ACCIDENT INSURANCE
The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL
In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

Conversations with officials will be kept to a minimum. **Team captains, and only team captains**, may address the officials. Captains may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official from team captains and/or other team members outside of those other than those above, will result in a misconduct foul and dismissal from the game.

PARTICIPATION
A. A **MALE** participant may only play on one men’s team and one coed team within a specific league.
B. A **FEMALE** participant may play on a men’s team, women’s team and multiple coed teams in the same division. (i.e. a female may not play on a coed rec and a coed comp team)

BLOOD RULE
A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered and/or the uniform is changed.

FORFEITS
A. Game time is forfeit time.
B. No Show = No team members show up to a schedule game and the Intramurals Office was not contacted. A No Show can result in elimination from end of the season playoff participation.
C. Forfeit = A team does not have the minimum amount of players to begin a contest. A team notifies the Rec. Sports Office of their forfeit by 3pm on gameday. One notification of a forfeit to Intramural Sports made by 3pm on gameday will not result in removal from league or postseason.
D. Multiple forfeits may result in elimination from the end of the season playoff participation.
GAME PLAY
A. Boards will be placed on a flat surface 27 feet apart (front to front).
B. In doubles play partners shall stand at opposite boards on the same side.
C. Each team will have 4 bags of one color.
D. All 8 bags begin at one end.
E. A coin flip or rock/paper/scissors determines which team has honors in round one.
F. The team who has honors will begin play by throwing a bag at the opposite board.
G. A layer may throw from anywhere behind the front of the board they are throwing from.
H. Alternate throws between the two opponents until all 8 bags have been thrown.
I. If a bag hits the ground then bounces up onto the board, remove that bag for it does not count.
J. Count the points scored during the round. If no team has reached the 21 point mark start the next round until a team reaches 21. Points will be scored on a knock out basis: Team Blue scores 4 points in the round and Team Red scores 6 points in the round, Team Red total score for that round is 2 points.
K. The team that scores the highest amount of points on the previous round will have honors.

GAME LENGTH
A team that scores 21 points before their opponent or has the best score after 30 minutes of play will be declared the winner.

FOULS
A. If a players foot goes past the foot foul line. (front of the board).
B. A Player goes out of turn. The throw the foul occurs on is voided. If the bag is on the board remove it.
C. All disputes will be settled by the Intramural Supervisor. Their ruling is final.
D. Players may not distract or deceive their opponents. They will be given one warning by a supervisor. If a second offense occurs the game will be terminated and the offending team will forfeit regardless of score.

POINT SYSTEM
A. 3 points for a bag that goes completely through the hole.
B. 3 points for a bag that is pushed through the hole by an opponent’s toss.
C. 1 point for a bag lands and stays of the board
D. 1 point for a bag that is hanging into the hole.
E. 1 point for a bag that is hanging off the edge but not touching the ground.
F. 0 points for a bag that is on the playing surface, but also touching the ground.
G. 0 points for a bag that is hanging off the front edge and is resting on a bag that is on the ground. If you can remove the bag on the ground without the one on the board falling then a point is given.
H. The score at the end of each round is difference of the points scored by each team during that round.
I. The team who wins the round is given honors to throw first in the next round. If both teams have the same round score then the game score stays the same and honors stays with the team who had it the previous round.