



Intramural Sports Bag Toss/Cornhole Rules

Last Updated: May 2022

GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. **Each player must be an NIU student or current NIU Recreation Member (faculty/staff).** All expired memberships must be updated before the individual may play in any game.
2. Participants must have their *NIU OneCard* at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
4. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all Intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

Doubles Play

1. Bags / Corn Toss is played as doubles. In doubles play two participants are partners against another team of two participants. In doubles play, one member of each team pitches from one Bags platform and the other members pitch from the other Bags platform.

Innings

1. Every Bags / Corn Toss match is broken down into innings of play. During each inning of play each participant must pitch all four corn bags.
2. The Bags / Corn Toss match can never end in the middle of an inning. Thus, if a team that pitches first reaches 21 points, the game can not end until the other side is allowed to pitch all of their corn bags and the inning is completed.

Points

1. **Corn Bag In-The-Hole** - A corn bag in-the-hole (or Hole-In) is a corn bag which is thrown through the hole in the Bags platform or otherwise comes to rest inside the

Bags platform (knocked in by another player or an act of God). A corn bag in-the-hole has a value of three (3) points.

2. **Corn Bag In-The-Count** - A corn bag that is not in-the-hole but lands with any portion of the corn bag resting on the Bags platform is in-the-count. A corn bag in-the-count has a value of one (1) point. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the Bags platform. If a corn bag touches the ground before coming to rest on the Bags platform, it is a foul and must be removed from the Bags platform prior to the continuation of play.
3. **Corn Bag Out-Of-The-Count** - A corn bag which comes to rest anywhere except in-the-count or in-the-hole is out-of-the-count and has no scoring value. A corn bag which is declared to be a foul is considered to be out-of-the-count (no matter where it comes to rest) and must be removed from the Bags surface prior to the continuation of play.

Delivery of Corn Bags

1. In doubles play, the first side of team's participants alternate pitching corn bags until they have thrown all four corn bags, then the remaining team's participant (pitching from the other Bags platform) continue to alternate in the same manner until all four corn bags are delivered and the inning completed.
2. A participant may deliver the corn bag from either the left or right pitcher's box (see above) but, in any one inning, all corn bags must be delivered from the same pitcher's box. A participant shall pitch the entire tournament with the same hand or arm, except in the case of a medical emergency.
3. Each participant shall deliver the corn bag within 20 seconds. The time shall start when the participant steps onto the pitcher's box with the intention of pitching.

Pitching Rotation during the Game

1. The participant who scored more in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the participant who pitched second (last) in the preceding inning shall pitch first in the next inning.

Point Limits

1. The Bags / Corn Toss match shall be played until the first team of contestants reaches exactly 21 points at the completion of an inning. The winning team does not need to win by two or more points.
2. If a team exceeds 21 points after an inning, their score will return back to 13.

Ties at the End of an Inning

1. If the Bags / Corn Toss match is tied at 21 or more at the end of an inning, play continues until one team or the other achieves a higher score at the end of an inning and wins the match.

Cancellation Scoring

1. In cancellation scoring, corn bags in-the-hole and corn bags in-the-count pitched by opponents during an inning or half of an inning in doubles play cancel each other out. Only non-cancelled corn bags are counted in the score for the inning.

2. Corn Bags In-The-Hole – Hole-ins (HI's) cancel each other. A corn bag in-the-hole of one participant shall cancel a corn bag in-the-hole of his competitor and those corn bags shall not score any points. Any non-cancelled corn bag in-the-hole scores three (3) points.
3. Corn Bags In-The-Hole – Corn bags in-the-Hole cancel each other. A corn bag in-the-Hole of one participant shall cancel a corn bags in-the-Hole of the opponent and those corn bags shall not score any points. Any non-cancelled corn bags in-the-Hole score one (1) point each.

Score Calculation

1. Cancellation scoring may be easily calculated as follows:
The points of both participants are calculated for hole-ins and in-the-count corn bags.
2. The points of the lowest scoring participant for hole-in corn bags are subtracted from the points of the highest scoring participant for hole-in corn bags. The result is the hole-in score for the highest scoring participant. The hole-in score for the lowest scoring participant is zero.
3. The points of the lowest scoring participant for in-the-count corn bags are subtracted from the points of the highest scoring participant for in-the-count corn bags. The result is the in-the-count score for the highest scoring participant. The in-the-count score for the lowest scoring participant is zero.
4. The hole-in score for each participant is added to the in-the-count score for each participant to derive the recorded score for the inning.
In this manner hole-in and in-the-count corn bags from each participant or team of participants are cancelled out and only non-cancelled corn bags are counted in the score.

Sportsmanship

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.
2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.
3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.
5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.
6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfil a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding

Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism, and a sincere interest in Intramural Sports.

4 - Excellent - Players and spectators were positive throughout the game and completely respectful towards the supervisors, officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation towards the Intramural Staff and opponents at the end of the game.

3 - Average - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissension which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pregame captain's meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

2 - Below Average - Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a "3" rating.

1 - Poor - Teams/spectator constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a "2" rating.

0 - Extremely Poor - Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a "1"