



CCA OFFICIAL RULES & REGULATIONS

Official rules and regulations for the California Cornhole Association. These rules are put in place to promote consistent play in California. It is to the benefit of all CCA players to strive to meet and follow these rules and regulations in all CCA sanctioned events.

California Cornhole Association Official Rules for Cornhole

Rule A- Court Dimensions

- The cornhole court must be a level rectangle area 8ft. wide and a minimum of 40ft. long. The court will consist of two cornhole boards and a 3' wide pitchers' box on each side of the boards. When multiple sets are used side by side there must be a minimum of 6ft between sets, 8 to 10 is preferred.
- Foul lines consist of the pitcher's box. The front foul line is the lead edge of the boards, 3ft on both sides of the boards and the back edge of the boards. A player must remain the pitcher's box while tossing the cornhole bag. Stepping over any line results in a foul. Starting beyond the foul line will also result in a foul.
- Indoor play. The courts remain the same and there must be a minimum 15 ft clearance to the lowest obstruction.

Rule B- Equipment Standards

- All cornhole decks will be an approximate 2ft by 4ft. rectangle made of approximate $\frac{3}{4}$ inch furniture grade or better maple or birch plywood. $\frac{1}{2}$ inch decks are allowed with double center brace in the framework. Plastics sets are not acceptable for CCA tournaments.
- Each set will have a 6-inch hole centered 9 inches from the top of the board
- The front of the cornhole board must be a minimum of 3 inches in height and may not exceed 4.25 inches. The height of the cornhole board at the back must be approx. 12 inches (+or-.5") from the ground.
- The legs of the boards must have a cross member connecting one leg to the other, this will help stabilize the legs and keep bags under the set. In turn this will reduce any controversy of a bag being airtailed through the hole.
- All sets used in CCA tournament play will have a smooth deck with at least 1 coat of clear.
- Courts must be maintained throughout play and only be adjusted through innings. All efforts are to be made so that the boards are at proper distance before an inning starts. There will be

no adjustments once an inning has started. The front foul line and distance between sets must be maintained. If there is an issue with court lay out that the group cannot agree on a certified official must be called. Distance may only be measured before a match starts.

Bag standards

- Bags should measure 6" x 6" when laid flat and the accepted tolerance is 5.75" – 6.25". Bags that are over or under the accepted tolerance will not be allowed in game play.
- Bags should weigh 16 ounces. The accepted tolerance is 15.5 ounces – 16.25 ounces. Bags that are over or under the accepted tolerance will not be allowed in game play.
- The bag fill may only be plastic resin. Plastic resin pellets are the only acceptable form of fill for bags used in play.
- Manipulation of the bags in any form will not be allowed in or during game play. Altered bags in any form are not allowed. An altered bag is any bag changed from its original state when purchased. Any bag that appears to be altered from its original state will not be used in game play.
- No foreign substance may be added to the bags that will change the original state of the bag.

Rule C- Tournament and Game Play

- Cornhole can be played in double or single match format. In doubles, there are four players per court. Two people per team. Each team will have a member at each deck and must be in the same lane as their teammate. In singles play both players toss from the same deck and must stay in the same lane when tossing from the opposite end.
- Every cornhole match is played in innings. In each inning, each player must toss all four bags with alternating throws.
- A cornhole bag that is tossed in the hole is worth three points. Bags that are pushed in by another toss are considered 3 points. A bag that lays to rest on the top of the deck when the inning is finished is worth 1 point.
- A cornhole bag that hits the ground before coming to rest on the deck is considered a dead bag. There are no points awarded and the bag must be removed before play continues.
- If a cornhole bag is deemed a foul bag, that bag must be removed before play resumes and no points will be awarded.
- After a player tosses their bag, that bag must come to rest before the next bag is thrown. One warning is allowed by the opposing team before the toss is a foul bag. If a player continues to toss before the bags come to rest a foul bag can then be called.
- If a bag is sliding backwards that bag must be allowed to stop or slide off the board before the next bag can be tossed. Use bags that perform the best for the conditions of the day.
- All bags must be thrown and scored before bags are touched.

- If a team touches a fair bag before all the bags are thrown this is now a dead inning. Game play must stop. The team that touched the bags is now penalized. The inning is now scored 12 points minus the offending team's bags on the board and in the hole is awarded to their opponent. Players may not hide bags to coerce the other team into grabbing bags prematurely. **Any player caught hiding their bags risk forfeiture of the game.** The decision will be made by the tournament director at their discretion.

Rule D- Singles & Doubles play

- In doubles play competitors will alternate throws until all bags have been tossed. The teammates (tossing from the other side) will continue tossing in the same alternating manner until all bags have been tossed which will conclude the inning.
- Each player must toss their bags within 20 seconds of their turn. Time starts when a player steps into the pitcher's box with the intent to throw.
- Each team may call two 60 second time outs per match.

Rule E- Tossing Rotation

- Prior to each match a bag spin or quarter flip will determine who goes first and who chooses lanes.
- **In doubles play you must pick your match ups and go to your ends before the spin/toss.** The spin/toss will be made by the team members that have the bags on their end. It is up to each team to decide what end their players toss from before the spin/toss. If no decision can be made on match ups, then another spin/coin flip may be needed. **Players cannot switch ends after the spin/toss.**
- The player/team that wins the spin/toss will choose either to go first or which lane they will throw from. If you chose to go first the other team chooses sides. If you choose to pick sides, then the other team goes first.
- If a bag spin is chosen to determine who goes first the bag must be spun with force and achieve at least 5 rotations in the spin.
- Players must be on the same side opposite ends as their partners. You may not be diagonal from your partner.
- The player/team who scored in the last half inning goes first. If no score was made, then the player/team that scored last goes first in the next inning played.

Rule F- Position of Players

- **The player tossing a bag must have any grounded foot or stride start in the pitcher's box.** If a grounded foot is outside of the pitcher's box anytime during the players stride or toss it will

be a foul bag and removed from the playing surface. Players may stride over the players box if their bag is released before a foot contacts the ground.

- If the ability to mark out the pitcher's box is not available players should step off the allotted 3' before they toss when stepping out and confirm the distance with the opposing team member on their end before the toss is made.
- Both players/teams may not use the same pitcher's box or lane.

Rule G- Foul Cornhole Bags

- A foul bag is one tossed out of compliance with one of the rules of play. Any foul bag must be removed from play before play continues. If a foul bag knocks another bag off the board or in the hole the bags are to be returned to their original scoring position.
- Rule violations must be called by a contestant or official. Players must do their best to resolve the foul between themselves. If no resolution can be made tournament director will have the final call.
- Any bag tossed when any grounded foot of the player is out of the box during their turn.
- When a player touches or crosses the foul line with a grounded foot before the bag has left their hand.
- Any bag not tossed within the 20 second time limit.
- Any bag tossed out of turn.
- Any bag tossed from a non-assigned pitcher's box.
- Any bag that touches the ground before landing on the board.
- Any bag that leaves the players hand and moves forward more. A bag that is dropped by accident that has clearly not been tossed may be picked up and tossed as a legal bag.
- All bags must be tossed. If a bag is tossed and caught or touched by a player, the round is then a dead round and scored 12 points minus the offending teams' points.

Rule H- Protests

- If a player wants to make a protest or a foul has occurred, the player calling the foul must call time and make the protest/call to the players in his game. If there cannot be an agreement on the rule called and its outcome, then a certified official must be called to the protest. **If a bag from the player/team that is protesting has been tossed after the problem occurs there can be no protest.** A certified official has the final say on the protest outcome.

Rule I- Length of the Game

- A cornhole game shall be played until a player/team reaches or exceeds 21 points unless a time limit has been stated by the tournament director.
- Each half inning must be finished, and all bags must be tossed.

Rule J- Scoring

- Bags that go in the hole are worth 3 points
- Bags that land on the deck are worth 1 point
- Opposing players/team's points cancel each other out. For example: If Team A scores 2 bags in the whole (6points) and team B scores one bag in the hole (3 points) and one bag on the deck (1 point) Then team A is awarded 2 total Points. (6 Team A points – 4 Team B points = 2 Team A points)
- Players/Teams are always expected to pay close attention to the scoring. If a discrepancy cannot be resolved by the players/teams then an official or tournament director is to be called and the tournament director has the final call.

PLAYER INTERACTION/PLAYER CONDUCT

- Players may not contact each other during game play with the intent to disrupt pitching motions.
- Players may not interfere with their own or an opponent's bag during its flight path and all bags in an inning must be tossed.
- If a player purposely physically interferes with the toss of an opponent that affects their bag within the confines of that ends pitchers' box, the rest of that player's bags are forfeited for the remainder of the round and the pitching player gets to re-pitch the bag and any remaining bags.
- Talking, yelling, and movement that is distracting to the opposing team is not permitted.
- The CCA and its officials reserve the right to deem any behavior inappropriate if it harms the integrity of the game.
- Officials may award warnings to any players who display an inappropriate behavior.
- If a player continues to display inappropriate behavior during a tournament after receiving a warning from an official, the tournament director reserves the right to disqualify the player for the remainder of the tournament.
- Coaching is not encouraged during a match by Spectators.
- Spectators standing on the opposite side of the board are encouraged to not comment on specific bag situations to allow the players in the match the time to do so.

- Spectators are encouraged to not give specific strategic advice to a player during a game. This includes spectators that may be in the ear of a player on the same side of the board during a game.
- Spectators may encourage players with general statements like “push the bags in” or “drag the bags in” or “nice block” etc.... if it is not intended as coaching the player.
- In Doubles and other Team Events, teammates may coach players if they are clearly identifiable and do not interfere with the timing of the play.
- The CCA Directors and officials may address spectators and players engaged in coaching however they see fit.
- Any official or tournament director has the right to investigate any instance with the crowd or witnesses to make a correct ruling.

PLAYER CONDUCT

- The CCA and its officials reserve the right to deem any behavior inappropriate if it harms the integrity of the game or the reputation of the CCA.
- Officials may award warnings to any players who display inappropriate behavior including but not limited to negative references towards the CCA, throwing bags in anger, cursing, fighting, inappropriate gestures and comments disparaging the CCA, its staff, sponsors, players, venues, and fans.
- Players that engage in offensive acts or comments towards the CCA and players may be placed on a player evaluation list where that player is only allowed to play in CCA events as a guest for a pre-determined amount of time. At the end of that period the player will be reevaluated.
- If a player continues to display inappropriate behavior during a tournament, on social media or in the presence of sponsors after receiving a warning or has already been placed on the evaluation list by an official, a CCA tournament director reserves the right to disqualify the player for the remainder of the tournament and/or place them on a list suspending them from playing in all CCA events.
- Any person that engages in fighting will be **immediately removed** from the tournament and event grounds. The offending player will also be suspended from all future CCA play.
- CCA reserves the right to make changes to the rules and regulations as they see fit during or after the 2021 season. CCA also reserves the right to make any judgment call during an event.