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.

BEHAVIOR AND SPORTSMANSHIP
It is every player’s responsibility to know the rules and abide by them. It is also every player’s responsibility to respect and cooperate with the officials. It is the responsibility of the team captain to insure proper behavior on the part of his/her team’s fans. The team captain is ultimately responsible to the intramural staff for all the above.

As a university activity, intramural sporting events expect the same conduct and behavior as in any other social and/or recreational campus activity. Friendly competition and good spirited rivalry are expected. However, officials and field supervisors are university employees and will not tolerate verbal abuse or physical threats from or amongst players, coaches or spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. Furthermore, inappropriate conduct will be dealt with in the same manner as any violation of the university conduct code. Violations will be reported to the University Judicial Officer.

Sportsmanship Ratings will be assigned by the officials following each contest. Ratings are posted online. A team must have a “2.8” average to be eligible for the play-offs, regardless of their win/loss record. Any team receiving two grades less than a “2.0” will automatically lose their intramural deposit and will immediately be removed from the league. During playoffs, a team receiving a sportsmanship rating lower than a “3.0,” will not be allowed to advance regardless of victory.

GENERAL
You must show a valid CSUC or California ID to participate. ID cards will be collected by officials prior to contest. No ID, no play, no exceptions. Any problems with lost 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 other that outlined above, will result in a technical foul and dismissal from the contest.

A player may only play on one men’s team/women’s team. A player may play on a second team, provided that team is co-ed.

**FORFEITS**
A. Game time is forfeit time.
B. Each team is allowed only one default. Notification of a default to Intramural Sports not made before 3pm of game day will result in a loss but will not result in removal from league nor will it result in the loss of the forfeit deposit.

**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 cornhole boards on the same side.
C. Each cornhole team will have 4 bags of one color.
D. All 8 cornhole bags begin at one end.
E. A coin flip or rock/paper/scissors determines witch cornhole team has honors in round one.
F. The team who has honors will begin play by throwing a cornhole bag at the opposite cornhole board.
G. A cornhole player may throw from anywhere behind the front of the cornhole board they are throwing from.
H. Alternate throws between the two opponents until all 8 cornhole bags have been thrown.
I. If a cornhole 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. A cornhole players foot goes past the foot foul line. (front of the cornhole 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 cornhole bag that goes completely through the hole.
B. 3 points for a cornhole bag that is pushed through the hole by an opponent’s toss.
C. 1 point for a cornhole bag lands and stays of the board
D. 1 point for a cornhole bag that is hanging into the hole.
E. 1 point for a cornhole bag that is hanging off the edge but not touching the ground.
F. 0 points for a cornhole bag that is on the playing surface, but also touching the ground.
G. 0 points for a cornhole bag that is hanging off the front edge and is resting on a cornhole 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 cornhole 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.