

Corn Hole Rules

The following will serve as the official rules for Special Olympics Massachusetts Corn Hole competitions

Team Compositions

- Traditional Singles
- Traditional Doubles

Duration of Match:

- All matches will be to 15 points or to established time limit.
- Time limit may vary from event to event and will be determined by venue director based factors such as time limitations, # or participants, etc.
 - Time limits may be adjusted during event by order of Venue Director

Point system

- All matches will follow rally point system, which means all points on the board will count with no cancelation by opponent
- 1 point for bag fully on board
- 3 points for corn hole (*bag thrown into hole on board*)
 - 3 points will also be awarded for a bag that originally lands on the board and later in the round is knocked into the hole.

Divisions

- Athletes or teams will be placed into two divisions based on ability
 - Modified - for athletes/teams who cannot reach the board at standard distance on a consistent basis
 - Participant can toss the bag the distance of the board on under 50% of all throws
 - Non-Modified – athletes/teams that can reach board at standard distance (24 ft) on a consistent basis
 - Participant can toss the bag the distance of the board on over 50% of all throws

Match Play

- Boards will be placed at distance of 24 feet apart (*front edge to front edge*)
 - Modified division board will be placed at a distance of 18 feet apart
- All matches will start with a coin flip or similar exercise
- Each player/team toss 4 bags on their turn or round alternating turns between their competition
- Team that scores most points during round will have advantage of board and will toss first in following round
- Bags must completely land on board for point to be allowed
- Bags may not bounce or skip onto board. Bags that bounce or skip onto board will be removed from the board and no point will be allowed for that throw
- Bags may be tossed over hand or under hand. Underhand being the preferred delivery method. Players must remain behind the front edge of their board.
- All rounds will be completed. If Team A has advantage and reaches 15, Team B still is allowed to throw in order to tie game at 15 or win game by exceeding 15 points
- Matches will end in tie if both teams are tied at 15 or time limit has been reached
 - If time limit is reached current round will conclude and score at conclusion of that round is the final score