



## Pride Sports USA - Cornhole Official Rules

**PrideSportsUSA.com**

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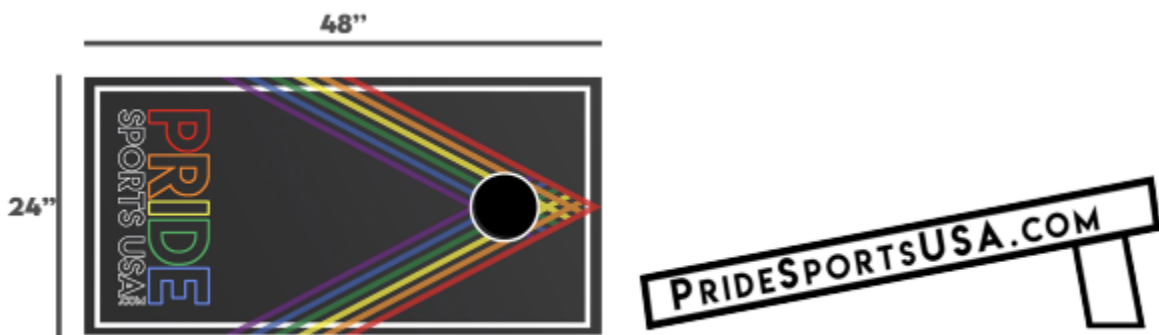
### Table of Contents

Pride Sports USA - Cornhole Official Rules .....	1
Playing Area .....	2
Starting a Match / Match Play .....	2
How To Play / Scoring .....	4
Player Substitutions .....	5
Uniforms .....	6
Change Log .....	7

## Playing Area

### 1. Playing Area

- 1.1. Boards are placed no closer than 27ft from front-edge to front-edge. Venue size may dictate a closer playing area, at the League's discretion
- 1.2. Boards are 24-inches (width) by 48-inches (length) with a 6-inch hole centered 9-inches from the back edge.
- 1.3. **Official Pride Sports USA Bags** are the only bags that may be used during a game. The official Pride Sports USA Bags are 6 inches by 6 inches with the Pride Sports USA logo



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## Starting a Match / Match Play

### 2. Starting a Match

- 2.1. Teams will start the match with **Rock, Paper, Scissors** to see who throws first. Winner decides who goes first.
- 2.2. Teams will do another **Rock, Paper, Scissors** to see who gets which side of the board.

### 3. Match Play

#### 3.1. Terminology

- 3.1.1. Frame – A set of four (4) tosses between two (2) players; eight (8) tosses total
- 3.1.2. Game – A set of several frames with scores added together to reach 21.
- 3.1.3. Match – A set of games within Match Time to 21 points each.

- 3.2. Match Time is 55-minutes; no new games started after 50-minutes
- 3.3. Games are played to 21-points; the first team to reach or pass 21-points wins the game
- 3.4. One (1) game point is awarded to the winner of each game; the team with the highest number of Game points at the end of Match Time wins the Match
- 3.5. Teams will alternate tosses with their opponent on each frame
  - 3.5.1. Two (2) players from each team play at one time: 2 v 2
  - 3.5.2. Each team will have four (4) bags each per frame to toss
- 3.6. Teams have a minimum of two (2) players per team for each Match to avoid a forfeit. (If your team only has 2 players on a given day, every 3rd game in the match is an automatic loss, as no one player can play more than 2 games in a row)
- 3.7. Teams are in charge of keeping their own score and reporting the Match Score to the League Table at the end of the Match
- 3.8. Player positions - the red and blue dots below represent players on the same team and their position on where they stand. Both players play one board at a time and stay in their designated lane for the whole game (right or left).

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- 3.9. Rotation Rule: No player may play more than two (2) games in a row, but there is no limit to the number of games a player may play during a Match
  - 3.9.1. Rule exception: if only 2 players from a team are present on game day, those players play every frame of every game in that Match (see also: Rule 3.10 Two-player Rule)
  - 3.9.2. Tie-breaker exception (see rules for tie-breaker) – this rule does not apply to tie-breaker matches<sup>1</sup>

<sup>1</sup> Rule clarified 9-12-2022

- 3.10. Two-player Rule: If one Team only has two (2) players present during a Match, that two-player Team must record a loss for every third (3<sup>rd</sup>) game played during that Match. The third game point is awarded to the opposing team. This rule does not apply if both Teams have only two players present during a Match.<sup>2</sup>

## How To Play / Scoring

### 4. How to Play

- 4.1. Players start the game and alternate tossing bags until each player has tossed all of their bags.
- 4.2. Players must toss the bag with an under-hand release.
- 4.3. Feet must stay behind the line of the front of the board at the time of releasing the bag.
- 4.4. The player/team who scored in the preceding frame tosses first in the next frame. If neither player/team scores, the player/team who tossed first in the preceding frame shall retain first toss in the next frame.
- 4.5. A bag that comes to rest touching the ground AND the board does not count as a point. The bag will be removed from the board and the frame continues.
- 4.6. If a bag hits the ground and then rolls onto the board, it does not count. The bag will be removed from the board and the frame continues.<sup>3</sup>
- 4.7. Obstructions - If a bag that is tossed hits an object (ceiling, players, lights, fans, or something hanging from the ceiling) the bag will be played from where it lands; no re-throw and the frame continues.

### 5. Scoring

#### 5.1. Terminology

- 5.1.1. **Woody** refers to any Cornhole bag that has been tossed and remains on the Cornhole board playing surface at the conclusion of the frame. **Each Woody is one (1) point**
- 5.1.2. **Cornhole** refers to any Cornhole bag that has been tossed and passes through the Cornhole board hole at any time within the frame. **Each Cornhole is three (3) points**

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<sup>2</sup> Rule added 01-10-2024

<sup>3</sup> Rule removed ("Rake Rule") 9-12-2022

## 5.2. Cancellation Scoring

5.2.1. The approved method of scoring for the sport of Cornhole is “cancellation” scoring.

5.2.2. In cancellation scoring, the points of one player cancel out the points of their opponent.

5.2.2.1. Using this method, only one player/team can score in each frame.

5.2.2.2. Example: if at the end of the frame the Red team has 3 and the Blue team has 2, the Red team will add 1 point to the score.

5.3. If Match Time expires while a game is in play, the team with the higher score in that game will win that game.

5.4. Tie Breaker – during Playoff and Tournament bracket play, a Match may not end in a tie. If a tie occurs at the end of the match:

5.4.1.1. The Match Timer is reset to 10-minutes and a new game is started

5.4.1.2. The Game is played to 11; the first team to reach or pass 11-points wins

5.4.1.3. The Rotation Rule is suspended; teams may choose which player tosses during the game<sup>4</sup>

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## Player Substitutions

### 6. Player Substitutions (Subs)<sup>5</sup>

6.1. In Pride Sports USA, a sub is a player that is not a registered league member for the current season

6.2. Each team is allowed up to add subs up to the minimum number of players required to play every position, plus two relief players

6.3. For Pride Sports Cornhole – this is a total of 2 subs maximum during any regular season game.

6.4. No subs are allowed if your team has 3 or more teammates in attendance.

6.5. Subs must register, sign a waiver and pay the registration fee online at [PrideSportsSubs.com](http://PrideSportsSubs.com)

6.6. No Subs allowed in playoffs

6.7. Teams are not allowed to use players from another team for any games.

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<sup>4</sup> Rule added 9-12-2022

<sup>5</sup> Rule added 9-12-2022

6.8. If a team takes the forfeit because they don't have enough players, they can then ask players from other teams to join the SCRIMMAGE GAME that will be played in place of the regular season game. The game will count as a forfeit but we still want the players that showed up to play and have fun. The score will be reported as 5-0.

## Uniforms

### 7. Uniforms<sup>6</sup>

All players must have on their **Pride Sports USA** uniform from that current season to participate in their games. The given uniforms from **Pride Sports USA** must be the teams official uniform for all the season games. Failure to do so will result in a forfeit. If a player does not have on their uniform the player cannot play and no refunds for the games missed will be given. Only substitute players may play without a uniform, but must wear a solid black shirt with no logos shown.

(See Rule 6: Subs)

#### Accepted Alterations

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The only alterations that can be made to the uniform is cutting the sleeves, neck line, (if no sponsors are printed on the sleeve) and belly of the shirt making it a crop top. The Pride Sports USA logo, and sponsors/ anything printed on the back must not be touched. Players may NOT print on or alter anything else on the uniform. If a player prints on their jersey, they will have to pay to replace it.

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<sup>6</sup> Rule added 9-12-2022

# Change Log

<b>Change</b>	<b>Old</b>	<b>New</b>
<i>Rules reorganized and reformatted 9-12-2022</i>	N/A	N/A
<i>Rule 3.9 clarified 9-12-2022</i>	No player can play more then 2 games in a row. (unless only 2 players show on that team)	<p>3.9. Rotation Rule: No player may play more than two (2) games in a row, but there is no limit to the number of games a player may play during a Match</p> <p>3.9.1. Rule exception: if only 2 players from a team are present on game day, those players play every frame of every game in that Match</p> <p>3.9.2. Tie-breaker exception (see rules for tie-breaker) – this rule does not apply to tie-breaker matches</p>
<i>“Rake Rule” removed 9-12-2022</i>	If bags become piled inside the Cornhole board hole and may interfere or obstruct with the next pitch or if there is question whether a Cornhole bag would have naturally fallen through the hole, a player may request to “rake” the Cornhole bags that have fallen inside the hole.	
<i>Rule 5.4 added 9-12-2022</i>		<p>5.4. Tie Breaker – during Playoff and Tournament bracket play, a Match may not end in a tie. If a tie occurs at the end of the match:</p> <p>5.4.1.1. The Match Timer is reset to 10-minutes and a new game is started</p> <p>5.4.1.2. The Game is played to 11; the first team to reach or pass 11-points wins</p> <p>5.4.1.3. The Rotation Rule is suspended; teams may choose which player tosses during the game</p>
<i>Rule 6 added 9-12-2022</i>		6. Player Substitutions (Subs)
<i>Rule 7 added 9-12-2022</i>		7. Uniforms

<i>Rule 3.10 added 1-10-2024</i>		3.10. Two-player Rule: If one Team only has two (2) players present during a Match, that two-player Team must record a loss for every third (3rd) game played during that Match. The third game point is awarded to the opposing team. This rule does not apply if both Teams have only two players present during a Match.
<i>Rule 6.4 added 6-12-2024</i>	6.4 No subs are allowed if your team has 3 or more teammates in attendance.	
<i>Rule 6.6 added 6-12-2024</i>		6.6 No Subs allowed in playoffs