

RCSSC CORNHOLE RULEBOOK

These rules were last updated on January 2, 2019.

RULE 1: TEAMS AND PLAYERS

Section 1. Team Formation

- 1. Leagues Offered.** There are TWO indoor/outdoor cornhole leagues: SUPER SOCIAL and EXTREME SOCIAL.
 - SUPER SOCIAL is designed for teams and individuals who love to socialize and have GOOD cornhole skills.
 - EXTREME SOCIAL is designed for teams and individuals who love to socialize and have LIMITED cornhole skills.
- 2. Season.** Cornhole is offered on Mondays at 6:30 and 7:50 PM in the summer. All games will be played at the Sports Center of Richmond (SCOR), 1385 Overbrook Rd., Richmond, VA 23220.
- 3. Number of Players.** All teams must have a minimum of six players with at least two females, but there is no maximum. All players must be listed on the team roster and sign the RCSSC waiver before participating in a game.
- 4. Adding Players.** Teams can add players at any time until the second week of league play. From third week until the fourth week of play, a team must drop a player before it may add a player. The dropped player must give his or her tee shirt to the added player. After the fourth week of play, team rosters are frozen. See the Commissioner for additional roster forms.
- 5. Players on the Pitch.** A match consists of two teams of four people playing on two sets of boards, each pitching four bags per frame.
- 6. Game Lineup.** A team will have two pitchers per game per set of boards. At least one female MUST pitch in one of the two games per team at all times.
- 7. Playing Short.** A team must have at least four players present to start a game, one of whom must be female. If a team has fewer than four players show up for a match, then one bag will not be pitched for that team's shorthanded board in each frame: there will be three bags instead of four.
- 8. 3-PEAT -- aka DYNASTY RULE.** Everyone loves a little competition, but one team dominating a league season after season can spoil the fun for everybody.

If a team retaining more than four(4) to six(6) players (based on the sport's minimum roster size 6, 10 or 12) has won three championships in consecutive seasons for which they have been registered, that team will have to form two or more separate teams to promote balance in the league or withdraw their registration (no refund will be issued, league credit will be issued). The River City Sports & Social Club will have the option to, in its discretion, request that team to form two or more separate teams to promote parity in the league or withdraw their registration. The team will then have the opportunity to divide their roster (with no more than four to six retaining players) to form two or more separate teams with each subsequent roster approved by the River City Sports & Social Club.

Section 2. Player Restrictions

1. **Age.** Team members must be 21 years old by the start of the season. The Commissioner may request confirmation of age from players throughout the season.
2. **League Membership.** Players may only play for one cornhole team, regardless of league.
3. **Violations.** Teams that violate the rules in this section will forfeit the entire season's games and must pay a fine.

Section 3. Uniforms

1. **Tee shirts.** The RCSSC will provide each team with tee shirts for its roster. All players must wear the official RCSSC tee shirt for each game and playoffs.
2. **Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
3. **Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

RULE 2: FORFEITS AND SCHEDULING

1. **Minimum Players.** A team may play short the entire match. If a team has fewer than four players show up for a match, than one bag will not be pitched for that team's shorthanded board in each frame, so there will be three bags instead of four. If a team does not have at least three players and/or at least one female during the 75-minute match, it will be assessed a loss, and a **\$30 forfeit fine** will be assessed.
2. **Avoiding Forfeit.** If a team contacts the RCSSC 24 hours prior to match time, a forfeit fine will not be assessed. This will allow the opposing coach to inform his or her team of the forfeit. E-mail the forfeit notice to rivercityssc@aol.com.
3. **Fine.** The forfeit fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the fine will not be carried over.
4. **Time of Payment.** The \$30 forfeit deposit will be used for one game. Any additional forfeit fines must be paid before the next scheduled game.
5. **Failure to Pay.** Teams that fail to pay an assessed fine before the subsequent week's game will have two points subtracted from their win total. After the second week, the fine will double.
6. **Ejection.** After three weeks of nonpayment, the Commissioner may eject the team from the league.
7. **Inclement Weather Policy.** In case of inclement weather, check the RCSSC weather hotline (804) 307-7294 and your e-mail for updates. If you do not receive a cancellation e-mail and there is no cancellation message on the RCSSC voicemail, all games are on.

8. **Regular/Post-Season Schedule Deviations.** The RCSSC's priority is to ensure that all teams play their full regular season schedule; post-season games are not guaranteed. Make-up games for both regular season and post-season games may be scheduled on days of the week outside of regularly scheduled game days and without regard to a team's day preference. When games are rescheduled, the Commissioner will e-mail the affected teams to allow sufficient time to adjust their schedules.
9. **No Refunds.** The RCSSC will not issue full or prorated refunds if the regular season or post-season is shortened due to inclement weather or for other unforeseeable reasons.

RULE 3: MATCH PLAY

Section 1. Facilities and Equipment

1. **Facility.** All games are played at SCOR.
2. **Equipment.** The RCSSC will provide all required equipment.
3. **Court Setup.**
 - **Boards.** Boards must be positioned 25' from front edge to front edge of board. *(You may stand back 2 feet to get to the 27' mark, if that makes you more comfortable, but you cannot move the boards because of outside space constraints).*
 - **Pitcher's Box.** The pitcher's box is a 4' x 3' area at each end of the court and on both sides of each board.
 - **Foul Line.** The foul line is the front edge of the cornhole board.
4. **Referees.** The RCSSC will provide a referee to oversee all matches.

Section 2. Clock

1. **Match Time.**
 - **Super Social Division.** Players will play one game every 15 minutes per set of boards. Matches consist of 10 games. Matches have a 75-minute time limit.
 - **Extreme Social Division.** A match consists of as many games as possible within 75 minutes, rotating partners every 15 minutes.
2. **Game Clock.** The RCSSC referee will keep the official time clock. A two-minute warning will be given before the start of each match. The referee will announce all starts, stops, and warnings.
 - Every 15 minutes, teams will rotate throwing partners.
 - A five-minute warning will be given prior to each 15-minute rotation.
 - **Extreme Social:** Players CANNOT start a new game within the five-minute warning period.
 - ALL games will stop at the end of each 15-minute period.
3. **Last Game.** Any game still in progress once the buzzer sounds may complete the current frame. The points will be tallied, and the team with the most points will win that game. Games can end in a tie.

Section 3. Play of Game

1. **Start of Play.**
 - The home team always goes first.
 - The home team chooses either sides or bags.
 - **SUPER SOCIAL.**

- The home team places its Player Lineup to the boards first for the first, third, and fifth 15-minute periods.
 - The visiting team places its Player Lineup to the boards first for the second and fourth 15-minute periods.
2. **Game.** Each game shall be played to 21 points. The first team to reach (or exceed) that number at the conclusion of a frame is the winner.
 3. **Team Play.** Teams will switch partners every 15 minutes. Partners cannot play back-to-back 15 minutes. **NO TWO PLAYERS CAN PLAY MORE THAN 30 MINUTES (OR TWO 15-MINUTE GAMES) AS PARTNERS DURING A MATCH.**
 - Players at the headboard will alternate pitching bags until each team has pitched all four of its bags.
 - Players at the footboard will take score and resume pitching back to the other cornhole board.
 4. **Gender Play.** At least one female from each team must be playing in a game at all times.
 5. **Frame.** A frame consists of a team of two pitching four bags from one board to another (one team member at each end of the board, pitching four bags each). Team players must pitch all four bags from the same side of the board in a frame.
 6. **Pitching.** Players alternate pitching bags (one player at a time) until each player has pitched four bags.
 - One foot must stay completely in the pitcher's box at all times while pitching bags.
 - Players must not cross the foul line with their feet before the bag has landed.
 7. **Pitching the Next Frame.** The team that scored in the preceding frame shall pitch first in the next frame. If neither team scores, the team that pitched first in the preceding frame shall retain first pitch in the next frame.
 8. **Substitutions.** Substitutions may be made only between games and/or if there is an injury.
 9. **Timeouts.** There are no timeouts.
 10. **Raking Cornhole Bags.** If bags become piled inside the cornhole board hole and could interfere with or obstruct the next pitch, or if there is a question as to whether a cornhole bag would have naturally fallen through the hole, a player may ask to "rake" the cornhole bags that have fallen inside the hole.
 - **Important Note:** While raking, all efforts should be taken not to disrupt the bags on the playing surface and to prevent any bags hanging on the rim of the hole from falling inside the hole unnaturally. If a bag is resting on a piled bag and unavoidably falls into the hole as a result of raking, then it will count as a cornhole.

Section 4. Scoring

1. **Points.** Points will be scored as follows:
 - **Woody:** A woody is any bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. ONE POINT EACH.
 - **Cornhole:** Any cornhole is any bag that has been pitched and passes through the cornhole board hole at any time within the frame. THREE POINTS EACH.
2. **Foul Bags.** A foul occurs when a bag touches the ground before reaching the playing surface or when a player crosses the foul line when pitching a bag. If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.

3. **Cancellation Scoring.** The points of one team cancel out the points of its opponent. Only one team can score in each frame.
4. **Points.** Once all four players from both teams have pitched a bag, that frame is complete, and noncanceling points pitched will be recorded. The first team to 21 points will win that game.
5. **Scorekeeping.** The RCSSC will provide the scoring device.

Section 5. Contact During Game

If an opposing player obstructs the pitcher by touching the player or corn bag or engages in any other inappropriate behavior, the pitcher will get a repitch of that bag. If this behavior continues, the offending player will be asked to sit for the remainder of the game.

RULE 4: SPORTSMANSHIP

1. **Social Aspect of League.** Teams should patronize the sponsor bar after games. The league's focus is on being social, not winning or losing.
2. **Rules.** Players are expected to know the rules and abide by them.
3. **Unsportsmanlike Conduct.** Any RCSSC member who does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his or her own teammates and other teams will be removed from the league. RCSSC staff will keep a record of all players and/or teams who engage in unsportsmanlike conduct.
4. **Types of Illegal Conduct.** Unsportsmanlike conduct includes, but is not limited to, the following:
 - taunting or baiting opponents;
 - arguing with officials or other players;
 - grabbing, slapping, or kicking the board, score stand, or bags intentionally;
 - using abusive or insulting language toward any other player or a referee; or
 - throwing a cornbag at another player in an unsportsmanlike manner.
5. **Player Penalties.** Ejected players cannot play in the following week's game. Players who engage in two offenses will be suspended from the league and cannot participate in any RCSSC sports for one year.
6. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.
7. **Fighting.** Fighting will result in a player's or a team's permanent suspension from the RCSSC.

RULE 5: TEAM STANDINGS

1. **Points Awarded.** Points will be awarded to teams as follows:
 - Win: 3 points
 - Tie: 1 point
 - Loss: 0 points
2. **Playoffs.** The Commissioner will determine the number of teams making the playoffs in each division. The computerized playoff wizard will break regular season record ties. Playoff games may be scheduled on days other than regular game days. **LEAGUE SHIRTS MUST BE WORN DURING PLAYOFFS.**

3. **Best of Eight-Game Series.** The series will be limited to 40 minutes, two board sets, and four tossers. The female rule applies.
 - The **FIRST** team to **WIN** five games moves on to the next round.
4. **Super Social Division Playoffs.** The series will consist of 10-minute games.
 - **TIME LIMIT.** If the winning game is in progress when time expires, finish the game if the team has 12 or more points. If the team has fewer than 12 points, proceed to a throw off (see the next rule).
 - You cannot play with the same partner more than two times in a row.
5. **Throw Off.** In the event of a tie, proceed to this four-bag team toss. The players tossing for their team when time expires will be the **ONLY** ones eligible for the throw off.
 - All four players from each team will toss **ONE** bag on **ONE** board, alternating teams.
 - Rock-paper-scissors to determine who throws first.
 - The high score wins!

REMINDERS

- RCSSC officials have the final call on all game rules.
- **NO OUTSIDE BEER OR ALCOHOL.**
- **NO** glass containers.
ALL cigarette butts must be placed in **SAND** containers or trash cans.
- Please police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.

PLEASE SUPPORT OUR SPONSOR BAR!

