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1. Any vulgar, abusive or inappropriate language will NOT BE TOLERATED. This is a family facility and everyone needs to be respectful of this fact.
2. Please respect the playing equipment.
3. Please contact the recreation representative in the event of a disagreement.
4. The recreation representative's decisions are FINAL.

Violations: Violations could result in forfeiture of the game or match and even in removal from the league. Any forfeiture or removal from the league due to any violation will not result in a refund of any league fees.

### **THE TEAM**

Playing teams will be made up of 2 players from a team's roster. 6 members are allowed on a roster.

### **FORFEITS**

There will be a 5 minute "Grace Period" after the scheduled game start time for teams to field the required amount of players (2). Teams must have 2 players after the "grace period" to avoid a forfeit. Teams that do not have 2 players after the grace period will result in a forfeit for that team.

### **THE LEAGUE FORMAT**

Games will be played on the nights indicated on the league schedule. Each team will play 1 match per night. Each match consists of 3 games. All 3 games need to be completed for each match. Teams must complete the score sheet with signature of each manager and return to the recreation representative.

### **GAME PLAY**

1. The game is played with 2 people per team. (Teams may rotate players between games if they choose) Once a game has started, those players must finish the game.
2. The boards will be 27' apart (from front to front of the boards).
3. The object of the game is to score 21 pts before the opposing team.
4. A coin flip conducted by both teams prior to the first game will determine which team has the option of choosing whether to throw first or second to begin the match.
5. Partners will face each other from OPPOSITE BOARDS.
  - a) Alternating sides between games and switching ends between matches.
6. Play will start at either board with all 8 bags.
  - a) Each team will play with 4 bags of the same color throughout the match.
7. Opponents alternate throws until all 8 bags are in play.
8. After all 8 bags are thrown the round is scored. (SEE: Scoring)
9. The highest scoring team will then throw first.
10. Play is repeated in the same way as (7) - (9) above to complete the "Inning".
11. The game continues in the same way until one team scores or exceeds 21 pts at the conclusion of an Inning. (SEE: Scoring)

## **SCORING BEAN BAG VALUE**

A bag thrown in the hole (Bags in-Hole) is worth 3pts. A bag thrown on the board (Bags in-Count) is worth 1pt. A bag thrown that comes to rest anywhere but in the hole or on the board, or a bag that hits the floor prior to the board (Bags out-of-Count) is worth 0pts. The league utilizes traditional scoring for games. To score a ½ inning add up the total points based on the bag values from above for each team. For example: After ½ inning or 8 bags played; Team #1 has thrown 1 bag into the hole (Bag in-Hole) and three off the board (Bags out), their total then is 3 points. Team #2 has thrown 1 bag on the board (Bag in-Count) and three off the board (Bags out), their total then is 1 point. The score would then be 3-1= 2 points for Team #1's total.

## **WINNING THE GAME**

The game shall be played until the first team reaches (or exceeds) 21 pts at the completion of an inning. The winning team does not need to win by two or more points. The game can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 pts, the game can not end until the other side is allowed to pitch all of their bags and the inning is completed. If the game is tied at 21 or more at the end of an inning, play continues until one team achieves a higher score at the end of an inning and wins the match.

## **THROWING THE BAGS**

The first side of contestants alternate pitching bags until they have thrown all four bags, then the remaining contestants (pitching from the other bags platform) continue to alternate in the same manner until all four bags are delivered and the inning completed. A contestant may deliver the bag from either the left or right pitchers box (3ft to the left or right of the box, the same length of the box) but, in any one inning, all bags must be delivered from the same pitcher's box. A contestant shall pitch the entire game with the same hand or arm, except in the case of a medical emergency. Each individual contestant shall deliver the bag within 20 seconds. The time shall start when the contestant steps onto the pitcher's box with the intention of pitching. The team which scored in the preceding 1/2 inning shall pitch first in the next 1/2 inning. If neither team scores, the teams will pitch the same as they did the previous 1/2 inning. The pitcher must maintain constant contact with the designated pitcher's box during the entire address and release of the bag. The opponent, while not pitching, shall stand behind the platform at least 2 feet to the rear of the contestant who is pitching.

## **FOUL BAGS**

A foul bag is a bag which was delivered in non-compliance with one of the rules of the game. It scores as a bag out-of-count and is to be removed from the board before any more bags are pitched. Bags already on the board that have been knocked into foul territory by a foul bag should be returned to the scoring area. Additionally, bags that are in-count, but are knocked into the hole by a foul bag must be returned to their original scoring position. The following are rule violations that must be spotted and called by a contestant. The penalty is to declare the bag a foul bag, which requires the bags to be removed from the board prior to resuming play.

- 1) Any bag pitched when the contestant has made contact with or crossed over the foul line before the bag is released.
- 2) A bag pitched from a different pitchers box than the first bag.
- 3) Any bag that contacted the floor or the ground before coming to rest on the bags board.
- 4) Any bag that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched corn bag. A bag that is accidentally dropped by a contestant before the final forward swing has started shall not be considered foul and may be picked up and pitched. A contestant's bags shall be called foul if the contestant removes any bag before the scoring of that bag has been agreed upon.