

Cornhole Rulebook

Music City Sports & Social Club. Played at partner bars and breweries. Read with the General League Rules & Code of Conduct.

The vibe: Two-person teams, one bag at a time, cold drink in your non-throwing hand. Honky-tonk rules apply: aim for the hole, not the bartender (or the fiddle player).

1. Teams and Format

- **Teams of 2** (doubles), with up to 2 registered alternates. **Co-ed required at every level:** each 2-person team has **at least 1 woman** in every game. Your roster (including alternates) must include enough women to meet this minimum every game.
- **Weekly match:** each team plays **two opponents per night** (or one best-of-3 when the schedule's light). A match is **best 2 of 3 games**, with a **30-minute cap**.
- Partners stand at **opposite boards** and stay there the whole game. You throw against the opponent standing beside you.

2. Equipment and Setup

- League-supplied regulation boards (2' x 4', 6" hole) and bags (6" x 6", about 16 oz). Personal bags are allowed in Sweater and Swagger leagues only, and must be checked by the Coordinator.
- **Distance:** 27 feet from front edge of board to front edge of board. Bar spaces can be tight. Where 27 feet won't fit, the Coordinator sets a shorter distance (at least 21 feet) and it applies to everyone that night.
- **Foul line:** the front edge of your board. Your feet stay behind it and inside the pitcher's box (the area beside your board) until the bag leaves your hand.

3. Throwing

1. Coin flip or rock-paper-scissors decides who throws first in Game 1. The loser of each game throws first in the next game.
2. Opponents at the same board **alternate** throws until all 8 bags (4 each) are thrown. That's one "inning."
3. The team that scored in the inning throws first in the next inning. On a wash (no points), the same team as before throws first.
4. A bag that hits the ground or anything else (ceiling, a patron, a table) before landing on the board is **dead** and removed before the next throw.
5. Foot faults (stepping past the foul line) make the bag dead. In Sipper leagues, the first foot fault each game is just a warning.

4. Scoring (Cancellation)

- **3 points:** bag in the hole ("**cornhole**"), including one knocked in by any bag.
- **1 point:** bag resting on the board surface ("**woody**").

- **0 points:** bag touching the ground and the board (**hanging**).
- **Only one team scores per inning.** Subtract the lower score from the higher. Example: Team A scores 1 hole + 1 woody (4), Team B scores 1 hole (3), so A gets 1.
- Bags are not touched until the inning's points are agreed.
- **Winning:** first team to **21 or more** at the end of an inning wins.
- **The Bust Rule (Sweater & Swagger only):** you must land exactly on 21. Going over drops you back to **15**. Sipper games play straight 21-or-more.
- **Time cap:** if 30 minutes run out, finish the current inning. Whoever leads wins that game. A tie gets one more inning.

5. Etiquette

- No distracting the thrower: no stepping in their line, waving, or "accidentally" kicking the board. Trash talk is fine; keep it PG-13 and good-natured.
- Drinks stay **off the boards**. A spilled drink that makes a board sticky gets the board wiped down, and the spiller buys the next round (honor system).
- Be kind to bar patrons and staff. You're a guest in our partner's house, Southern hospitality goes both ways, and their customers come first.

6. Standings

Cornhole standings are ranked by **total games won** (not matches), so every game counts. Tiebreakers follow the General Rules, using point differential capped at 21 per game.

Questions? info@musiccityssc.com | Partner bar: TBD, TBD | Bags up, y'all.