

All players **MUST** check-in with the supervisor prior to participation. Each player should verify their eligibility in one of the following ways:

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

OR

2) The participant must verify their UF status on Gator 1 Central OR show a government-issued photo ID to be eligible to participate.

#### **NO EXCEPTIONS!**

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**

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

#### **I. The Game**

- 1.1 Teams will consist of two players.
- 1.2 Teams will play a minimum of 2 rounds and a maximum of 3 rounds. The team that wins 2 out of the possible 3 rounds will be declared the winner of the match.
- 1.3 The first team to reach at least 21 will be the winner of the round. The team must be ahead by 2 points when they reach 21 to win the round. If the score is 21-20, the round will continue until one of the teams is ahead by 2 points or until the 25-point cap is reached. Whichever team reaches the 25-point cap first will be declared winner of the round.
- 1.4 Boards will be placed 30 feet apart, measured from the center of the hole.
- 1.5 The front of the board will be used as the foot fault line.
- 1.6 Teammates play on opposite ends, with each team alternating throws.
- 1.7 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.