



Cornhole Rules

Updated January 7, 2025



1. Pre-Game – Equipment, Game Time, Fields

Spirit of the League: The primary focus of FCSSC is FUN! This league is a positive and encouraging environment that is welcoming to players of all backgrounds and playing abilities, with the goal of getting moving, meeting new people, and having fun while doing it! We look forward to an awesome season of welcoming and inclusive play.

Play that is competitive, overly aggressive, rough and/or unsportsmanlike such as pushing, shoving, elbowing, shouldering, tripping, hacking, slashing, sliding, tackling, ball blasting, chirping, name calling, threats and intimidation, is prohibited and will not be tolerated by FCSSC. FCSSC IS FIRST-AND-FOREMOST-FOR-FUN. ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME, THE LEAGUE, THE CLUB AND/OR ALL OF THE ABOVE. All players should go out of their way to avoid contact with other players and/or eliminate actions or behaviours that could jeopardize player safety. If accidental contact occurs it is expected that players will apologize for that contact, ensure everyone is alright and stop the game to seek appropriate help as required. This rule supersedes all others!

Equipment/Set-Up: FCSSC game hosts will provide all game equipment.

Mixed Gender Requirements: FCSSC is committed to providing inclusive access to for-fun sport for players of all gender identities. In this mixed gender league, teams are comprised of two (2) players of any gender.

Game Time/Default:

- Please arrive 15 minutes early so that you can start your games on time. Games are 55 minutes in length, with a 5-minute break at halftime. Teams are comprised of two (2) players of any gender.
 - A default will occur if any team cannot field a squad by 10 minutes after the official start time.

2. In Game – Cornhole

Cornhole:

Set Up & Playing the Game

- Boards are set up approximately 27 ft. apart, and teammates will stand behind opposite boards.
- Throw your bag (underhand) at the opposite board and **alternate throws** with the player next to you
- Any bags that fall off the board, or that hit the ground before landing on the board don't count towards the score.
- Once all the bags have been thrown, total the score for that round.

Scoring

- 1 point: Bag on the board
- 3 points: Bag tossed or knocked through the hole
- Points are tallied using the cancellation method (TOTAL SCORE = your points – opponent's points)
- Games are played to 21 points