



## Pender County Parks and Recreation Corn Hole League

**Schedule:** The Corn Hole League is a five-week league played every Tuesday from January 16<sup>th</sup> to February 6<sup>th</sup> at The Penderlea Gym (231 W H Robbins Rd, Willard, NC 28478).

**Matches:** Every Tuesday teams will play two matches consisting of 3 games each. The start time of the first match will begin at 6:30pm and the second match will begin at 7:00pm. The matches are round robin style with every team playing each other at least once.

**Ranking:** For each game played, the winner is awarded one point, (a team can obtain a maximum of six points in one night). Each team's points will be recorded weekly and that will determine the league champions.

**Time limit:** All three games must be played in the 30-minute time limit. Teams must exercise a progressive "flow of play" and not stall during the match.

- If a game has started when the time limit is reached, the team with the most points at the end of the round wins that game.
- No points will be awarded if a game has not been started **OR** if it is apparent that there will not be enough time to start a third game, both teams can agree to bet the remaining two points on the second game. For example: team blue and team red took 25 minutes to play the first game. Since they will not be able to complete the third game, both teams agree to start the second game betting the remaining two points. **IF BETTING OCCURS, you must let staff know before the game begins to avoid controversy.**

**Late teams and no-shows:** If a team is late by less than 10 minutes, they will forfeit one of the three games. If a team is 11 or more minutes late, or does not show at all, they will forfeit all three points.

### How To Play

- **Setup/Starting** - Boards are positioned 27 feet apart (front edge to front edge). Pitcher's boxes will be set up on both sides of the board with each team member facing each other. There will be four bags for each team to throw. A coin toss will determine who goes first.
- **Scoring** - Teams will play to 21 for all 3 games, unless the 30-minute "curfew clock" expires, and the final score at that time will stand as-is. Ways To Score:
  - 0 points for any bag that touches the ground
  - 1 point will be awarded for the following: Any bag that is on the board, any bag that is hanging into the hole, any bag that is hanging on the edge but not touching the ground.
  - 3 points will be awarded for any bag that goes through the hole.
  - Cancellation scoring is in effect (Example: Red lands two points and blue lands one point. Score= Red: 1 Blue: 0).
  - No bags in scoring position should be touched until all bags have been pitched. (EXCEPTION: When a bag bounces on to the board, or if it misses the board entirely).
  - First team to reach or exceed 21 is the winner.
- **Pitching Turns** - Players will alternate pitching bags until all four bags have been thrown. - The team that scored most in the previous frame shall pitch first.
- **Fouls** - If a bag is thrown when the player is in front of the board, the bag will not be counted. Pitching out of turn will result in a foul bag and will not be counted towards scoring.