



The City of Grove City Parks & Recreation Department

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Richard L. "Ike" Stage
Mayor

Adult Cornhole Rules

ACO Rules will govern play, unless otherwise stated.

Rule 1: Court Layout

- 1.1 **The Court:** A cornhole court is a rectangular area 8 ft wide and a minimum of 42 ft long. The court consists of 2 boards (sets), 4 designated pitcher's boxes and foul lines.
- 1.2 **Pitcher's Box:** Each player must remain in the pitcher's box while pitching his/her bags.
- 1.3 **Foul Lines:** The front edge of each board is the foul line.

Rule 2: Pitching Distances: The cornhole boards will measure 24 feet apart measuring from the front edge of the board.

Rule 3: Court Maintenance: Every effort shall be made to keep the board playing surface in perfect playing condition. During a match, players are not allowed to alter the boards or court in any manner without the consent of the opponent or GCPR official.

Rule 4: Play of the Game

4.1 **Competition:** Cornhole can be played as doubles or singles. In doubles play, two players are partners against another team of two (one member of each team pitches from one board and the other member pitches from the opposite board.)

4.2 **Start of Play:** A coin flip will determine which team pitches first.

4.3 **Position of Players:** In doubles play, each player's partner is directly across from them in the opposite box at the other board. So each team has one player throwing from the left pitcher's box and one throwing from the right. Each player is assigned a pitcher's box and will be required to pitch from their box the entire game. The pitcher must not go outside the designated pitcher's box during the process of pitching. The opposing player is to stand just behind their own pitcher's box while opponent is pitching.

4.4 **Delivery of Bags:** Every match is broken down into frames of play. During each frame of play each player must pitch all four bags. In doubles play, the "headboard" players (players pitching first) alternate until they've pitched all 4 bags, completing a frame. The "footboard" players (players pitching second) then call out the score before removing the bags. Once the footboard players also pitch in the same manner, their frame is completed. Players must deliver the bags within 15 seconds of stepping into the pitcher's box with the intention of pitching.

4.4 **Pitching Rotation:** The player who scored in the preceding frame shall pitch first in the next frame. If neither pitcher scores, the player who pitched first in the preceding frame shall pitch first in the next frame.

4.5 Scoring Designations:

Cornholes: A bag-in-the-hole (or Cornholer, or Holer) is a bag thrown through the hole in the board. A bag can be pushed in by other bags from either player.

1 Cornhole = 3 points.

Boarder: A bag that is not in-the-hole but lands with any portion resting on the board is a “woody” or “boarder.” It may not touch the ground before landing on the board. If it does, it’s called “dirty” and must be removed from the playing surface before another bag is tossed. A bag hanging on the board surface but touching the ground as well is also a “dirty” and has no point value and shall be removed from the playing surface before play continues.

Boarder = 1 point

Foul Bag: A bag which is not a Cornhole or Woody, or a bag which was delivered in non-compliance with one of the rules of the game. It has no point value, scores as a “dead bagger” and is to be removed from the board surface before any more bags are pitched. Bags knocked into foul territory by a foul bag should be returned as closely as possible to their original position. This also applies to bags that are knocked into the hole by a foul bag.

Foul Bag = 0 points

1. The following rule violations, if spotted and called by a player or assigned judge BEFORE any subsequent play, will result in the foul bag being removed from the court:
 - a. Any bag pitched when the player has made contact with or crossed over the foul line before the bag is released.
 - b. Any bag not delivered within the 15-second time limit.
 - c. Any bag which struck a previously defined object, including, but not limited to, tree limb, wire, and building.
 - d. Any bag that leaves a player’s hand once the final forward swing of the toss has started shall count as a pitched bag.
2. A player’s bag shall be called a “foul” if the player removes it before the scoring of that bag has been agreed upon. A judge shall be called if a decision cannot be reached. The judge shall determine the scoring for that frame and is final.

4.6 **Protests:** The GCPR official shall make the final ruling on all protests.

Rule 5: Length of the Game

5.1 Game Scoring: Traditional Scoring: This is a negation or cancellation format where opposing player’s frame points cancel one another out. Only those points that do not cancel out apply to the overall score. Example: Team 1 scores 7 points in a frame and Team 2 scores 9 points in the frame. The difference is 2 (9-7). Team 2 scores 2 points. First team to 21 points or more will be declared the winner. In the event a team shall score the required 21 points or more for the win and the opposing team has not completed their half of the frame, said team shall be allowed to complete the frame. Example: Team 1 reaches 21 points in frame 5, Team 2 must compete frame 5 before a winner is declared. If the match is tied after the time limit or 21 points, a sudden death throw-off will determine a tiebreaker. Order of throws will continue, as laid out in Rule 4.4, until a winner is determined.

5.2 Time Limit: There shall be a **15 minute time limit** on all matches. No new frames may be started after the limit has been reached. Teams must complete any frames that are currently in progress, thereby ending the match.

Any disputes will be decided upon by GCPR officials.