



2v2 Cornhole Rules

Gams played on Alpine Field or Recreation Center

Number of Players: 2 vs. 2

- All participants **must** bring their current UCCS ID to each game. Participants without proper identification will **not** be allowed to play.
- Intramural regulations and policies concerning eligibility are in effect.
- **All** injuries must be reported to the supervisor on duty. IM supervisors are trained in first aid and CPR.
- Situations not specifically covered or implied by these rules shall be governed by The National Federation of High School Soccer Rules. These rule books will be on hand for all IM competition and can be referenced at any time while questioning a call. Keep in mind that judgment calls may not be protested, but rule interpretations may be protested. Please see the Intramural Handbook for further information regarding formal protests.

SPECIFIC GAME RULES AND SITUATIONS

1. **Setup**

- a. Boards will be 27 feet apart.
- b. 3 or 4 bags each person depending on supply

2. **The Game**

- a. A game shall be won by the team who first wins 21 points and win by two.
- b. There is no going back down if teams go over the 21 points
- c. A player may throw from the front edge of the board and/or beyond. Foot may not pass the front edge
- d. Teams can decide to throw A, B, A, B **OR** A, A, B, B
- e. Team that earns the most points after everyone has thrown, will throw first in the next round.

3. **Match**

- a. A match is the best two out of three games.
 - i. Teams can switch sides after each game

4. **Scoring**

- a. Bag on the board = 1 point
- b. Bag in the hole = 3 points
 - i. A bag that is half on the ground and half on the board will NOT count as 1 point
- c. 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.