

Atlanta Sport and Social Club

Official Cornhole Rules

General Rules

1. **Schedule** - All games are to be played at the time, date and place specified on the schedule.

2. **Roster:** Minimum of 3 players per team.

3. **Forfeits** - Game time is forfeit time. **(Minimum to start is 2 players {1 female})**

(Forfeits are scored as a 3 – 0 match final)

a. If you know you may not be able to field a full team, please call an ASSC representative at least **48 hours** in advance if you would like to explore a rescheduling option. If it is within 48 hours of your scheduled game time, and you discover that you cannot field a team, please let us know so that we can notify your opponent! Although your team may end up forfeiting the match, there may still be an opportunity to use the space for practice or pick up games.

- Call: 678-869-4690
- Email: havefun@atlantasportandsocialclub.com

b. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.

4. **No show officials** - Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.

5. Roster Checks

- Roster minimums must be met before week 1 of games.
 - Minimum number of players/roster
 - Minimum number of female players/roster in Co-Ed divisions

Roster checks will be conducted

- During t-shirt delivery
- Before the start of each playoff game

Roster checks may be done once or twice, randomly during the regular season, at the League Manager's discretion.

6. RAIN OUTS - The procedure for possible rainouts shall be to check ASSC's website or call **678-866-1207**.

(We understand games are played indoors however, extreme weather can cause travel or facility issues)

- a. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC also reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** . [Review the weather policy here.](#)

7. Overly Competitive Players: All ASSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

Game Play

Atlanta Sport and Social Club follows the rules and guidelines created by the American Cornhole Association. Below, are important notes, modifications, and exceptions unique to Atlanta Sport and Social Club Cornhole leagues:

- 1. SCORING** in ASSC Cornhole leagues is designed to help games reach completion within the 1-hour game time.
- Cancellation scoring is in effect.
- The first team to reach 21 points in a round wins.
- Matches are decided in a best 2-out-of-3 contest
- The team with the highest round score, adds the difference of the two scores to their game score.
- The team who wins the round is given the honors to throw first the next round
- If both teams have the same round score then the game score stays the same and honors stay with the team who had it the previous round.
- You do not need to hit exactly 21 points to win. You can exceed 21 points, in your winning round.
- In doubles play partners shall stand at opposite Cornhole boards on the same side of the board.
- Each Cornhole team will have 4 bags of one color.
- All 8 Cornhole bags begin at one end.
- A coin flip or rock/paper/scissors determines which Cornhole team has honors in round one. The team with honors also chooses which side of the boards their team will set up on. Players on the same team must be directly opposite of each other (i.e. no cross throwing).
- The team who has honors will begin play by throwing a Cornhole bag at the opposite Cornhole board.

14. A Cornhole player may throw from anywhere behind the front of the Cornhole board on the side they are throwing from.
15. Alternate throws between the two opponents until all 8 Cornhole bags have been thrown.
16. If a Cornhole bag hits the ground then bounces up onto the board, remove that bag for it does not count.
17. Count the points scored during the round. If no team has reached the 21-point mark start the next round until a team reaches 21 points. The team that scores the highest amount of points on the previous round will have honors.

Additional Rules

Any rule not covered in this document will fall under the American Cornhole Organization Rules. [ACO RULES CAN BE FOUND HERE!](#)

Spirit of The Game

This is the most important rule in **ADULT RECREATIONAL AND COMPETITIVE SPORTS**. Competitive play is important, but never at the expense of following the rules, respecting other players, respecting the bar/facility, and having fun!