

# CORNHOLE

## GENERAL RULES

The Official Special Olympics Sports Rules shall govern all Special Olympics Cornhole competition. Special Olympics has created these rules based on the American Cornhole Association (ACA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules.

### **2023 CORNHOLE RULE UPDATES**

1. Updated Events Offered
  - a. Team Cornhole Level 1
  - b. Doubles Cornhole Level 2
  - c. Unified Team Cornhole
  - d. Developmental Team Cornhole

### **OFFICIAL EVENTS OFFERED**

1. Team Cornhole Level 1 (2-3 athletes, average CHAT score 1-5)
2. Team Cornhole Level 2 (2-3 athletes, average CHAT score 6+)
3. Unified Sports® Team (1-2 athlete, 1 partner)
4. Developmental Team Cornhole (2-3 athletes)

**NOTE:** Cornhole competition is not offered at the district level. All cornhole athletes are automatically eligible to advance to Summer Games. If the number of cornhole participants changes in the future, a determination will be made regarding how the competitions are offered.

### **SECTION A – GENERAL RULES**

1. Sequence of Play – A coin toss by the referee will determine which team starts, side, and choice of bag color. Player one from team A will toss 1 bag, followed by one player from team B tossing 1 bag. The players will continue to alternate throws until all 8 bags have been tossed.
  - i. An athlete may deliver the bag from either the left or right pitchers box (see court layout above); but, in any one (1) inning, all bags must be delivered from the same side of the pitcher's box.
  - ii. An athlete shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.
  - iii. An athlete must use an under hand toss.
  - iv. Teammates will throw straight across to each other.(see above)
  - v. The team who scored the most points in the preceding half-inning shall pitch first in the next half-inning. If neither pitcher scores, the team who pitched second (last) in the preceding half-inning shall pitch first in the next half-inning.
  - vi. The games will played to 21 or 40 minutes.

## 2. Substitutions

- a. Official Notification - Officials must be notified of line up changes prior to scheduled game time or it will result in forfeiture of the match.
- b. Rotation of the Players between games
  - i. Rotation of Players – Team rosters may have up to three athletes per team with two athletes playing per game. Player rotation (changing the team lineup) may take place between games and any two of the three athletes on the roster may be used for the line up for any games played.
  - ii. Limitations – Once a player has registered for one team during the tournament, the player may not play for any other team during that tournament.

## 3. Timeouts and Delays of Game

- a. Circumstances
  - i. Timeout – The official may grant a timeout whenever the circumstances explained appear to be of sufficient validity to do so. The timeout will be limited to 10 minutes.
  - ii. Intentional Delay of Game – If, in the opinion of the official, the game is intentionally delayed without sufficient or valid reason, the official must give a warning. If play is not resumed immediately, the delaying team will forfeit the match.

## 4. Fouls

- a. Foul Line – any part of the player's foot or any apparatus used by an athlete such as a wheelchair, crutches, cane, etc., may not cross the foul line at the front of the pitchers box. The referee shall call the foul when it occurs and pause play to assess penalties before any more corn bags are pitched.
- b. Ground Bounce – If a corn bag touches the ground before coming to rest on the platform, it is a foul and must be removed from the Corn Toss platform prior to the continuation of play.
- c. Penalties: If the bag thrown when the foul occurred (foul bag) landed in the hole or on the board, it should be removed before any more corn bags are pitched. Corn bags that were move by the foul bag should be returned to their original scoring position.
  - i. Corn bags already in the court that were knocked out of scoring territory by the foul bag should be returned to the scoring area.
  - ii. Corn bags that were on the board and knocked in the hole must be returned to their original scoring position on the board.

## 5. Player Behavior

- a. Whenever possible, a player should move out of the box when an opponent is playing.
- b. Unsportsmanlike Conduct - Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship such as insulting language, gestures, actions, or words which produce ill-will, if flagrant, may result in disqualification.

## 6. Equipment – Cornhole is played with 8 bags, four each of colors, and a cornhole platform.

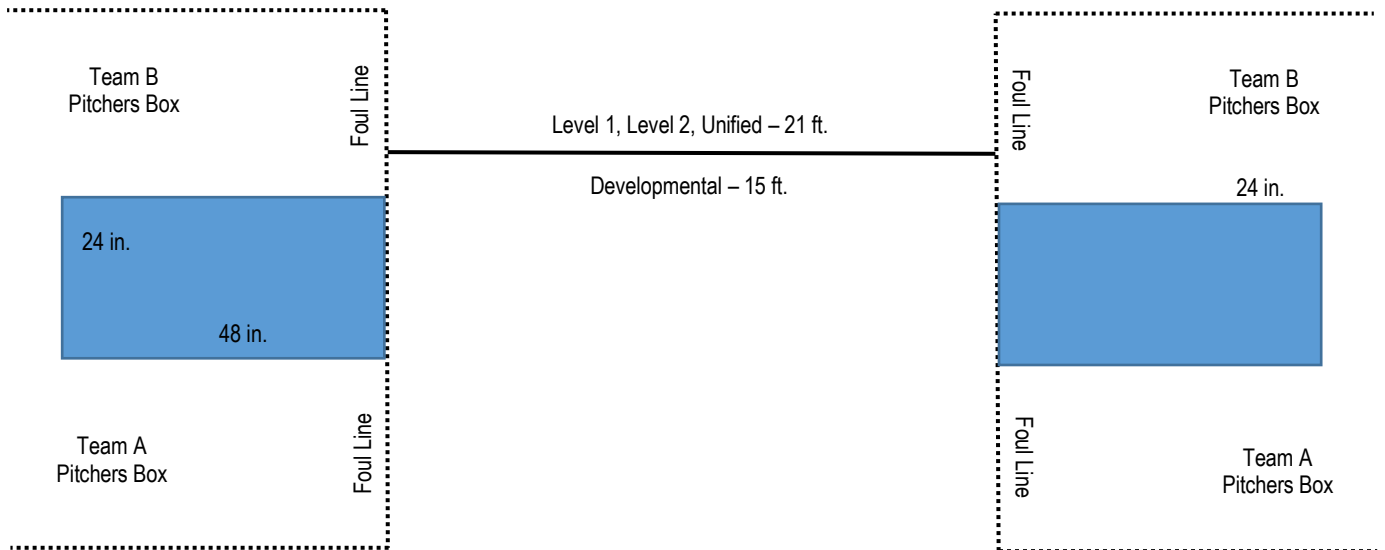
- i. Each Cornhole platform shall be a 48-inches x 24-inches rectangle made of half inch plywood or plastic.
- ii. The hole in the platform shall be six (6) inches in diameter and be centered nine (9) inches from the top and 12 inches from each side of the edges.
- iii. The front of the platform shall be from 2-1/2 inches from bottom to top and be at near a 90-degree angle to the deck face.

- iv. The back of the platform shall be 12 inches from ground to the highest point of the deck at a 90-degree angle to the deck face.
- v. The platform surface shall allow corn bags to slide but is not so slippery that it allows the bags to slide back down the platform.
- vi. The corn bags shall be made from two (2) fabric squares with a quarter inch double stitched seam on all four (4) sides. The corn bags should be made from 12-ounce per square yard canvas and may be any color. Each bag shall be filled with approximately two (2) cups of corn feed and finished bags should be a minimum of 6-inches x 6-inches square and weigh between 14 and 16 ounces.



7. Court

- a. Court shall be a level rectangular area, large enough to comfortably fit a cornhole court based on dimensions below.
- b. The Pitchers Box is a rectangular box that is 3ft wide by 4ft long on each side of the board on both sides of the court. The front of the board must be in line with the foul line at the front of the pitcher's box.
- c. In Level 1, Level 2, and Unified competition, the front edge of the cornhole boards must be 21ft apart.
- d. In Developmental competition, the front edge of the cornhole boards must be 15ft apart.



**SECTION B – EVENT SPECIFIC RULES**

1. Team Cornhole Level 1

- a. Scoring – Value Of The Corn Bag
    - i. Corn Bag In-The-Hole: Either from being thrown through the hole in the platform or by being knocked in by another player, has a value of three (3) points.
    - ii. Corn Bag on the platform: A corn bag that is not in-the-hole but lands with any portion of the board (without touching the ground) resting on the platform has a value of one (1) point.
    - iii. Each half inning, the total number of points scored by each team will be added to their total scores. Points will not cancel and both teams may earn points each half tinning.
    - iv. The first player/team to reach (or exceed) 21 points at the conclusion (end) of an inning is the winner.
  - b. Ties at the End of Inning – In the event that both teams have the same score, the team that went first will go first for the next half-inning.
  - c. Ties at the end of Tournament Play – if two or more teams are tied in the final place standings at the end of competition, ties will be broken by the following tie break procedure:
    - i. Head to Head
    - ii. Point Differential
    - iii. Total Points Scored
2. Team Cornhole Level 2 and Unified Team Cornhole Events
    - a. Scoring – Value Of The Corn Bag
      - i. Corn Bag In-The-Hole: Either from being thrown through the hole in the platform or by being knocked in by another player, has a value of three (3) points.
      - ii. Corn Bag on the platform: A corn bag that is not in-the-hole but lands with any portion of the board (without touching the ground) resting on the platform has a value of one (1) point.
      - iii. Points will be calculated by total cancellation. Add up all point values for each team during the half inning and award the point difference to the team with the highest score. Only one team shall score points in a half inning.
      - iv. The first player/team to reach (or exceed) 21 points at the conclusion (end) of an inning is the winner.
    - b. Ties at the End of Inning – In the event that both teams have the same score, the team that went first will go first for the next half-inning.
    - c. Ties at the end of Tournament Play - if two or more teams are tied in the final place standings at the end of competition, ties will be broken by the following tie break procedure:
      - i. Head to Head
      - ii. Point Differential
      - iii. Total Points Scored
  3. Unified Team Cornhole
    - a. Each Unified Sports team shall consist of one athlete and one partner for all rounds.
    - b. The game shall follow the same rules as outlined for Level 2.
  4. Developmental Cornhole

- a. Developmental Cornhole is a transitional event intended for use by athletes who are not ready or no-longer capable of participating fully in the competition experience. Developmental Cornhole is only meant for athletes that cannot throw a corn bag across the full 21ft court.
- b. Developmental Cornhole games shall follow the same rules as outlined for Level 1.
- c. Developmental Cornhole will include a modification of a shorter court. The cornhole boards shall be 15ft apart for developmental events.

### **SECTION C – DIVISIONING AND CORNHOLE ASSESSMENT TEST (CHAT)**

1. All teams will play as coed open teams.
2. Teams will be divisioned according to Cornhole Assessment Test (CHAT) scores, coaches' input and scores of at least two games played versus other Special Olympics Cornhole teams.
  - a. CHAT is designed specifically to measure the basic skills necessary to participate in the sport of corn hole i.e., the delivery of the bag, while focusing on a target.
  - b. All athletes and partners to be entered in Cornhole competition must have completed the entire CHAT (along with his or her team members) in order to be eligible for competition.
  - c. Athletes registering for Developmental competition should complete the CHAT on a 15ft court.
  - d. Athletes registering for Level 1, Level 2, or Unified competition should complete the CHAT on a 21ft court.
  - e. Note: The CHAT should be administered only after athletes have become familiar with the scoring territory and competition procedures as close to the district registration date as possible.
3. Teams who have a CHAT score average of 1-5 must play in Level 1.
4. Teams who have a CHAT score average of 6 or higher must play in Level 2.

### **SECTION D – UNIFORMS**

1. Proper Attire – Players will dress in a manner which will serve to bring credit to them and the sport of Cornhole. Players not wearing proper attire will not be allowed to participate. All players on a team shall wear uniform tops that are identical in color, trim and style. Players may wear shorts, warm-up pants, or pants and need to be identical in color. (Player bottoms may vary between shorts and long pants on the same team.) No denim jeans or cut offs!
2. Footwear – Players will not be permitted to wear shoes which may damage or disrupt the court surface. Shoes must cover participant's toes. Players will not be permitted to compete wearing sandals, flip flops or no shoes.

# CORNHOLE ASSESSMENT TEST (CHAT)

## SCORE SHEET

Local Program Number: \_\_\_\_\_ Local Program Name: \_\_\_\_\_

Team Name: \_\_\_\_\_

Court Length: (check one)       15ft Court (developmental)       21ft Court (Level 1, Level 2, Unified)

### INDIVIDUAL PLAYER CHAT SCORES

1. Player 1 to stand behind the fault line in the pitchers box.
  - a. Player 1 will pitch 4 corn bags to the opposite board. Record the total score in Scoring Trial 1 according to official scoring rules. Return the corn bags to Player 1.
  - b. Player 1 should repeat the process by pitching all 4 corn bags to the opposite board. Record the total score in Scoring Trial 2 according to official scoring rules. Return the corn bags to Player 1.
  - c. Player 1 should repeat the process one final time by pitching all 4 corn bags to the opposite board. Record the total score in Scoring Trial 3 according to official scoring rules.
  - d. Add all three Scoring Trial numbers together to get Player 1's Final CHAT Score.
2. Player 2 to stand behind the fault line in the pitchers box. Repeat the scoring trial as outlined in steps A-D for Player 2.
3. If the team has a third team member, repeat the scoring trial as outlined in steps A-D for Player 3.

TEAM MEMBERS		SCORING TRIALS			FINAL CHAT SCORE
		1	2	3	*Sum of all 3 scoring trials
1					
2					
3					

### TEAM CHAT SCORE

The two highest individual CHAT score shall be used to calculate the Team CHAT score (used as qualifying score). If a team has three players, the lowest CHAT score shall be dropped. Take the average of the top two (best) individual CHAT scores to calculate the team qualifying score.

Highest CHAT Score: \_\_\_\_\_ + Second Highest CHAT Score: \_\_\_\_\_ = \_\_\_\_\_ / 2 = \_\_\_\_\_

**\*\*CHAT Score Sheets must be submitted with tournament registration.**