stamp or re-logo a bag.

Bags are not required to, but usually feature two different materials on each side. 1. Any cloth, suede, or fabric-like material is permitted for use on either side of a bag. 2. There are currently no banned materials for use but the American Cornhole League reserves the right to deem a set of bags "not permitted" if a material is found to be either: a. Damaging to other equipment. b. Damaging to the integrity of the game.

Players may dry bags but no foreign substances can be applied to the outside of a cornhole bag. 1. Sweat is not a foreign substance unless it is applied intentionally. Players may not intentionally apply water to a set of bags. If a player is found to be intentionally applying water to bags, the director reserves the right to either: a. Force the player to switch bags mid game b. Forfeit the player for that game 2. Players should use a cloth or towel to remove sweat from themselves. If a player is found to be intentionally applying sweat to a bag or an opponent's bag, the same penalty for applying water may be enforced.

All bags in a set of four must have the same design and color for each corresponding side on all four bags

A Player may not switch bags during a game.

Gameplay

Proper pitching technique

A pitch is defined as one player throwing a cornhole bag towards the opposite board from which he or she is standing attempting to make the bag onto the board or into the hole. 1. A player is not necessarily required to attempt to contact the board. He or she may voluntarily choose to earn zero points on a pitch by pitching the bag intentionally off to the side or short of the board.

A pitch of a cornhole bag may be underhand or overhand.

When pitching a bag, players must release the bag before any part of the player's body touches the ground on or beyond the foul line.

Upon release of the bag during a pitch, a player must have at least part of one foot inside the pitcher's box and not across the foul line 1. No part of a player's body, except for a hand or arm, may cross the midpoint of the board in the direction of the opposing player's pitch box (i.e. a player may not straddle the board in order to attempt a shot).

A player may not step on or over the foul line during a pitch of a cornhole bag. 1. In the event of a player stepping over a line, an official can be called to the court by the opposing team. 2. Once the official is contacted, he or she will come watch the remainder of the match. 3. If the player steps over or on the foul line during this observation, the player will receive a warning from the official. 4. For every pitch from that point in the game onward that the player steps on or over the foul line, he or she will have the bag corresponding to that pitch forfeited.

forfeited bag will be removed from the area of play during that round by the official with as little disturbance to play as possible. If the forfeited bag has already caused bags in play to move, the player or team opposing the player who pitched the forfeited bag decides to either (not both): 1. Have an official place the moved bags back in their original location as best as possible per instructions by both teams. 2. Accept the new bags' locations and proceed through the remainder of the round.

Pitch Sequence

1. A game begins with a round in which the winner of the coin toss chooses who pitches the first bag.
2. The opposing player at the same board in the opposite lane then pitches his or her first bag.
3. Pitching alternates until all 8 bags (4 by each player) have been pitched which concludes the round.
4. For singles play, the players will then walk to the other board, remaining in their designated lane, and complete another round of pitching.
5. For doubles play, the two players' partners at the opposite board will then complete a round of pitching.
6. Play continues until a score of at least 21 points is achieved by one team at the conclusion of a round. a. A player or team does not have to win by a minimum of two points. b. A player or team is not penalized for achieving a score over 21 points, the game is finished and that player or team wins the game.
7. If a player pitches in an incorrect sequence, the bag that is incorrectly pitched is forfeited.
 - a. Then, to reestablish the correct sequence of pitching, the opposing player will pitch two consecutive bags.
 - b. If a player pitches in an incorrect sequence and it is not called/identified immediately, then the round finishes out as it started (which is the incorrect sequence). If that particular round finishes in a wash/push, then next round is then played in the CORRECT sequence as it was supposed to be played previously. If that round finishes with one team scoring points, that team will start the next round. 8.

If a player refuses to finish a game, that player will forfeit the game by a score of 21-0. 9. If one partner of a doubles team cannot finish the match for any reason that game will be forfeited by the team that could not finish by a score of 21-0.

Scoring

If a bag lands on the board then its worth 1 point.

If a bag lands in the hole of the board thatn its worth 3 points.

If a bad hits the ground then it is immediately ruled dead and no points will be awarded for that bag.