

Campus **Recreation**

University of South Carolina Student Life

2v2 Cornhole Tournament Rules

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

Section 1: General Information

General IM Procedures

- Teams should arrive 15 minutes before the game to check-in with the supervisor.
- All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- Teams are expected to begin the game at the scheduled time.

Defaults

- Teams entered into the tournament must notify the Sport Programs Office before 3pm the day of the tournament. If a team does not default in time, they will be assessed a **\$25 forfeit fee on DSE**.
- The USC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
- A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and no fee will be assessed.

Forfeits

- Teams entered into the tournament who do not notify the Sport Programs Office by 3pm on the day of the tournament or do a no-show will be assessed a **\$25 forfeit fee on DSE**.

Team Choice (5 minutes: 5 minutes)

- The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 1. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
- Cornhole (10:1 game)

Sportsmanship

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.
- **If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the tournament. A team that receives below a 2 in any tournament matchup will automatically be forfeited.**

Miscellaneous

- To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
- No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current American Cornhole Organization rules if not explicitly stated in this document.

Location

- All games will be held at the Green Amphitheater next to the STWFC Outdoor Pool Deck, or STWFC Field 4 in between STWFC Pool and Greek Village.

Equipment

- All cornhole boards and bags will be provided by the Sport Programs Staff
- Boards must measure at twenty-seven (27) feet from front end to front end, and forty-five (45) feet from back end to back end

Team

- All players must be registered on the team's imleagues.com roster to be eligible to play.
- Teams must have a minimum of 2 players to begin play.

The Game / Scoring

- Teams will play a best of 3 series. Winners move on to the next round.
- The first team with 21 points wins the game.
 - i. If any team surpasses twenty-one (21) points at the end of their turn, they will "bust", and their score will drop back down to fifteen (15) points.
- Each round-ending score should be recorded to the on-site Leader.
- The final/championship match will be played with a best of 5 series.