

# Corntoss Rules 

## Tournament/Scheduling Explanation:

Your Team will be scheduled to compete in one of four $1-\mathrm{Hr}$ Sessions, starting at 9:30; 10:30; 11:30 or 12:30. You will be playing in a singleelimination tournament bracket, meaning, you lose your done. You'll be able to download the tournament schedule from SportsFest.com the week of the event. Know your Session and match start time and check in 15 minutes early to avoid disqualification for not entering your designated court when your Team is called. All 16 "courts" will begin play at the same time and end in 10 minutes. The team with the most points on their court will win and advance to the next match. Winners remain in the Corn-Toss Arena for your next match.

The top 8 teams from each Session will advance to the Championship Play-Off Round starting at $1: 30 \mathrm{pm}$.

## Rules for SPORTSFEST Corn Toss:

1. Teams are made up of two people, which will line up on the same side of opposing boards, directly across from each other.
2. Each cornhole team will have 4 bags of one color.
3. All 8 cornhole bags begin at one end.
4. A coin flip or rock/paper/scissors determines which cornhole team has honors. Team with honors chooses the bags \& side of board.
5. The team who has honors throws first. DO NOT START THROWING UNTIL THE START OF THE ROUND IS ANNOUNCED.
6. A cornhole player may throw from anywhere behind the front of the cornhole board they are throwing from.
7. Alternate throws between the two opponents until all 8 cornhole bags have been thrown.
8. If a cornhole bag hits the ground then bounces up onto the board, remove that bag for it does not count.
9. Players will add up all the points scored (no cancels) and will be logged on the scoresheet before the bags are removed.
10. Teams will get 1 point for each bag on the board and 3 points for each bag in the hole.
11. If any team reaches 21 before time is up, and has the lead, the game is over. If teams are tied after a round at 21 or more, they will continue to throw until there is a leader after a round is finished.
12. If no team is at 21 when time is called, the teams will finish that round. Whatever team is ahead after the final round wins. If it is tied, an additional round will be thrown until there is a winner.
13. The winning team should circle the winner and return the scoresheet to the command tent. The winning team should stay near their courts as they will play again very shortly.
14. The top 8 teams from each session will return at 1:30 for the championship round. The championship round will involve "cancelled" points with the winner at 21 (no time limits).
