



Cornhole Rules and Regulations

- Each company may enter one Coed team of 4 people for Cornhole.
- All participants must check in at the registration table.
- All participants must have their ID with them at all MCCC events.

Cornhole Rules

- 4 players per team, two on each side
- Each player gets two bags and alternates throws.
 - Initial Round:
 - Player 1 – 1st and 3rd bag
 - Player 2 – 2nd and 4th bag
 - Then on the return round:
 - Player 3 – 1st and 3rd bag
 - Player 4 – 2nd and 4th bag
- Boards will be placed 27' apart and players must stay behind the front of the board (foul line) while throwing.

If you have more than 4 participants on your team, your team will have to designate who of the four are competing first, then you can make a substitution for the second game and third game (if necessary).

First round of matches will be based on random draw.

This will be a round robin tournament with each round consisting of one game up to 21 with a 15-minute time limit. Medal rounds will be best two out of three.

Scoring:

Scoring will be done 'cancellation' style. In cancellation scoring, the points of one player/team cancel out the points of their opponent. Using this method, only one player/team can score in each round.

- Any bag which comes to rest anywhere on top of the board is worth one (1) point
- Any bag which is thrown through the hole or knocked through the hole by another bag is worth three (3) points

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

In the event of a tie: If the match is tied at 21 or more at the end of a round, play continues until one team achieves a higher score at the end of a round.

Points: Please refer to the MCCC Point System for information on points for Cornhole.