CORNHOLE TOURNAMENT RULES
INTRAMURAL SPORTS

Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

Have a registered IMLeagues.com profile and be part of the team's roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

Game time is forfeit time.

Cornhole will be self-officiated; please respect the rules of the game. Any conflicts will be solved by the Competitive Sports Supervisor on duty and they will have final say. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated seating area. Intoxicated players or spectators will NOT be tolerated and may result in a forfeit. The supervisor shall have the power to make decisions on any matters or questions not specifically covered in the rules.

I. The Game

1.1 Teams will consist of two players.
1.2 The first team to reach at least 21 points, winning by 2, will be declared the winner.
1.3 Boards will be placed 30 feet apart, measured from the center of the hole.
1.4 The front of the board will be used as the foot fault line.
1.5 Teammates play on opposite ends, with each team alternating throws.
1.6 The team which scored last will throw first in the round immediately following their winning round.

II. Scoring

2.1 Bags landing in the hole count as 3 points.
2.2 Bags landing on the board will count as 1 point.
   2.2.1 For a bag to count for points, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform.
2.3 The points of the lowest scoring contestant are subtracted from the points of the highest scoring contestant, declaring the round winner.
2.4 The winner of the round adds the difference in round score to their total game score.
2.5 Rounds ending in a tie result in zero points for either team.
   2.5.1 In this situation, throwing order is determined by which team is currently leading in total score.