



Campus Recreation

UNIVERSITY OF COLORADO COLORADO SPRINGS

CORNHOLE RULES

Updated 7/30/2025

Recent changes will appear in italicized and highlighted text

Rule 1: Facility

1. All games will be played on West Lawn.

Rule 2: Eligibility

1. The Intramural Sports Program is open to all University of Colorado Colorado Springs undergraduate and graduate students currently enrolled, as well as faculty, staff, and affiliate members, provided they have a valid membership with Campus Recreation and a valid Sport Pass. This is a free event.
2. Prior to participating, all players must check-in with the Sport Programs Supervisor. To check-in, each participant must present their University issued virtual ID, or must provide a University or must provide a government-issued photo ID.
 - a. No participant may participate in Intramural Sport under any identification other than their own. Any player using an assumed name, false identity, or an illegal I.D card will cause their team to forfeit the contest they participated in. The individual will also be suspended from intramural competition and their case will be forwarded to the UCCS Dean Students Office.
3. Varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in their varsity sport or its related activities at the intramural

Rule 3: Team Composition

1. The game shall be played between 2 teams of 2 players each.

Rule 4: Equipment

1. Cornhole boards and bags will be provided for the tournament. Boards will be 27 feet apart. 4 bags each team depending on supply.

Rule 5: Ground Rules

1. A game shall be won by the team who first wins 21 points and win by two.
2. There is no going back down if teams go over the 21 points
3. A player may throw from the front edge of the board and/or beyond. Foot may not pass the front edge
4. Teams can decide to throw A, B, A, B **OR** A, A, B, B
5. Team that earns the most points after everyone has thrown, will throw first in the next round.
6. A match is the best two out of three games.
 - a. Teams can switch sides after each game

Rule 6: Scoring

1. Bag on the board = 1 point

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2. Bag in the hole = 3 points
3. A bag that is half on the ground and half on the board will NOT count as 1 point
4. Add up how many points you earned and compare them to your opponents. Equal points cancel each other out so that only one team can score per round. For example, if you scored 5 points and your opponent scored 3, you will add 2 points to your overall score and your team will throw first in the next round.

Rule 7: Forfeit Scoring

1. Should a team win by forfeit, the reported score for the game will be in the following list below. The winning team will receive a "5" for their Sportsmanship Rating while the losing team will receive a "2" for their Sportsmanship Rating.
 - d. Cornhole 2-0.

Rule 8: Sportsmanship

1. Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. We have criteria on sportsmanship that are meant to keep teams accountable for their behavior during play. The criteria for sporting-like restrictions are the following:
 - a. 2 UCs on a player in a game = Ejection
 - b. 3 UCs on a team in a game = Forfeit
 - c. 3 UCs on a player in a season = Removal (even in playoffs)
 - d. 4 UCs on a team in a season = Removal (even in playoffs)
2. Sports Programs Staff will be keeping the amount of UC a person/team receives in our records. Additionally, you will be able to see how many UCs your team has via FusionPlay on your team name.