



BAG TOSS RULES

All players must show their Blugold ID Card before every game to participate.

A. THE GAME

- a. Teams will consist of two (2) players with a maximum of four (4) players on the roster.
- b. To start a game, a team must have at least two (2) players on the court ready to play.
- c. Each team shall designate a captain. The captain will act as the spokesperson for the team and help make necessary decisions. Only the captain should talk to officials.

B. PLAY

- a. Two cornhole boxes will be set up across from one and other so that the distance between the two boards is 27 feet.
- b. Teammates choose the same color bags and stand on opposite ends
- c. Each player stands next to the boxes and tosses bags to the other box. An imaginary line runs parallel to the front of the platform and serves as a boundary for the player's stride. Each player on one side gets 4 bags and teams alternate turns between players. The person who throws first is decided by whichever team scored last. If a bag is ever in contact with the ground, it does not count and should be removed from the board.
- d.

C. CLOCK

- a. A match will consist of 2 out of 3 games

D. SCORING

- a. Each bag on the board = one (1) point | Each bag in the hole = three (3) points
- b. Points cancel each other out (Example: Team A scores 5 points and Team B scores 2 points. The total for Team A would be 3 points and the total for Team B would be 0 points).
- c. The first team to 21 points wins the game. Teams must hit exactly 21 points to win the game. Teams who hit above 21 points will be knocked back down to 15 points

E. BAG TOSS AMENDMENT

- a. If both teams agree on a different set of rules in which to play under, they may proceed. This agreement must take place before the match begins. The match will still consist of a best 2 of 3 games.

F. MERCY RULE

- a. Game time is forfeit time. Teams should be ready to play at the scheduled game time.
- b. It is beneficial to have your team arrive 15-20 minutes early to ensure that games start on time and that forfeits be avoided.

G. PLAYER CONDUCT

- a. Abusive or insulting language, acts of unfair play, and managers, coaches, or substitutes on the court of play will result in suspension.
- b. Team conduct will be registered, by the officials, following the game, on a 0 to 6 scale.
- c. A team must maintain a minimum sportsmanship of 4 to remain in the tournament.

H. TEAM BOX

- a. Only players and one (1) coach may be on the sideline.
- b. All other fans and spectators must remain in the spectator viewing areas designated by the Competitive Sports staff.
 - i. Any player, coach, or fan that interferes with the play of the game is subject to a technical foul or removal from the playing area.

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