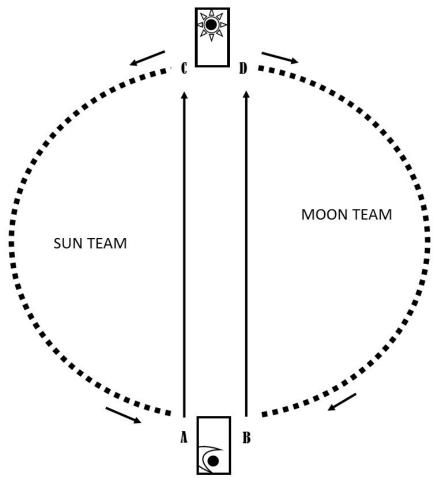
Round-Robin Cornhole

This game is a novel adaptation by Country Moon Winery for the Total Eclipse Watch Party held on April 8th, 2024. It is intended to include a large group of people of all ages, inspiring entertainment and sportsmanship. Avid cornhole players will recognize some elements as the distances and scoring are similar.

The <u>Round-Robin approach</u> has a team aspect where the players divide themselves between a "Sun" team and a "Moon" team. The teams need not be exactly even. Each player has an opportunity to gain points for their team by tossing against a member of the opposing team. After every participant has tossed 8 bags, the winning team is determined by the highest total score. (See Prizes section below) If play continues, individual high scores will be acknowledged after each round. Players will likely find themselves matched against differing members of the opposing team as participants rotate.

GENERAL PATTERN OF PLAY

A coin will be tossed by the scorekeeper/judge where heads is the Sun and tails is the Moon. The winner of the toss will be the team that goes first, and the player standing to the left of the board with that team's symbol will be first to throw. In general, each inning will begin with a player tossing once from the left of a board (position A) followed by a toss by the other team's player on the right of the board (position B). After four bags each have been alternately tossed, a score is tallied and the players cross the playing field. The same two players toss <u>back</u> to the other board from positions C and D, and again a score is tallied and the inning is ended. These players join the rotating circles of participants. The next two players step into positions A and B and the process repeats.



SCORING

- A cornhole bag that goes through the hole is worth 3 points.
- A cornhole bag that lands on the board and stays there is worth 1 point.
- A cornhole bag that lands on the ground or bounces onto the board is worth 0 points.
- Any bag that was designated a foul bag as the result of a rules violation is worth 0 points.

Cancellation Scoring: Only one team can score points per half-inning (2 people, 4 bags each). The team player with the higher score cancels out the points of the opposing team player .

Points Calculation: The team with the higher score in a half-inning earns the <u>difference</u> in points. For instance, if Team A scores 5 points and Team B scores 2 points, Team A earns 3 points.

PRIZES

The game activity is intended for entertainment purposes only. No fee is charged and no cash or substantial prizes are awarded. Small nominal and varying prizes may be given to teams and individuals as supplies last. The fun of playing and acknowledgement of winning may be it's only reward.

PITCHING

- Two cornhold boards are placed with their front edges 27 feet apart. An adult player must toss from behind the foul line, a visualized line across the front edge of the non-target board near which they are standing.
- A player under 12 years old may take up to 5 steps forward of the front edge of the non-target board.
- A player must toss all four bags from the same designated pitching area.
- Players must toss the bag with an underhand release.
- A player may not step over or contact the foul line while pitching or releasing a cornhole bag.
- A player must wait until the previous bag has come to a complete stop for at least 2 seconds before pitching the next bag.
- Players may not jump, blow, kick, or otherwise do anything that may affect the cornhole board and the positioning of bags during an inning.
- Touching, adjusting, or aligning a cornhole board during an inning is prohibited. Players or officials may only align the cornhole board between innings.

FOUL BAG RULE VIOLATIONS

Foul bags and rules violations are divided into impacting fouls and non-impacting fouls. A court official is responsible for spotting and calling penalties. The players or court official must determine if a foul bag was impacting or non-impacting.

Non-Impacting Bag Violation: If a bag in question does not impact gameplay or any other bag in play, it is a non-impacting bag violation. The bag is considered dead and is removed from play at the time of infraction. This bag scores 0 points for the inning. All other bags remain in play. No other movement of bags is permitted at this time.

Impacting Bag Violation: If the bag in question impacts the position of one or more bags in play, it is an impacting bag foul. Leave the bag in question and all affected bags in play. Continue the game until the end of the half-inning without touching or removing any bags. At the end of the half-inning, the team that threw the offending bag removes the highest-value bag in play from the scoring calculation. (*See example*)

Example: Team A steps over the line during their 3rd toss of the inning. The offending bag knocks a bag from Team B off the board. Bags are not replaced or affected at this time. At the end of the inning, subtract the highest-scoring bag from Team A from the scoring calculation. If 0 points were scored for Team A in the inning, no scoring updates are made.

LIST OF FOULS

The following are foul violations that must be spotted and called by an assigned judge. A foul is assessed to the offending team.

- Any bag pitched when the player has made contact with or crossed over the foul line.
- Any bag pitched when the player has started or stepped completely outside the pitcher's box before the bag is released.
- Any bag not delivered within the 20-second time limit.
- Any bag pitched from a different place than the first bag within a set of 4.
- Any bag that is not pitched with an underhand release.
- A player shall not touch, alter, move, or affect the board or any bags on the board or in the hole before scoring has been agreed upon for the inning. If this foul occurs during play, please refer to "Impacting Bag" section above. If this foul occurs at the conclusion of an inning, and before the score is taken, the non-offending team receives 3 points for each bag removed prior to scoring confirmation.

DEAD BAGS

- Any bag that contacted the court or the ground before coming to rest on the board shall be ruled a dead bag.
- Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc. shall be ruled a dead bag.

Immediately remove the dead bag from play and continue the inning. The offending team is not assessed any penalty or foul. If the bag impacts another bag, remove the offending bag where it lies and leave the remaining bags as they lie and continue play. The offending team is not assessed any penalty or foul.

ADDITIONAL FOUL RULES

- A bag that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched bag.
- A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched.
- If players believe they have thrown all bags, clear the board for the next inning, but then realize they missed one bag, the inning ends. The missed bag is forfeited.
- Any action or intentional use of a penalty that undermines the integrity of the game, as determined by the court official, will result in the player's disqualification and forfeiture of the match.

PROTESTS

If a player desires to make a protest, the protest shall be made to the scorekeeper, judge or official immediately when the problem occurs. The judge shall make the final ruling on all protests. These 3 pages of rules have been posted prior to the event. It may seem excessive but many take their cornhole seriously!

DISQUALIFICATION

Any act deemed excessively poor sportsmanship will disqualify a player and result in ejection from the game.