

RULES SUMMARY

1. **Schedule** - All games are to be played at the time, date and place specified on the schedule.
2. **Roster:** Each team can have as many players as they choose. There must be at least 1 female on your roster.
3. **Forfeits** - Game time is forfeit time. **(Minimum to start is 2 {1 female})**
 - a. If you know you may not be able to field a full team, please an ASSC representative at least four hours in advance; you should attend with as many people as you can and play pick up... it is the fun and polite thing to do.
 - Call: 678-869-4690
 - Email: havefun@atlantasportandsocialclub.com
 - b. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be asked to leave the league without refund.
 - c. See forfeit policy and guest passes below for more information.
3. **No show officials** - Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.
4. **RAIN OUTS** - The procedure for possible rainouts shall be to check ASSC's website or call **678-866-1207**.
 - a. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC also reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** . [Review the weather policy here.](#)
5. **Overly Competitive Players:** All ASSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

Atlanta Sport and Social Club follows the rules and guidelines created by the American Cornhole Association. Below, are important notes, modifications, and exceptions unique to Atlanta Sport and Social Club Cornhole leagues:

1. Rosters
 - a. The minimum number of players needed to start an official match is 2.
 - i. There are no female/male roster restrictions.
2. Scoring
 - a. Cancellation scoring in effect.
 - i. The team with the highest round score, adds the difference of the two scores to their game score.
 - ii. The team who wins the round is given the honors to throw first the next round.
 - iii. If both teams have the same round score then the game score stays the same and honors stay with the team who had it the previous round.
 - iv. You do not need to hit exactly 21 points to win. You can exceed 21 points, in your winning round.
3. Game play
 - a. In doubles play partners shall stand at opposite Cornhole boards on the same side of the board.
 - b. Each Cornhole team will have 4 bags of one color.
 - c. All 8 Cornhole bags begin at one end.
 - d. A coin flip or rock/paper/scissors determines which Cornhole team has honors in round one. The team with honors also chooses which side of the boards their team will set up on. Players on the same team must be directly opposite of each other (i.e. no cross throwing).
 - e. The team who has honors will begin play by throwing a Cornhole bag at the opposite Cornhole board.
 - f. A Cornhole player may throw from anywhere behind the front of the Cornhole board on the side they are throwing from.
 - g. Alternate throws between the two opponents until all 8 Cornhole bags have been thrown.
 - h. If a Cornhole bag hits the ground then bounces up onto the board, remove that bag for it does not count.
 - i. 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. The team that scores the highest amount of points on the previous round will have honors.
4. Time
 - a. Matches are to be completed within 45 minutes from the scheduled start time or until a team scores 21 points, twice, in a best of three series.

[American Cornhole Organization Rules](#)