



Dickinson Parks and Recreation 2022 Winter Adult Cornhole League Information & Rules

DPR Program Contact: Wilson McLaughlin, Recreation Supervisor
(W: 701-456-2910 / C: 701-260-4072) (wmclaughlin@dickinsonparks.org)

Team / Player Notifications: Any cancellations, notifications, etc. will be done via email notification to the team manager.

Player Eligibility: All High School Students are ineligible. Any High School graduate is eligible. If out of High School and not a graduate, you must be 18 years of age.

Team Roster: Minimum of 2 / Maximum of 4 players per team. Teams may have any combination of Male and/or Female participants.

Substitute Pick-up Player: Teams may pick up a player (1) to field a 2 person team for the match. Pick-up player MUST be on another team's roster and not playing with their main team during the same scheduled match time. Team must designate (SUB) behind the player's name on the score card.

TEAM FEE: \$80 (2 player minimum/4 player maximum on roster) The Team Fee must be paid in full when registration is submitted to DPR or it will not be accepted.

Registration Deadline: December 15, 2021 by 5:00 p.m. @ Dickinson Parks and Recreation / 2004 Fairway St / Dickinson, ND 58601).

League Structure: Teams will play 7 league matches + 2 days of tournament matches.

League Play: Sunday Jan. 9, 16, 23, 30 / Feb. 6, 13-OFF, 20, 27 / Mar. 6-Tour., 13-Tour.

Match Time: 5:00 / 5:45 / 6:30

Match: Consists of 3 games to 21 points.

Match Time is Forfeit Time. (Use cell phone as official time) Any team that has 7 unannounced game forfeits may be dropped from the league and all players would be ineligible to be picked up by another team or play in any tournament games.

Forfeits: Team forfeiting 1st game of match has 10 minutes from scheduled game time to field a team and play the last two games of the match. If cannot field a team at the 10 minute mark, the remaining 2 games are forfeited.

Game: Played to 21 points. 1st team to reach (or exceed) 21 points at the conclusion of any 1/2 inning is the winner. Do not need to win by 2 points.

PLAY OF THE GAME:

Every match is broken down into innings of play. During an inning of play, each player must pitch all four of his/her bags. An inning is never completed until all players pitch all four of his/her bags.

Doubles Play: (must have 2 players to play)

1. Each team will stay in their designated lane for the whole game.
2. Players at the headboard will **alternate** pitching bags until each player has pitched all four of his/her bags.
3. Players at the footboard will take score and resume pitching back to the other board.
4. The top of an inning is completed when both players pitching from the headboard pitch all four bags. The bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

Pitching Rotation: Use “Paper-Rock-Scissor” / Winner has choice of pitching 1st or choice of lane. Loser has choice of remaining option. The team who scored in the preceding inning has honor pitching 1st in the next inning. If neither team scores, the team who pitched 1st in the preceding frame shall retain 1st pitch in the next frame.

Pitcher’s Box: Imaginary box 3 ft. wide x 4 ft long to the side of the board. The board is 4 ft. long x 2 ft. wide.

Foul Line: An imaginary line running parallel to the front of the board.

Pitching:

- The pitcher must be within the pitcher’s box & behind the foul line at the time of release.
- A player must pitch all four bags from their designated pitcher’s box.
- Players must pitch the bag with an under-hand release.
- A bag that leaves a player’s hand once the final forward swing of the delivery process has started shall count as a pitched bag.
- A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched.
- Players NOT pitching (standing at the receiving board) are to stand 2 ft. behind the board.

Scoring: “Cancellation” scoring

The points of one player cancel out the points of their opponent. Only one team can score in each inning.

- **Bag In-The-Count (Woody) – 1 pt.:** Any bag which comes to rest anywhere on top of the board. A bag hanging on the front of the board is good if it stays on the board when the front of the board is lifted from the ground.
- **Bag In-The-Hole (Cornhole) – 3 pts.:** Any bag which is thrown through the hole or knocked through the hole by another bag.
- **Bag Out-Of-The-Count :** A 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 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 Cornhole surface prior to the continuation of play.

Scoring Note: Bags already in-the-court that have been knocked into foul territory, or knocked into the hole by a foul bag are to be returned to their original scoring position.

Foul Bags: The following are rule violations that must be spotted and called by a player. The penalty is to declare the bag a foul bag, which requires the bag(s) to be removed from the court prior to resuming play.

- (a) Any bag pitched when the player has (1) made contact with or crossed over the foul line, or (2) started or stepped completely outside the pitcher's box before the bag is released.
- (b) Any bag not delivered within the 20-second time limit.
- (c) A bag pitched from a different pitcher's box than the first bag.
- (d) Any bag that contacted the court (ground) before coming to rest on the board.
- (e) Any bag that struck a previously defined object such as a tree limb, wire, ceiling, etc.

Substitute / Extra Team Players:

If you have more than 2 players from your team available for a game, the 3rd/4th player may alternate throws with his/her teammate at the headboard or the footboard (each teammate on the doubled-up board would throw two bags each).

Unsportsmanlike Behavior and Penalties: Any unsportsmanlike behavior will be ruled upon on a case by case situation by DPR management.