



**MLC Official Rules**

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## *Rules of the Sport*

- Cornhole can be played as a single player or as a doubles team (team of two players) in a tournament fashion. A cornhole team will consist of two doubles teams and three singles players. Seven players total makes up a cornhole team. With an optional 7 substitute players.



# Introduction

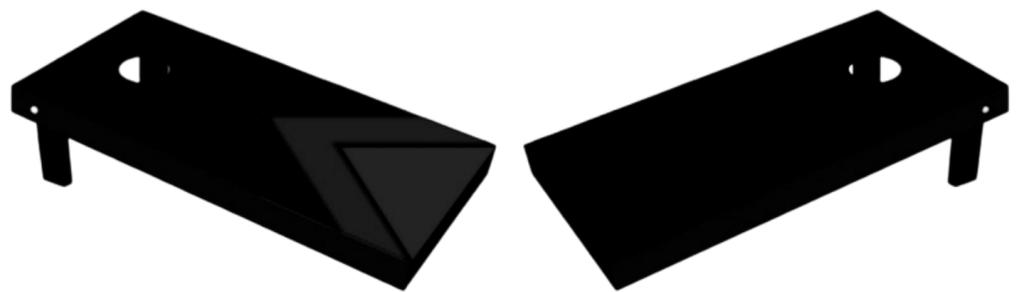
- The Sport of cornhole has a need for a cornhole team. Cornhole was founded as a backyard or bar game. This game has an immense amount of popularity as well as strategy. Cornhole can be played on the amateur level and the competitive level. Until now, competition play has been played in a tournament fashion. As the need for cornhole in high school, college, and Olympic play has grown.

# Equipment

- Each match must have the following:
  - One set of braced cornhole boards.
  - One set of airmail boards.
  - One set of pitch pads within regulation dimensions that will provide an official court and foul line.
  - The court must also have a digital scoring system.
  - The match must have a person/persons to track stats and keep score.
  - The courts need to have benches for both teams and staff.

# Team Positions and Rules

- **The Team Overall:** The cornhole team will consist of 7 starters, with a maximum of 7 substitute players. A minimum of 7 players are needed to compete, with a maximum of 14 players on the team.
- **Inclusion:** Cornhole teams may consist of all genders and have no restrictions based on, disability, gender, or any other category of persons not identified.
  - **Example Roster:**
    - Singles = 1 Player
    - Singles = 1 Player
    - Singles = 1 Player
    - Doubles = 2 Players
    - Doubles = 2 Players
    - Substitutes = 7 Players



# Roles

- **Singles Players:** A singles player is a player who plays a game as an individual.
- **Doubles Teams:** A doubles team player selection consists of two players, who compete in the same game cooperatively.
- **Airmail Lineup:** The Airmail lineup is the assigned team to compete in the airmail shoot out in the sixth period of the match. The lineup must have 7 players.

# Basic Rules and Format

- **Overview:** The competition will be played in a Match format. That consists of five regular games, and the sixth will be a series of airmail attempts. Six periods total. Each team will be playing to get to 21 points overall for the match.
- **Structure:** The match will be played with two cornhole teams competing against each other. The match will consist of 6 periods. The first five periods will have a game played. The sixth period will consist of both teams attempting to make airmail shots for match points.

# Scoring



There are two types of points in this match. There are match points and game points.

- **Match points:** Match points are points that go to the overall score of the match. Each team's objective is to score 21 match points. Match points decide the winner of each match. Match points can be earned in two ways. The first way is by winning a game. Each game has a certain amount of match points that are awarded depending upon the game. The second way is to successfully place a cornhole bag into an airmail hole during the airmail lineup in period six. There are exceptions that are outlined when a penalty has occurred.
- **Game points:** Game points are points that are scored in a normal cornhole fashion. Each game winner is decided by whichever team scores 21 first. Game points can also be earned after a penalty has occurred.

# Periods

- **Period One:** This will be the first game played by each team. This game will be played by the assigned doubles duo from each team and will be worth a total of 2 match points.
- **Period Two:** This will be the second game played by each team. This game will be played by the assigned doubles duo from each team and will be worth a total of 3 match points.
- **Period Three:** This will be the third game played by each team. The game will be played by the assigned singles player from each team and will be worth a total of 4 match points.
- **Period Four:** This will be the fourth game played by each team. The game will be played by the assigned singles player from each and will be worth a total of 5 match points.
- **Period Five:** This will be the fifth and final game of the match for both teams. The game will be played by the assigned singles player from each and will be worth a total of 6 points.
- **Period Six:** is an airmail lineup to finish each team's race to 21 match points. Each team's assigned airmail lineup will play in this contest. Both teams will take shots at the airmail boards consecutively. One team will shoot at a time. The team with the lowest points goes first. If the game is tied, the team who did not shoot first at the beginning of the game then goes first for the airmail lineup. When a player shoots, regardless of if they make their shot or not, they go to the end of the shootout line. Each shot made will be added to the match scores by the officials. The officiate will also remove any bags on airmail boards that are not in the hole. The shot clock starts when the player's bag ceases to move. Each team will have the freedom to decide the order of their team's play. Each shot made in the airmail lineup will produce two match points. Every shot made on the airmail board but not in the airmail hole will produce one match point. Both teams will continue to shoot for match points until one of the teams reach a total of 21 points, or the time limit of period 6 expires. The shot clock remains relevant in period 6.

Period 1	Period 2	Period 3	Period 4	Period 5	Period 6
2 <sup>nd</sup> Doubles Game	1 <sup>st</sup> Doubles Game	3 <sup>rd</sup> Singles Game	2 <sup>nd</sup> Singles Game	1 <sup>st</sup> Singles Game	Airmail lineup

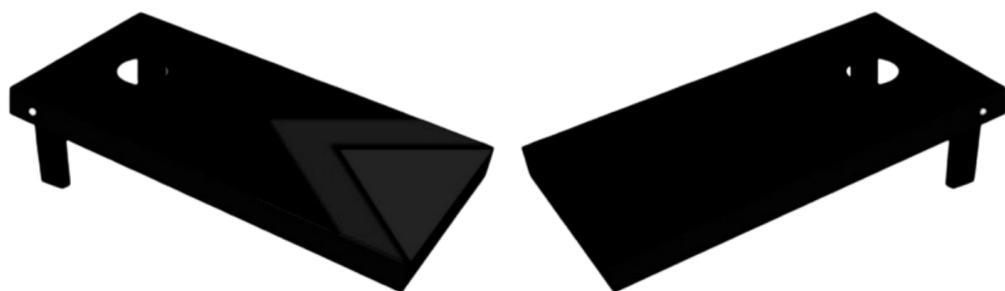
The schedule above shows the structure of the match.

Scoring example: The winner of period 6 is the winner of the match.

Segments:	Period 1	Period 2	Period 3	Period 4	Period 5	Period 6
Segment title	Game One	Game Two	Game Three	Game Four	Game Five	Game six
Type of play	Doubles	Doubles	Singles	Singles	Singles	Airmail lineup
Segment value	Game one value = 2	Game two value = 3	Game three value = 4	Game four value = 5	Game five value = 6	Shoot out shot value = 2 match point per shot made. 1 for one on the board.
Example of conclusion	Team, one wins	Team, two wins	Team, two wins	Team, one wins	Team, two wins	Team, one wins
Example of scoring	Team one = 2	Team one = 2	Team one = 2	Team one = 7	Team one = 7	Team one = 21
Example of scoring	Team, two = 0	Team, two = 3	Team, two = 7	Team, two = 7	Team, two = 13	Team two = 18

## Players

- **Designated players:** Only 14 players may be on the playing roster during the match. A maximum of 14 players and a minimum of 7 players must be designated as playing on the roster.
- **Substitute Players:** Players who are subs can sub for any player in the match. Once a sub is subbed into a game. They may not be subbed into any other game for the rest of the match. Subs may be a part of the airmail lineup. Only one substitute is allowed per position. If a player must leave the game and there are no replacement subs, then the team who is down a player must forfeit that period regardless of the score.
- **Repeat players:** No repeat players are allowed. A player may not play in more than one game during the match. Period six is an exception. Thus, the repeat player rule cannot be enforced in period 6.



# Time

- Each period will have a time restriction. The officiate will manage time restrictions in all the periods. Each player will have a shot clock

# Score

- There will be a designated scorekeeper to keep the score of the match and game points.

# Coaching

- **Coach role:** The role of the coach is to schedule and oversee practices, make position decisions, create team depth charts, train skills for players, inspire players, and help players make shot decisions during gameplay (At designated times).
  - A coach may verbally give instructions during timeouts.
  - During gameplay, the coach may not step into the court of play.
  - There may only be one head coach for the team.
- **Coach Gameplay:** The coach may speak and give instructions during time outs in a period. Each period will give a coach two-time out. The coach may only give instructions during period breaks and during a time out. A coach can only sub a player in during a time out as well. If a coach uses both time-outs in a period, they may not request a time-out for a sub. However, the coach may sub a player out during the other team's requested time out or during a penalty time stop. Time-outs are one minute and fifteen seconds and are meant to give the coach/ players the ability to strategize.
  - **Restrictions:** A coach may not give verbal or non-verbal instructions to players during gameplay. A coach may not step onto the court of play during gameplay.
    - A coach can be given up to two warnings and a minimum of one warning for giving improper instructions before a penalty is enacted. Penalties will be outlined in the following section.

# Officiating

- **Officiate role:** There will be only one officiate during one cornhole match. The officiate will signal scoring to the scorekeeper, enforce penalties and fouls, standards, and rules, as well as enforce the match schedule. The officiate is there to understand the rules and make decisions for gameplay based on the rules.
- **Scorekeeper:** The scorekeeper tracks the points for both the games and the match total. They work with the officiate on clock accuracy and timing. The scorekeeper has a roster of both teams and tracks the subs that go into the match. They keep track of who is or is not an eligible player based on the no-repeat play rule. They also keep track of game statistics for both teams. The scorekeeper is provided with a team roster and team statistics chart to fill out for each team. At the end of the match, the scorekeeper records both teams' statistics onto an official league record for league information.



# Penalties

- **Penalties are enforced by giving the opposing team shots at the airmail board.** Each shot made equals one point (Match or game). Depending on the infraction, will depend on whether they are shooting for match points or game points.
  - **Improper signaling violation:** When a coach or player gives verbal or non-verbal instructions during gameplay. 2 airmail shots (Game points)
  - **Foul line violation:** When a player's foot extends past the foul line during their toss. 2 Airmail shots (Game Points)
  - **Match foul line violation:** When a player's foot extends past the foul line during their toss, during the airmail shoot-out. 1 airmail shot (Matchpoints)
  - **Unsportsmanlike conduct class 1:** This is the first penalty for conduct that is not condoned by the sport. This includes verbal and non-verbal (But Non-physical) inappropriate, rude, discriminatory, or sexual gestures. This can be towards, other players, fans, coaches, media, or any other person or persons not specified. The conduct can be penalized during gameplay, during breaks in between periods, or while spectating. The second level 1 unsportsmanlike penalty will result in match ejection. 4 airmail shots if during periods 1-5. (Game points). 2 airmail shots if during period 6 (Matchpoints)
  - **Unsportsmanlike conduct class 2:** This is an aggressive suggestive behavior to include verbal and non-verbal gestures. This also includes aggressive physical contact. Any infraction on this level results in an automatic ejection.
  - **Premature bag motion:** This penalty takes place when a player removes or adjusts the position of a bag on the board without the round is complete or the officiate making the official count. This can cause inconsistent counting by the officiate or affect the gameplay of the players who must still toss their bags to finish the round. 4 airmail shots (Game points).
  - **Turn Violation:** This penalty occurs when a player throws out of turn during a game. 2 airmail shots (Game points) or 1 Match point occurred during period 6.
  - **Shot clock violation:** When a player does not toss the bag by the time the shot clock expires. The bag must be out of the player's hand by the shot clock expiration. The player loses the bag for play. For example: if player A is playing player B, and player A is penalized for a shot clock infraction. Then player A will only be able to shoot 3 bags instead of 4 in the round during gameplay. If the bag was shot beyond the time limit given, then the bag will be removed from the board of play by the officiate and will not count towards the round. If this occurs during period 6. Then the player's bag will not count, and the player will move to the back of the lineup.

# Uniform and Dress Code

- **Players:** Players must wear a matching top and bottom that matches their specific franchise standards. (Matching must coincide with franchise color scheme.) Players must wear their jerseys. Players are not allowed to wear sunglasses, hats, visors, earphones in ears, headphones, and cut-off shirts.
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- **Coaches:** Coaches must wear khaki pants and franchise-branded polos. Coaches will not be allowed to wear sunglasses, earphones, or headphones. Exact standards will be established by the franchise owners in which they are operating.
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- **Officials:** Officials must wear official officiate jerseys designated by the league. They must also wear black khakis with black shoes. Officials may not wear hats, sunglasses, headphones, headbands, or wristbands of any kind.

## League Play

### Match play:

- Every match begins with a coin toss. The winner of the coin toss chooses to toss first or second.
- After the initial round of the first game. The player to go first will be dependent on which team scored the most recent in time. Or in simple terms, whoever scored last. This rule carries on through periods 1 – 5 in the match.
- The team to toss first in the final matchup during period 6, is the team with the least number of points.
- Each game will be played in the period designated until the time expires or one team reaches a score of 21 game points.
- The final matchup will be played until the time expires or one team reaches a total of 21 match points.
- The winner of the match is the team that reaches 21 points first or has the most match points by the end of the match.
- **Time Management terms:**
  - Shot Clock: The shot clock in cornhole is the amount of time a player must throw there
  - Period: The time limit in the period is a continuous running clock that only stops on a time-out or penalty.
  - Period Break: A period break is a time between periods in the match. This gives teams, players, staff, officials, scorekeepers and fans a good break point before play resumes.
  - Opening Ceremony: An Opening ceremony is a time for team rosters to be announced, and the national anthem to be played. It is also the time for the initial coin toss.
- **Time standards:**
  - Shot clock: 12 seconds
  - Period 1 – 5-time Limit: 20 minutes
  - Period 6: 10 minutes
  - Period breaks: How long it takes for teams to be ready. Not to exceed 5 minutes.
  - Opening ceremony: Not to exceed 10 minutes.

