I. Eligibility

A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game.
C. Players may only participate on one team.
D. All players must be current UCI faculty or staff. NO undergraduate students are permitted to participate in any Department-Staff designated league.

II. The Game

A. League format will be Round Robin followed by playoffs, and based off total registrations.
B. The game shall be played between two teams of 2-4 players each.
   1. In order to start the game, a team must have two players present. Once league play has started, there are no substitutions.
C. Each cornhole platform will be a distance of 27 feet from the front of the opposing platform.
D. Each player lines up on the same side as his/her opponent, and each player gets 4 bags to toss. Players alternate throws until all bags have been thrown.
E. Each game is played to 21 points. A team may go over 21 points and still win the game.

III. Scoring

A. Each bag thrown one the board receives one point. Each bag thrown in the hole receives 3 points. From there, cancellation scoring is used—the team accumulating the most points in a round will receive that many points minus the number of points his/her opponent achieved for that round.
   1. Example: If Team A scores 5 points and Team B scores 3 points, Team A would receive a total of 2 points for that round.
   2. Team A would then have the first throw in the next round – the team that scored the last points will always have first throw in the subsequent round.

IV. Other Rules and Special Circumstances

A. At no point can a thrower release a bag from in front of the front edge of the platform. If this is done, a foot fault will be called, and the throw will be cancelled, with no re-throw allowed.
B. A thrown bag cannot hit the ground in front of the platform and “bounce on.” This bag will be removed from play and not counted for any points.
C. **Tiebreaker:** If a game is tied at 21 points, play will continue normally until one team achieves more points than the opposing team. A team does not have to win by 2.
D. Distractions or any attempt made to unsettle the thrower are not allowed.
E. No game will last more than 20 minutes. After 20 minutes has passed, the team with the highest score wins.
F. Any rules not explicitly covered here will default to Official ACA Rules.