

# CAMPUS SPORT: CORNHOLE RULES 2022

amended May 2022 by MU Sport

In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per the [Australian Cornhole Association Official Rules and Regulations](#), except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee and their decision is final.

## LOCATION

All games will be played on the grass area on the northern side of the Nona Lee Sport Centre.

## TEAM REGISTRATION

Teams must be registered by the Captain or Primary contact through the registration links available on the Campus Sport website.

**Full payment of the registration fee must be paid upon completion of this form** for a team to be guaranteed entry into the competition.

## PLAYER REGISTRATION

All participants must complete an online registration form before taking the court; they will then be named on the weekly score sheet.

All players are required to sign the score sheet prior to taking the court – all players must play a minimum of 1 game to participate in finals, should finals occur. If a player does not sign the sheet, that match will not count towards games played. Any player not signed for the required number of games will not be eligible to participate in finals, should they occur.

## THE PLAYERS

A team will consist of **two players**. These can be made up of any mix of genders including two males, two females or one male and one female.

MU Sport provides a safe and inclusive environment for all participants. Participants are free to participate in these competitions in a manner which best reflects their gender identity. The rules for this competition will be applied on the basis on gender identity. Any discrimination based on gender identity, or behaviour which could be classified as transphobic, will not be tolerated.

## GAME COMMENCEMENT

Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be **penalised 1 point per minute that they are late**.

## LENGTH OF THE GAME

The game structure is as follows:

- 30 minute timeslot for games
- A 2 minute break after each 4 innings
- First team to reach 21 points wins, then game ends

## GAME SETUP

Boards are set up directly facing each other with a gap of 8.23 metres (27ft) between the front edge of each board. If both teams agree, this distance can be shortened to between 6.23m and 8.23m, find a distance that works for all players.

Next, line up directly across from your partner (not diagonally from each other). You're now ready to play!

## SCORING

1 point is awarded for each bag that lands on the board, and 3 points for landing a bag in the hole. Cornhole uses cancellation scoring, meaning that you receive the points you score, minus your opponent's points. For example, if team A throws 1 bag in the hole and lands one on the board, and team B lands only 1 bag on the board, the score for that round is 3 for team A.

The first team to reach 21 points wins.

## GAME STRUCTURE

A coin toss or paper, scissors, rock competition should occur to dictate who tosses first.

Begin play by tossing the bag underhand at the opposite board. Take turns throwing against your competitor, until each team has thrown all 4 bags. Keep in mind, your feet must stay behind the leading edge of the board when throwing.

## CONTACTS

**Maddy Goldsmith**

Sport Competitions Coordinator

[maddy.goldsmith@unimelb.edu.au](mailto:maddy.goldsmith@unimelb.edu.au)



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## POINTS AND LADDERS

4 points will be awarded for a win, 0 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points. The result for a forfeit shall be recorded as 21-0.

## FORFEITS

In the event of a forfeit, the winning team will be awarded a score of **21-0 and 4 competition points**. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

## MISCONDUCT

All players must be respectful towards each other, as well as towards the umpires. This is a social competition, and any form of player misconduct will not be tolerated and may result in you or your team being excluded from the competition.

Umpires may caution or issue a warning to a player if their behavior needs to change. If the behavior continues or a player engages in serious misconduct, the umpires may suspend a player. A player who is suspended takes no part in play for 2 minutes of playing time.

## RULE CLARIFICATION

If players would like clarification on a rule or a call, that player may approach both umpires at any of the breaks and ask for rule clarification. Players must conduct themselves in a professional manner when doing this and put their inquiry in the form of a question.

## INJURY

A player may call for 'time' due to an injury or illness. The umpire may stop the game at any time.

### **First aid is available at the Sport Centre reception.**

It is the responsibility of the team captain together with MU Sport Reception Staff to administer first aid when required, not the umpires. **All injuries must be reported to either the competition coordinator or to reception** by the injured person/s or team captain and an incident report made where necessary.

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