



## Official Xoso Coed Cornhole (Bag Toss) Rules

### Honor Code

Xoso Coed Cornhole (Bag Toss) is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Both Xoso and the host bar can remove you from the league or the night if it's in the best interest of the league.

Only paid Xoso league members are allowed to play. NO EXCEPTIONS. Any team using a player not on their roster who did not register as a sub will forfeit their game. Subs can register at <http://www.xososports.com/page/sub-registration>

### Game Play

1. Each match consists of four games, with each game counting as a point. Playoff matches will be best of 5 and will not play the 4th/5th games unless needed.
2. Two players per team will participate in each game. Teammates may rotate in between games, but not during the game.
3. Each team throws 4 bags per turn. 8 bags (4 of each color) will be provided by Xoso.
4. Teammates setup on opposite boards, so that they're throwing towards their teammate, similar to horseshoes and bocce ball. (1 player on each board.)
5. Players will alternate tossing bags at the opposite board, attempting to land the bag on the board or in the hole, until all 8 bags have been thrown.
6. Teams alternate throwing first each round.
7. **Illegal Tosses** - Illegal tosses can not score points but do count as one of your 4 throws:
  - a. Tossing with a foot in front of the board.
  - b. Tossing out of turn.
  - c. Bags that hit the ground first and bounce onto the board.
  - d. Bags that are on the board but also touching the ground (leaners).
8. **Scoring**: 3 points for a Bag in the Hole, 1 point for a bag on the board (Bag in the Count).
  - a. Scoring is "Cancellation Scoring". Bags in the Hole, cancel opposing teams Bags in the Hole, and Bags in the Count cancel opposing teams Bags in the Count.
    - i. Example 1: Team A tosses 1 bag in the hole, and 2 bags on the board, for a total of 5 points. Team B tosses one bag in the hole for a total of 3 points. The two bags in the hole cancel each other out, and Team A is left with 2 points for the round, for the two non-canceled bags on the board (Bags in the Count).

- ii. Example 2: Team A tosses 2 bags in the hole and Team B tosses 1 bag in the hole as well as 1 on the board. Team B's bag in the hole cancels one of Team A's bags in the hole, leaving Team A with 3 points for their remaining non-canceled bag in the hole. Team B also gets 1 point for their non-canceled bag on the board. So the score for the round would be 3-1 in favor of Team A.
  - b. First team to 21 wins the game, but the round must be completed. If both teams reach 21 in the same round, whichever team has more points wins the game. You are allowed to go beyond 21 without penalty. If the score is tied at 21 or more at completion of a round, play continues until one team achieves a higher score at the end of a round.
  - c. Matches will have 1 hour time slots. The 4th game will not begin with less than 5 minutes to play. If there's less than 10 minutes remaining (but more than 5), the final game will be played to 11 instead of 21.
9. Scores per game will be self-scored, so keep good track and make sure both teams are in agreement.

**Forfeits** - Don't do it! Your teammates and opponents expect you to show up, so please make sure at least one player from your team attends. Games start right on time, so we recommend coming 10 minutes early. Teams need one (1) player to avoid forfeiting and a forfeit will be declared after five minutes. Two forfeits mean your team is ineligible for the playoffs or championship game.

**Xoso Cornhole** is one of the only sports that is played without a referee or umpire. You are expected to call your own fouls and adjust play accordingly. Team Captains need to report the final score to a Xoso representative in person or by email within 24 hours of the game's conclusion.