

The following rules provided by Montana State Intramural Sports are not meant to be all encompassing. These rules last updated: Summer 2024

Section 1: The Game

- Brief Overview
 - A 20 minute time limit applies to all matches prior to the championship game.
 - An inning consists of 2 individuals throwing 4 alternating shots against one another.
 - Scoring does not change until the inning is completed and all 8 bags have been thrown
 - Scoring points will be as follows:
 - 3 points for each bag legally through the hole on the playing board.
 - 1 point for each bag legally on the playing board at the end of each inning.
 - Zero points for any foul bag or any bag that does not remain on the playing board at the end of the inning.
 - At the end of each inning, points scored for each team will cancel out.
- Board Distance
 - Playing boards should be placed at a distance of 27 feet, or 9 yards, from the front of each board.
 - The front of each board should be parallel to one another.
- Beginning Play
 - An Intramural Supervisor will assist teams with board assignments.
 - Captains' Meeting
 - Prior to the start of play, each team's captain will be required to meet with the Supervisor.
 - Follow the Supervisors' instructions and ask any desired rule clarifications at this meeting.
 - The coin toss (below) will occur to determine first choice.
 - Coin Toss
 - Either a coin toss or even/odds game will determine the first choice.
 - The visiting team (or lower seed) captain will be designated to make the call.
 - The captain winning the toss or game shall choose one of the following options:
 - Choose to throw first or second
 - The remaining captain will choose which pair of opponents throw first.
 - Choose which pair of opponents throw first.
 - The remaining captain will choose to throw first or second.
 - Upon completion of the coin toss, teams will assume their respective sides and play will begin
 - Partners should line up across from each other.
 - Players from opposing teams should occupy throwing spaces next to each playing board.

Section 2: Equipment and Attire

- Equipment Provided
 - Eight corn bags will be provided for each match.
 - Two playing boards will be provided for each match.

Section 3: Players

- Team Composition
 - Each team will be made up of 2 players.
 - Both players must be present to start or continue a game.
 - Once the game has started, it may not continue with fewer than the min. number of eligible players on either team.
 - The game shall be terminated, and a default (results in a loss) shall be declared if a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to:
 - A player being required to complete documentation due to misconduct.
 - An injured player being attended to or no longer able to continue.
- Substitutions
 - Substitutions can be made up to the start of the first scheduled match.
 - Once the tournament begins, no substitutions are permitted.

Section 4: Timing

- Time Limit
 - A 20 minute time limit applies to all matches prior to the championship.
 - The championship match shall be untimed.
- Overtime
 - If the game is not finished at the time limit, the inning in progress will finish.
 - Should a match be tied at the time limit, teams will play a sudden death inning until a team outscores their opponents.
- Timeouts
 - Teams will not receive any timeouts.
 - Injury timeouts may be determined only by the Supervisor.
- Official Game
 - If the event is no longer able to be completed due to inclement weather, either:
 - The participants who have advanced in the tournament will be the only ones eligible to win the event.
 - The event will be cancelled.

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Section 5: Scoring

- Winning the Game
 - The match is played until 1 team gets 21 or more points at the completion of an inning.
 - The last inning must be fully played out since points may cancel out.
 - Teams do not need to win by 2.
- Innings
 - An inning consists of 2 players from opposing teams throwing 4 alternating shots against one another.
 - Innings cannot be scored until all 8 bags have been thrown.
- Scoring
 - Each bag thrown into the hole on the playing board is worth 3 points.
 - Bags knocked into the hole by another bag are still worth 3 points.
 - Bags that remain on the board at the end of each inning are worth 1 point each.
 - Bags that skip onto the board or contact the ground or any other object besides the board will not count for any points and should be removed from the playing board prior to the next throw.
 - Points scored for opposing teams will cancel out.
 - Subtract the team with the lowest total points from the team with the highest total points scored. Apply any remaining points to the team's cumulative point total.
- Mercy Rule
 - There will be no mercy rule scores.
- Forfeit Score
 - In the event of a Forfeit, a score of 1-0 will be given.
 - Double Forfeits will result in a score of 0-0 and neither team will move on to the next round.
 - Any team that forfeits their game will receive a 3 for Sportsmanship.

Section 6: Delivery and Fouls

- Delivery Side
 - A player must choose which side of the board they wish to deliver from.
 - Once a player has chosen a side to throw from in an inning, they may not switch sides until the inning is completed.
- Foul Line
 - The foul line runs parallel to the front of the cornhole board.
 - Players must release the bag prior to stepping over the foul line.
- Foul Bags
 - A foul bag is a bag which is delivered in non-compliance with one of the game rules.
 - Foul bags receive zero points and should be removed from the playing board.
 - If a legally played bag is knocked off the playing board by a foul bag, it should be returned to its original position.
 - A bag that leaves the player's hand once the final forward swing of the delivery process has started shall count as a thrown bag
 - A bag that is dropped by a player before the final forward swing shall not be considered a foul and may be picked up and thrown again.
 - The following are considered foul bags:
 - The player making contact with or crossing over the foul line before the bag is released
 - Not throwing within an appropriate amount of time (NO Stalling)
 - A bag contacting the ground before coming to rest on the playing board.
 - Any bag that is delivered from a different side of the board as a previous bag in the same inning.
 - If a player removes any legal bag before the round has ended it shall be considered foul.

Section 7: Throwing Rotation

- Initial Rotation
 - The rotation shall be decided by the coin toss
 - Players will alternate throws until the completion of the inning
- Subsequent Rotations
 - Should a player score points at the conclusion of an inning, that player's teammate will throw first in the following inning.
 - Should no points be scored in a given inning, the team that threw first in the previous round will throw first again the next round.