The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

General Rules
- Catcards are required. NO I.D. = NO PLAY! No exceptions!
- Each match is one game
- Distance is 27 ft. from front to front
- Scoring will be based on number of entries in tournament
- Typically scoring shall be “Traditional 21” format (bags in the hole=3pt, on the platform=1pt.). Some games may be played to 15.
- Each set of opposing partners shall alternate tossing four cornhole bags toward the appropriate platform
- Teams must score **exactly** 21 points in order to win the match. If a team goes over 21 points, it is a ‘wash’ and that team’s score automatically drops to 15.
- The game is scored using Cancellation Scoring. Teams have a chance to cancel each other’s points. Example: Team A has two bags on the board and Team B puts two on the board= 0pts for either team.
- Each toss must reach the platform in the air and may not bounce off the ground:
  - Bags that skip or bounce on the ground are illegal tosses and disqualified
  - Illegal or disqualified tosses may not score points nor prevent others from scoring by knocking bags of either team from the platform
  - Should an illegal toss knock any other bags from the platform, those bags are to be placed back on the board as close to their original position as possible
  - Once players agree to the location of the bag on the board, no protest may be made should the bag fall from the platform later in the frame

Conduct
The Intramural Sports programs promote positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

Revised (7/15)