



AMERICAN
CORNHOLE
ASSOCIATION

Special
Olympics
New Mexico



OFFICIAL TEAM MATCH PLAY RULES

A TEAM FORMAT CORNHOLE GAME

EQUIPMENT STANDARDS

Cornhole Boards

OFFICIAL SPECIFICATION STANDARDS

The following dimensions and measurements will serve to determine standards and specifications for cornhole boards.

- Each cornhole board shall be 47½ to 48 inches in length and 23½ to 24 inches wide, made of smooth plywood that measures at least ½-inch in thickness.
- The hole in each cornhole board shall be 6 inches (+-¼-in) in diameter. Its center shall be 9 inches (+-¼-in) from the top and 12 inches (+-¼-in) from each side of the board edges.
- The front of the cornhole board shall be 3-4 inches from bottom to top.
- The back of the cornhole board shall be approximately 12 inches (+- ¼-in) from ground to the highest point of the deck.
- The board finish shall be sanded to a very smooth texture, and there shall not be any blemishes in the wood surface that might disrupt or distort play.

Cornhole Airmail Boards

OPTIONAL EQUIPMENT

- Board top dimensions shall be 18 inches by 18 inches (+-¼-in) and made of at least ½-inch solid plywood.
- The hole in each cornhole board shall be 6 inches in diameter.
- The hole center shall be 9 inches (+- ¼-in) from the top and 9 inches (+- ¼-in) from each side of the board edges.
- The front of the cornhole board shall be 8 -10 inches from bottom to top.
- The back of the cornhole board shall be approximately 11-12 inches from ground to the highest point of the deck.
- The board finish shall be sanded to a very smooth texture, and there shall not be any blemishes in the wood surface that might disrupt or distort play.

Cornhole Bags

OFFICIAL SPECIFICATION STANDARDS

The following dimensions and measurements will serve to determine standards and specifications for cornhole bags.

- The cornhole bags shall be made from two fabric squares 6¼ x 6¼ inches with a ¼-inch stitched seam on all four sides.
- Bags should be made from durable fabric.
- The thickness of the bag when laying flat on a hard surface should be approximately 1 inch (+-¼-in) thick.
- Each bag shall be filled with plastic pellets or corn feed and finished bags should be roughly 6 square inches and weigh 14-16.25 ounces.

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OFFICIAL TEAM MATCH PLAY RULES

I. Overview

Teams (consisting of 4 players 3 athletes and one Unified Partner), compete in 3 games to determine a match.

The 3 games consist of

- » 1 game of Unified doubles match play at 27 feet
- » 2 games of singles match play at 20 feet and 15 feet
- » 1 game of an airmail shootout at 15 feet

Games will be played all at one time. Airmail Shootout must only begin when the 3 games are complete.

Each game is played the first to 21 points or till the time limit of 20 min has expired. The team with the most points from the game wins a match point of 4.

The team that has 21 match points at the end of the match wins the game.

Only 4 players are allowed to play in a match per team.

The first person to throw in a match is decided two different ways; the match begins with a coin toss and the winner decides who throws first, or teams are given the designation of home team and visiting team. The visiting team will throw first in all 3 games. However, the team that has the lowest amount of match points going into the airmail round will throw first in the airmail shootout.

II. Match Doubles and Singles Game Play

Doubles Game Play

Two teams, consisting of two players each, compete against one another until a winning team is determined.

Each team will stay in their designated lane for the whole game. The lane is the side of the board the athlete is standing on. The athlete will stay on that side of the board for the entire game. The athletes will not switch sides at any time.

Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.

On a Unified Team the team may choose whether the athlete or the Unified Partner throw first.

The team who scored the most points in the previous round will throw first in the next round.

Singles Game Play

Two single players compete against one another until a single winner is determined.

Both players stay in their designated lane for the whole game. When moving to the opposite board athletes will stay on the same side, walk straight to the opposite board staying in that lane.

Players start the game at the headboard and will alternate pitching bags until each player has pitched all four of his/her bags.

Players then walk to the end of their lane to the other court, and resume pitching back to the other board. At no time will athletes be allowed to cross over to the other lane to throw.

Pitching Rotation

- » The player or team who scored the most points in the preceding inning will pitch first in the next inning. If neither player or team scores, the player or team who pitched first in the preceding inning shall retain first pitch in the next inning.
- » The pitcher must be within the pitcher’s box or behind the foul line at the time of release.
- » A player must pitch all four bags from their designated pitcher’s box.
- » Players must pitch the bag with an under-hand release.

III. Airmail Shootout Match Play

Airmail Shootout Match Play

The Airmail Shootout utilizes airmail cornhole boards or regulation cornhole boards. See **Equipment Standards** for the official specifications for airmail cornhole boards.

All players from both teams must participate in the airmail shootout round.

Teams will alternate throws.

Each team must have all players throw once before players can throw again. Each player must stay in the same order as when they started the airmail round.

Each player must throw from behind the foul lines (or the front of the cornhole boards).

A coin toss decides which sides the teams shoot from. A team shoots from one side of the court while the other team is on the opposite side of the court. See court layout diagram.

Participants may choose either lane to throw from when it is their turn.

Each player can choose one bag that they throw for the entire round.

The approved method of scoring for Airmail Shootout:

- » Any bag which comes to rest anywhere on top of the board is worth 1 total MATCH point.
- » Any bag which is thrown through the hole is worth 3 total MATCH points.
- » Each bag in the hole or on the board is counted as its own match point. After every throw the board and hole are cleared of previously thrown bags.
- » If a regular cornhole board is used for the airmail shootout instead of an airmail board, any bag that touches the board more than 6 inches below the hole will be a foul bag and not counted as a match point.

IV. Scoring

There are two types of points: **game** points and **match** points.

GAME POINTS

Games shall be played to the predetermined number of 21 game points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner of that round.

The approved method of scoring for the sport of SONM cornhole will be as follows:. each team may score points in a single inning. The first team to 21 points shall win that game.

Bag In-The-Count (Woody) : Any bag which comes to rest anywhere on top of the board. Each is worth one (1) point.

Bag In-The-Hole (Cornhole) : Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth three (3) points.

Foul Bag: Refers to any bag that has not been determined as Bag In-The-Count or Bag In-The Hole or was designated a foul bag as the result of rules violation.

MATCH POINTS

Match points are points that go to the overall match score, and are what determines the match winner. Each team’s objective is to be the first to score 21 match points.

Match points can be earned two ways:

- » The first way is by winning a game. Each game has a certain amount of match points that is awarded (see schedule below).
 - » The second way to earn match points is to successfully throw a cornhole bag into the hole or onto the board during the Airmail Shootout.
- A team has the opportunity to win up to 12 match points during their games.

Game Format and Match Point Structure

ROUND PLAY FORMAT

GAME 1	UNIFIED DOUBLES GAME 27 FEET	WORTH 4 MATCH PTS
GAME 2	SINGLES GAME 20 FEET	WORTH 4 MATCH PTS
GAME 3	SINGLES GAME 15 FEET	WORTH 4 MATCH PTS
AIRMAIL SHOOTOUT	AIRMAIL SHOOTOUT 15 FEET	WORTH 1 MATCH PT PER BAG ON THE BOARD 2 MATCH PTS PER BAG IN THE HOLE

V. Court Layout

Depending on your layout space and time allocated to play, there are many variations to layout the court. The minimum layout requires one set of 2x4 cornhole boards and one set of airmail boards (both meeting official specifications, see *Equipment Standards*).

COURT DIMENSIONS

A cornhole court shall be a level rectangular area 8-10 feet wide and a minimum of 27 feet long. The court should consist of two cornhole boards, designated pitcher's boxes, and foul lines.

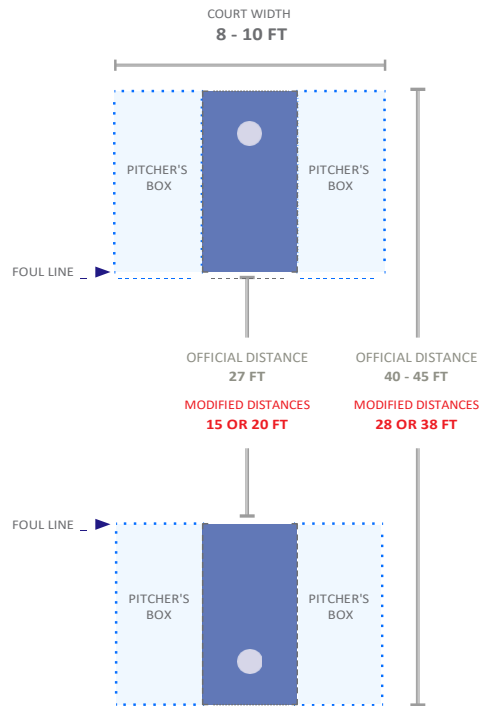
PITCHER'S BOX

The pitcher's box is the rectangle 4 feet by 3 feet at each end of the court, parallel with, and on both sides of the boards. Each player must remain in the pitcher's box while pitching a cornhole bag.

FOUL LINE

The foul lines are imaginary lines parallel to the front of the cornhole boards and are located 27 feet away from each other.

For junior play the foul line may be adjusted to 12-15 feet between boards.



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Court Layout : Sequential Game Play Example

For Sequential play. Each round must be completed before the next round can start.

EQUIPMENT:

1 SET OF 2X4 BOARDS

1 SET OF AIRMAIL BOARDS (OPTIONAL)

*see Optional Court Layout for Round 6 Airmail
Shootout Match Play Layout



Court Layout : Simultaneous Game Play Example

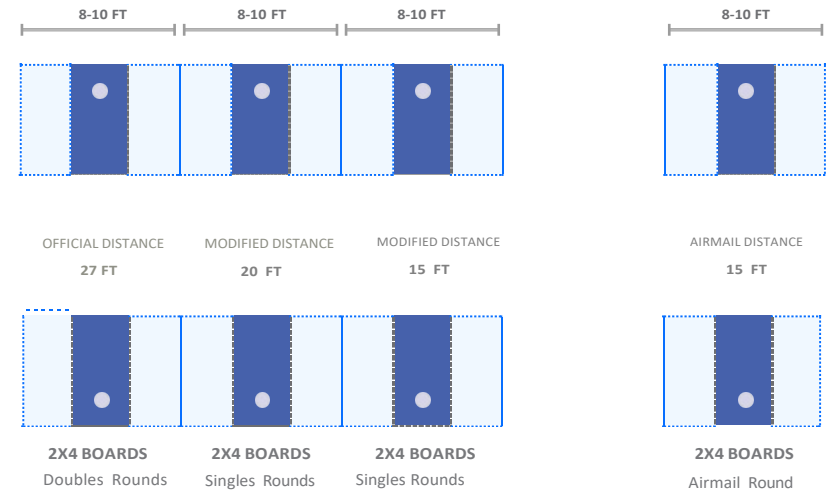
For simultaneous play. Games 1-3 play at the same time. The Games 1 through 3 must be completed before the Airmail Round can start.

EQUIPMENT:

3 SETS OF 2X4 BOARDS

1 SET OF AIRMAIL BOARDS

*see Optional Court Layout for Airmail Round
Shootout Match Play Layout



Optional Court Layout: Airmail Shootout Match Play Example

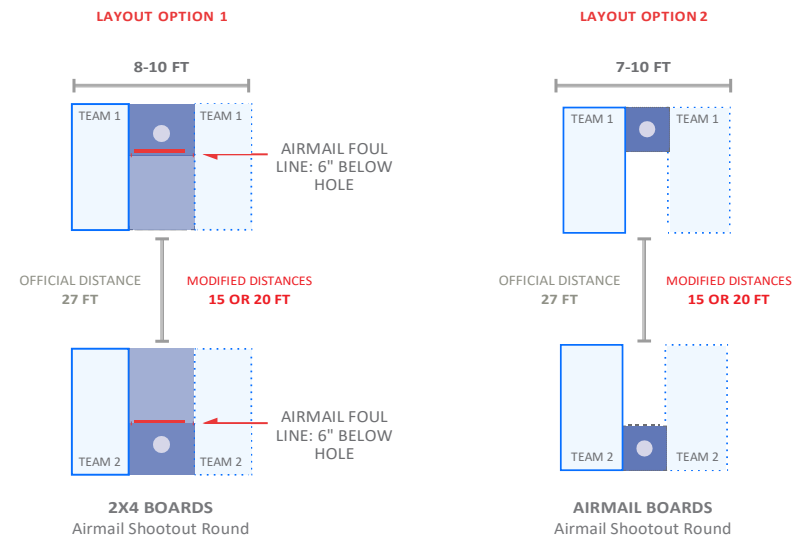
For Airmail Round : 2x4 cornhole boards may be used, airmail boards are optional.

EQUIPMENT:

1 SET OF 2X4 BOARDS

OR

1 SET OF AIRMAIL BOARDS



VI. Officiating Guidelines

An official must be easily identifiable at an event.

If an official is not present, the tournament or league director makes the final decision on a protest.

If a time limit is in place, the team with the higher score at the end of the time is determined the winner for that round.

The scorecard is the official document used to record game activity and transmit match results. Scorecards may be designed to accommodate one match format, or all formats.

There will be no time outs allowed during a game.

VII. Violations and Penalties

The following are foul bag rule violations that must be spotted and called by an assigned official.

Violation: Any bag pitched when the player has made contact with or crossed over the foul line.

» **Penalty:** The bag is removed from the board.

Violation: : Any bag pitched when the player has started or stepped completely outside the pitcher's box before the bag is released.

» **Penalty:** The bag is removed from the board.

Violation: Any bag not delivered within the 20-second time limit.

» **Penalty:** The player forfeits their turn.

Violation: A bag pitched from a different pitcher's box than the first bag.

» **Penalty:** The bag is removed from the board.

Violation: Any bag that contacted the court or the ground before coming to rest on the board.

» **Penalty:** The bag is removed from the board.

Violation: Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

» **Penalty:** The bag is removed from the board.

Violation: Any bag removed from the board before scoring has been agreed upon for that bag.

» **Penalty:** The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported.

» **Penalty:** The non-offending team tallies twelve (12) game points as if they had thrown four Bag In-The-Holes (Cornholes) during the inning.

Violation: A bag that is accidentally dropped by a player before the final forward swing has started.

» **Penalty:** This throw shall not be considered foul and may be picked up and pitched.

Violation: Airmail Round ONLY - If a regular cornhole board is used in the airmail shootout then any bag that is thrown and touches the board more than 6 inches below the hole will count as a foul bag.

» **Penalty:** No match points will be rewarded.

VIII. Protests

If a coach desires to make a protest, the protest shall be made to the sport director at the time the problem occurs. The Sport Director and Official shall make the final ruling on all protests.



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