



Cornhole

Rules and Regulations

General Rules

- Verbal or physical abuse will NOT be tolerated.
- Do NOT taunt, bait, or use foul or abusive language against opponents or other participants.
- VIOLATION WILL RESULT IN YOUR REMOVAL FROM THE GAME AND POSSIBLE REMOVAL FROM THE LEAGUE.
- Verbal or physical abuse directed at City of Markham Staff or other players will result in your IMMEDIATE REMOVAL from the league.
- All games are self-officiated, with City of Markham Staff present for oversight.
- City of Markham Staff have the final decision in all matters related to the game.
- Players are expected to play honestly and resolve disputes amongst themselves, but the staff will step in if necessary.

League Rules

- Each game will be scheduled for a 60-minute time slot. This includes a 5-minute warm-up period.
- Games will begin 5 minutes after the scheduled start time (e.g., 7:05 p.m., 8:05 p.m., etc.). Please be ready to start on time.
- Matches will be played best of 1 game, where the first team to reach 21 points at the end of an inning wins.
- If one team reaches 21 points, the opposing team will still complete their pitch for the inning
- If both teams score 21 or more points at the end of an inning, the game will continue until one team has a higher score at the end of an inning. No ties allowed.

Team Setup:

Cornhole will be played in doubles (two players per team).

Turn Sequence:

Teams will alternate pitching their corn bags. Each team will pitch 4 bags per round (one at a time).

Pitching Area:

- Players must not step past the platform while pitching.
- Players can switch sides (left or right) between innings, but not during an inning.
- Players can only switch sides at the start of a new inning.

Game Objective

The first team to score 21 points wins the game. If no team reaches 21 points by the end of an inning, the game continues.

Pitching Side

- Players can pitch from either the left or right box during an inning.
- Once a player selects a side, they must remain on that side for the entire inning.
- Players can switch sides only at the start of a new inning (not between tosses.)

Technical Rules

- Players must not step past the platform during their toss. If this occurs, the pitch is considered a foul and no points are awarded for that throw.
- Points Calculation are as follows:

Points	Landing Zone
0 Points	Bag lands anywhere off the board
1 Point	Bag lands on the Board
3 Points	Bag goes in the cornhole

Points Calculation

- After both teams have pitched their 4 bags, the team with the higher score in an inning earns the point difference.
- Example: Team A scores 5 points and Team B scores 2 points in an inning. Team A earns 3 points for that inning.
- The maximum score a team can earn in a single inning is 12 points (4 bags in the hole.)

Winning the Game

- The first team to reach 21 points wins the match.
- You pitch first, and if you score 21 points during your first 4 tosses, the game ends, and the second team does not pitch further.
- If you hit 21 points during your inning, the game is over immediately. The second team does not get to try to tie the game by pitching their remaining bags.

Pitching Order

- The team that scores in the last inning gets to pitch first in the next inning and can choose which side to pitch from.
- If the team does not score, the player who pitched second in the previous inning will pitch first in the next one.

Behavior During Opponent's Toss

- Players are prohibited from making distracting noises or gestures while the opposing team is pitching.
- Interfering with or blocking the opponent's corn bags is also strictly prohibited.