



Florida Southern College Intramural Cornhole Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

Tournament Play

Tournament format will be determined by the number of teams that register.

Example: single vs. double elimination; one match or 2-out of-3, etc.



Starting the Game

Two participants are partners against another team of two contestants. One member from each team will take their place behind one of the cornhole boards.

Rock, Paper, Scissors will determine who elects to throw first.

The two participants on that side will alternate throwing their four bags. Following that, the remaining contestants on the other board then throw, alternating in the same manner, until all of their bags are delivered.

A contestant may pitch the bag from either side of their pitching box, but must remain on that side throughout that turn of pitching.

The team who scores the most points in the previous series of throws will throw first on the next series.

Timing

The match shall be played until the first team of contestants reaches or exceeds 21 points at the completion of a series of throws.

The winning team does not need to win by two or more points, and there is no bust rule for the match.

Semifinal and Final games will be played with a bust rule. If a team goes over 21 points, they will return to 15 points.

If the Team A player pushes their team above 21 points during their series, the Team B player that is part of their series is still allowed to throw their bags in an attempt to cancel out the Team A points or knock any Team A bags off the board.

Games will be scheduled for every 20 minutes. However, if both teams playing next are present and ready to go, the game may start early. Unless there is a large gap in their scheduled matches, teams are encouraged to stay and watch in the event we can start their match early.

Scoring

Bag In the Hole – Three Points

Bag on the Board – One Point

If a bag strikes the ground prior to landing on the board, it will not be counted as a score.

If a bag is on the board, but is knocked into the hole, its value will change to three points.

If a bag is on the board, but is knocked off the board onto the ground by either a Team A or Team B bag, that bag no longer has any value and will not count towards the series score.

Cancellation scoring will be utilized. For example, if both Team A and Team B score a cornhole bag in the hole, neither team will receive those points since the other team matched.

When calculating the score for that series, the teams will total up how many points they scored. Whoever scored the least points will then subtract their total points from who scored the highest, and that is how many points that team earned. Example: Team A scores 4 points. Team B scores 3. The end of that series results with Team A earning 1 point.