

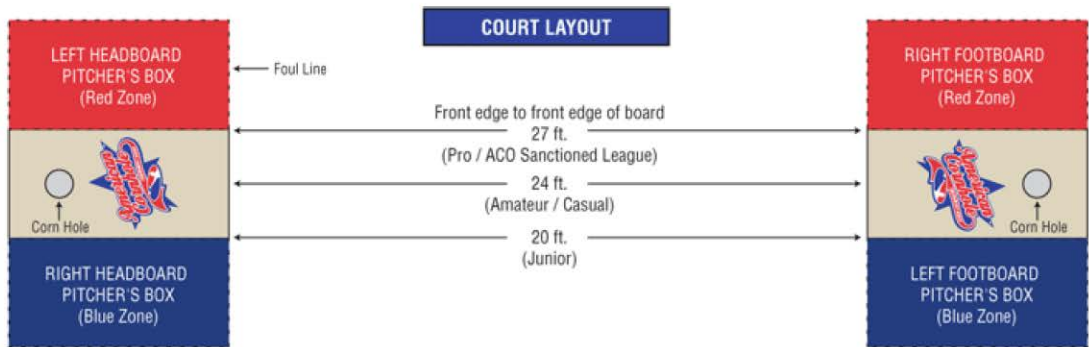
Turkey Trot Corn Hole Rules

Some rules may be added at a later date

Must 21 to enter and play Play begins at Noon.

1. Distance will be played from the **Amateur distance**. Pitchers will throw from the same side of the boxes as shown in picture below.

1.1 The tourney is held in the Annex building of the Turkey trot and all players must be 21 to play and enter the area. No one under 21 will be allowed to enter.



RULE 1: Cornhole Pitching Distances

CORNHOLE EVENT	BETWEEN FRONT EDGES OF CORNHOLE BOARDS	BETWEEN CENTERS OF CORNHOLE CIRCLES
Pro	27 ft.	33 ft.
Amateur (casual)	24 ft.	30 ft.
Junior/Wheelchair	20 ft.	26 ft.

2.1 Boxes for Cornhole- Turkey Trot boxes and bags used in the Cornhole tournament do not meet the American Cornhole organized guidelines. They are instead 24" W x 38"L. The bags are not filled with corn but instead are filled with sand. They are made from leather to ensure durability for the Ruritan club.

3.1 Tournament Style- In order for the team to advance in the tournament, one team must win 2 of 3 games against opponents.

3.2 Double Elimination/ Loser Bracket - In order for the team to advance in the losers bracket, one team must win 2 of 3 games against opponents. Same rules apply to determine the first thrower.

4.1 Doubles Cornhole 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 other board).

4.2 Opening Coin Flip – In Doubles play, the coin toss winner has the choice of who pitches first, while the loser of the coin flip chooses sides. The loser of the previous game will go first in the next game.

4.3 Position Of Cornhole 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.

4.4 Warm up tosses– Each player can throw a Max of his teams bags 3 times to practice before the official game begins.

4.5 Delivery Of Cornhole 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 8 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. In Singles play, players alternate pitching until all 8 bags have been pitched, completing the frame. Cornhole players must deliver the bag within 15 seconds of stepping into the pitcher's box with the intention of pitching.

TIP: Players can pitch with either hand; he or she does not have to use the same one throughout the game.

4.6 Cornhole 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. **(In Doubles play, players switch "Pitchers Boxes" after each game)** **Any bag pitched when the player has made contact with or crossed over the foul line before the bag is released is considered a foul or stanker and will not be a counted bag.**

4.7 Cornhole Scoring Designations

Cornholes – A bag-in-the-hole (or Cornhole 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.

Woody or Boarder – A bag that is not in-the-hole but lands with any portion resting on the board.

It may not touch the ground before landing on the board. If it does, it's called a "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 should be removed from playing surface before play continues.

1 Woody or Boarder = 1 point.

- The following rule violations, if spotted and called by a player or assigned judge, will result in the foul bag being declared a "STANKER" and removed from the court:
 - **Any bag pitched when the player has made contact with or crossed over the foul line before the bag is released.**
 - Any bag pitched when the player has started or stepped completely outside the pitcher's box before releasing the corn bag.
 - Any bag not delivered within the 15 second time limit.
 - A bag pitched from a different pitcher's box than the first bag.
 - Any bag that contacted the court or the ground before coming to rest on the board surface.
 - Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
 - Any bag that leaves a player's hand once the final forward swing of the toss has started shall count as a pitched bag. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered a "STANKER" and may be picked up and pitched.
 - A player's bag shall be called a "STANKER" 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.

5.1 SHUCK or Skunk –a skunk or shuck automatically ends the game when a team scores 13 or more points before the other team scores any points. We call this a "SHUCK" as in "You've been Shucked".

5.2 Tie Game- In case of a tie at the end of a game. You shall play till one team wins by 2 points (25 to 23) or it will be the first one to the score of 30 points.

6.1 Cornhole "Traditional 21" Scoring – This is a negation or cancellation format where opposing players' frame points cancel one another out. Only those points that do not cancel out apply to the total overall score. Example: Red team scores 7 points in a frame and Blue team scores 9 points in the same frame. The difference is 2 (9-7=2). Blue team scores 2 points in that frame.

7.1 On The Courts –Cornhole thrives on good sportsmanship. ACO members shall make no disturbing noises or movements that would distract the opponent or players on adjacent courts.

- First offense: warning from the judge or tournament official
- Second offense: forfeiture of the game being played
- Further offenses: forfeiture of all games played in that event

7.2 Off The Courts – Any member who indulges in heckling, unfair rooting, or any other form of unsportsmanlike conduct toward any other player or tournament official, shall be subject to expulsion from the tournament and the tournament site. This covers any inappropriate behavior (including profane or abusive language) in, or around, the court area. Member shall also be subject to a one year suspension from the Area.