

Bellarmine University Intramural Sports

BAGGO "CORNHOLE" RULES

ELIGIBILITY RULES

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

THE GAME

1. There will be a "5 Minute Grace Period". The team who is present will receive 3 points every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 18 – 0 (3 at game time and 3 points each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 12 – 0).
2. Cornhole can be played as a singles or doubles event. All players must present their valid BU ID Card at the game site to sign-in to participate.
3. Teams may add players throughout the regular season as long as the individual has not played for another team.

EQUIPMENT & PLAYING FIELD

1. The court consists of two boards, 4 designated pitchers boxes, and foul lines.
2. The front edge of each cornhole board is the foul line.
3. 27 feet will be the amount of space between each board.

SCORING

1. All games will be played to 21 points. The winning team does not need to win by 2 points.
2. Cornhole – A bag in the hole. This is worth 3 points. Other bags may assist in the bag going through the hole.
3. Boarder – A bag that lands on the board without touching the ground beforehand. This is worth 1 point.
4. Foul Bag – A bag that is worth 0 points due to a foul. If a player throws the bag and is across the foul line the bag will be removed from the board. If it knocks another bag into the cornhole the bag must be replaced as close to the spot as possible. The same would happen if it knocked a bag that was on the board off.
5. Cancellation of points – A total amount of points is not determined for the team or individual until all bags are thrown.

EXAMPLE:

- a. Team A throws 3 cornholes and a bag off of the board. Team B throws 2 cornholes and 2 bags on the board. This results in Team A being awarded 1 point (3 cornholes = 9 points, 2 cornholes = 6 points + 2 bags on the board = 2 points for a total of 8 points). Because of cancellation Team A scores 1 point for the round.

SINGLES

1. In a singles match, each player pitches to the same board.
2. After each round points are calculated and the players will then pitch to the opposite board. This will continue until there is a winner. Each player will pitch from the same side of the board for the entire match.
3. Players will alternate pitching bags to the board.
4. The individual with the highest score after all bags are thrown will throw first for the following round.

DOUBLES

1. Each player's partner is directly across from them in the opposite box at the other board. Each team will have one partner throwing from the left pitchers box and one throwing from the right. The players must pitch from the same box for the entire game.
2. Players will alternate pitching bags to the board.
3. The partner with the highest score after all bags are thrown will throw first.

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