



Town of Farragut Parks & Recreation Cornhole Rules

In all matters not covered in these rules, the assigned Parks and Recreation representative shall have jurisdiction. Farragut Parks and Recreation reserves the right to ban any participant and/ or spectator from all sports competitions for both youth and adults. All league games will be played in accordance with the American Cornhole Organization.

CAPTAIN'S RESPONSIBILITIES:

Captains are responsible for the following:

1. It is the responsibility of the captain to inform his or her players, and make them aware of all the playing rules, administrative policies, and procedures used by Farragut Parks and Recreation.
2. Captains should distribute all schedules to team members.
3. Captains are responsible for submitting a written protest to the Parks & Recreation office when applicable.
4. Captains are responsible for the conduct of their players, coaches, and spectators. Captains are expected to curtail any excessive or unwanted language and actions made by their players.
5. The captain must report the scores to Town staff or appoint a teammate in their place to do so. Both captains must sign the scoresheet at the end of their match.
6. It is the responsibility of the captain to let the Parks and Recreation Department know if they will be unable to make their match.

TEAMS & ELIGIBILITY

1. Players in all Adult Leagues must be 18 years of age.
2. All players must carry current picture identification with them at all times.

SCHEDULES & ROSTERS

1. This league will consist of a minimum of eight (8) games for each team. Depending on the number of teams registered, teams may play up to two games a night. Playoffs will occur after regular season play has ended. All teams will play a double elimination tournament seeded into a lower and upper bracket to determine the league champions.
 - a. Alternates are only allowed in tournament play if the individual has played a minimum of two games during the regular season.



2. The maximum roster size for a team is four players. Only two players can compete in a game at a time for each team. The additional spots on a roster are to be any alternates if a player cannot make a game. Once a player has started a game, he or she must finish the entire game.
 - a. In the event of an injury, teams may continue to play with one player.
3. All teams must submit a completed team roster form prior to playing their first game.
4. An automatic forfeit shall be declared for each game played without a team roster on file. PARD will not assume any responsibility for roster inadequacies that are detected.
5. Players may not change teams during the season. Once a player is signed to a roster, they will only remain legal to play on that team for the duration of the season. This includes alternates.
6. Teams are mixed doubles consisting of any combination of male and female players.
7. Teams must have two players to begin each game.
8. Game schedules and standings will be posted on www.farragutparksandrec.org
9. Once game schedules are posted, there will be no rescheduled games due to team conflicts. Exception – games that are cancelled as determined by Farragut Parks & Recreation.
10. There will be a five-minute grace period for the first games of the night. If a team has not checked in by then, the game will be declared a forfeit.
11. Full athletic attire is required, including tennis shoes and a shirt.

GAME RULES

A. Field of Play/Equipment

1. Only players can be in the direct vicinity of the boards. Any spectators that impede the progress of the game may be asked to relocate to a different area.
2. Cornhole boards will be provided by the Farragut PARD and bags will be provided if needed. Players may use their own bags, or the bags provided by the PARD. All bags must be ACO/ACL approved. Players are NOT allowed to switch bags in a game.
3. On each field, boards will be placed 27 feet from each other (front to front).
4. Each team will be assigned a lane of play per game which consists of 2 cornhole boards and 8 bags.
5. There will be 1 score tower per lane.

B. Game Length

1. Matches shall be played to twenty-one (21) points. The first team to reach (or exceed) that amount at the conclusion of a match is the winner.
2. Each match will consist of the best out of three games, but all three games will be played, unless time expires.
3. Matches must be played within 45 minutes. If the last game is not completed at 45 minutes, the team with the most points will win that game.



C. **Scoring**

1. Cancellation scoring will be in effect and only one player/team can score in a frame. Scoring is assessed at the end of the frame based on net scoring (lowest team point total subtracted from the highest team point total). First team to twenty-one (21) points is the match winner. Best 2 out of 3 matches is the overall winner. No bust.
 - 3 points – Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame.
 - 1 point - Refers to any cornhole bags that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame.
 - 0 points – Foul bags refers to any cornhole bag that does not land on the board or that has been tossed out due to one of the following:
 - Pitching a bag with a foot over the foul line (front of your teams cornhole board).
 - A pitched cornhole bag that contacts the ground before coming to rest on the board.
 - A pitched cornhole bag that contacts other out-of-bounds obstructions before coming to rest on the board.
 - Pitching a bag overhand.
 - Any bags on the board that are knocked off by a foul pitch shall be returned as close to the initial position.
 - A pitched cornhole that has been thrown out of sequence.
2. One score tower per lane will be used. Both teams are responsible for keeping their own score for each game. A score is calculated at the conclusion of each round.
3. All match scores shall be reported to the official once complete.
4. Parks and Recreation reserves the right to add, delete or amend its rules/regulations/policies at any time for the betterment of the program.

D. **Play**

1. Games are self-officiated. Players are asked to be honest and compete with integrity.
2. Prior to the first game, one player from each team will meet to determine the initial pitching order with a coin toss. The winner of the coin toss will either choose to throw first and choose their (lane) of throwing or defer to the other team to throw first and choose lane. The team that throws first will position their players first.
3. Each team must stand on the same side of the board directly across from each other in the same lane.
4. All games are played best 2 out of 3 matches.
5. Players may only throw one bag at a time and must throw underhanded.



6. Pitching alternates between opponents until all 8 bags (4 by each player) have been pitched. Once all bags have been thrown and scored, the opposite side will throw next. The team that scores last will throw first in the next round.
7. If a player pitches in an incorrect sequence, the bag that is incorrectly pitched is forfeited. Then to reestablish the correct sequence of pitching, the opposing player will pitch two consecutive bags.
8. Any discrepancies that can't be resolved between opponents will be decided by the official on duty.
9. In doubles play, the winner of the coin toss will either choose (not both): 1. The lane and location of each player of that team will be permanent for the entirety of the game. 2. The player matchup for each board.
10. Players must wait 3 seconds after a bag comes to a stop on the board before the players may pick up a bag at the end of the round.
 - a. If a bag is slick enough that it begins to slide down the board, players must wait for that bag to come to a complete stop before proceeding with a round.
 - b. Players may not jump or complete other actions that cause vibrations of the cornhole board during the 3 second waiting period. Any action like this will waive the 3 second waiting period.
11. Touching bags that are in play is prohibited. A bag in play is defined as any scoring bag that is being scored as 1 point "on the board".
 - a. If a player (or a player's teammate) touches a bag that is in play during the timeout (or during play outside of a timeout before the round is complete), the round immediately ends, and all bags are transitioned to the next round at the other board.
 - i. In addition, if the team that touched the bags still has just 1 bag left and their opponent has 0 bags remaining, that bag is dead and the round is ended and scored just like any cornhole round.
 - ii. If the opposing team of the team who touched the bags still has a bag left, then the round is over and that team will earn a valued score of 12 for the round regardless of the results of the round.
 - iii. The team that touched the bags will receive a valued score totaling the points scored only in the hole for that round for that team prior to the touching.
12. A player cannot pitch a bag until the previous bag thrown by their opponent comes to a complete stop. See ACL Rule above for Item 10.
13. Player Interaction/player conduct
 - a. Players may not make contact with each other during gameplay with the intent to disrupt pitching motions.
 - b. If a player disrupts another player's pitch with obvious intent, an official reserves the right to disqualify a player for that game resulting in a forfeit.
 - i. Players may not interfere with an opponent's bag during its flight path.
 - c. If a player interferes with the flight of a bag, the rest of that player's bags are forfeited for the remainder of the round and the pitching player gets to re-pitch the bag. Talking, yelling, and movement that is distracting to the opposing team is not permitted.



DETERMINING WINNER

A single elimination tournament will be scheduled upon completion of the regular season.

1. This tournament will be held the week following the last regular season night. In the event of two (2) or more teams in the same league having the same win/loss record at the conclusion of the scheduled season, the results of head to-head competition during the regular season will be used. If still tied, the team scoring the most points during regular season will be ranked above the other team.
2. Awards: The teams that win the single elimination tournament will receive awards.

OFFICIALS

1. A Game official will be scheduled by the Town of Farragut Parks & Recreation Department.
2. The official will be located onsite. He/she is responsible for the supervision of all games and enforcement of all program rules.
3. The official will have total control of the field during all games.

PROTESTS:

MUST be filed in the following manner by the **team manager or representative if the team manager is not present:**

1. Player eligibility protests must be filed immediately with the onsite official.
2. Protested players must be able to produce IDs for the official.
3. If a player is found ineligible due to protest the first offense will result in a seven (7) day suspension. The second offense will result in suspension for the remainder of that season. On the third offense the player will be suspended for one (1) year. Suspensions count for each sport the player is participating in through the Parks and Recreation.
4. The game in which a player is declared ineligible by protest will result in a forfeit by the team playing that ineligible player.

CANCELLATION POLICY

Once league schedules have been started there will be no refunds given, even if league play has not begun.

CANCELLATION OF GAMES

We will utilize our social media accounts to announce any cancellations of games.

Instagram: @farragutparksandrec

Twitter: @FarragutParks

Facebook: @FarragutParksandRec



CONDUCT/DISCIPLINE

1. Alcoholic beverages are not allowed in the complex or the parking lot.
2. No glass containers are allowed in the gymnasium.
3. No smoking is allowed inside the community center.
4. Gambling during league play is strictly prohibited.
5. No pets are allowed inside the community center.
6. Any player, coach, manager or spectator ejected will be suspended for a minimum of fourteen days (14) days for the first offense. The second offense will result in suspension for the remainder of that season unless the season is less than 14 days from being completed, in which the suspension will then be served for 14 game days and an additional 14 days. On the third offense the player will be suspended for one (1) year. These policies will be enforced unless the ejection is for verbal or physical abuse of an umpire or athletic official, including the coordinator/employees; if this is the case that player will be suspended for a minimum of one (1) year depending on the offense. Any player who is on probation or who has received a warning letter may serve a one (1) year suspension on their first ejection offense. You have the right to appeal ejections or suspensions, please contact the Parks & Recreation Director at 865-218-3376 for any questions.
7. Players, coaches, managers, and spectators who have been ejected/suspended must leave the complex immediately and may not return until completion of their suspension.
8. Each team manager will be held responsible for the conduct of his/her players and fans/spectators.
9. Suspensions will carry over from season to season. Suspensions count for each sport the player is participating in through the Farragut Parks & Recreation Department.
10. Verbal abuse (cursing, name-calling, badgering, threats) or physically touching/attacking an umpire or staff will not be tolerated. Fighting will not be tolerated and is grounds for immediate removal from the game/complex.
11. Unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of pickleball and its purpose will not be tolerated. The umpires and the athletic coordinator or his/her employees have the authority to remove a player, coach or spectator from the game/complex and/or forfeit a game due to unsportsmanlike conduct. Offenders will be removed from the community center and police will be called if deemed necessary. Any abusive behavior is subject to suspension and loss of eligibility in all league play. The Town of Farragut Parks & Recreation Department reserves the right to ban participants and or spectators from any and all sports competition for both youth and adults. The severity of the incident will determine the length of suspension from play.