

VERSUS ★ CIRCUS ★

RULES & REGULATIONS BAGS LEAGUES

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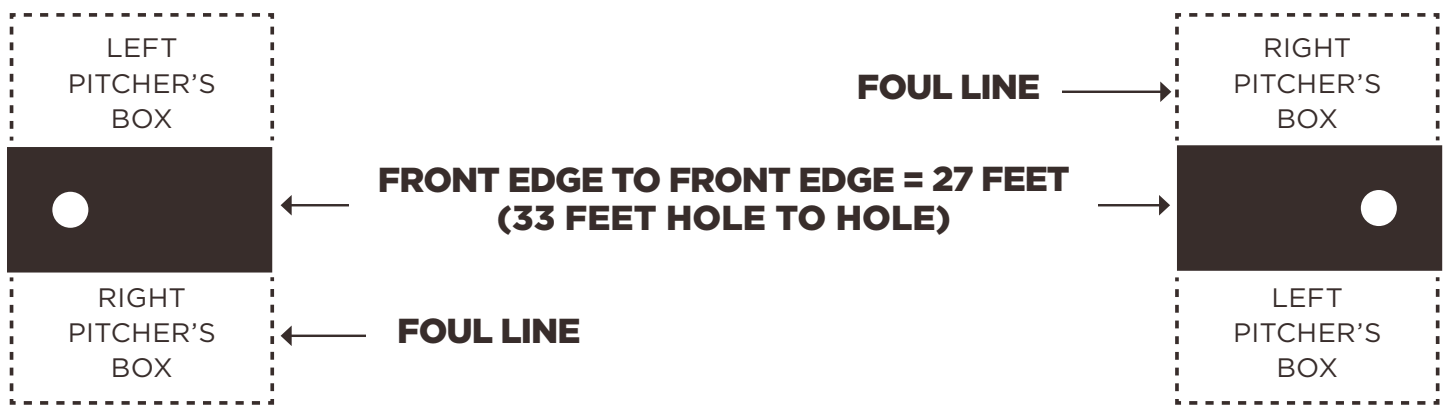
THE 2019 CORNHOLE CIRCUIT RULES & REGULATIONS



This document will explain the basic rules and regulations to follow during league play. The majority of these will apply in the championship rounds as well. Please review before the season begins either way. Any further questions are welcome as well. Good luck!

COURT SET UP

There will be a minimum of two courts (or stations) consisting of 2 boards, 4 pitcher's boxes and foul lines (the front of the boards will act as your foul line). The distance between boards *should* be 27 feet, front of board to front of board.



GAME PLAY

NEW! Teams can now bring their own ACL approved bags!

Starting Positions/Toss Order (Decided by a coin toss or rock/paper/scissors)

When both teams have "house bags": The winner will choose either bags and side, or, to go first. The loser will get what ever is not chosen.

When personal bags are used: The winner will choose side, or, to go first. The loser will get what ever is not chosen.

Each player's partner will always be directly across from them in the opposite box at the other board. So each team has one player throwing from the left pitcher's box and one throwing from the right.

Delivery of Cornhole Bags

Every match is broken down into innings of play. During each inning of play each player must pitch all four bags. Players alternate until they've pitched all 8 bags, completing an inning. Players can pitch with either hand; he or she does not have to use the same one throughout the game.

Cornhole Pitching Rotation

The team who scored in the preceding inning shall pitch first in the next inning. If neither pitcher scores, the team who pitched first in the previous inning will continue to pitch first until out scored in an inning.



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Scoring

Traditional 21 Scoring: This is a negation or cancellation format where opposing players' inning points cancel one another out. Only those points that do not cancel out apply to the total overall score. **Example:** Team A scores 7 points in an inning and team B scores 9 points in the same inning. The difference is 2 ($9-7=2$). Team B scores 2 points in that inning.

Race to 21: You DO NOT need to hit 21 exactly. You DO NOT need to win by 2. The first team to reach 21 or more wins the match. If a team scores more than 21, **record all points scored**. For example, if a team finishes a game with 25 points after the final bags have been tossed, 25 points should be recorded on the score sheet.

***No skunk rule will be in effect IF games are completed within the given time period. This is subject to change.**

Cornholes: A bag-in-the-hole (or Cornhole or Holer) is a bag thrown through the hole in the board. A bag can be pushed in by other bags from either player. 1 Cornhole = 3 points.

Woody or Boarder: A bag that is not in-the-hole but lands with any portion resting on the board. It may NOT touch the ground before landing on the board. If it does, it's called a "DIRTY" and must be removed from the playing surface before another bag is tossed. A bag hanging on the board surface but touching the ground as well is also a "DIRTY" and has no point value and should be removed from playing surface before play continues. 1 Woody or Boarder = 1 point.

Foul Bag: A bag which is not a Cornhole or Woody, or a bag which was delivered in non-compliance with one of the rules of the game. It has no point value, scores as a "DEAD BAGGER" and is to be removed from the board surface before any more bags are pitched. Bags knocked into foul territory by a foul bag should be returned as closely as possible to their original position. This also applies to bags that are knocked into the hole by a foul bag. 1 Foul Bag = 0 points.

MATCH PLAY

Weekly Matches - Set Up

Each team will be scheduled in 1 of 2 time slots — early or late — times are determined by your taproom day/hours. Half of the teams will arrive in the early time slot, the other half will arrive to play in the late time slot. For most leagues ranging from 6 to 16 teams, you will be scheduled to play TWO teams each league night. Each of those match ups will be a full 3 game series, given each team 6 total games played every week (*see page 3 for player rotation after each match*).

Time Slots

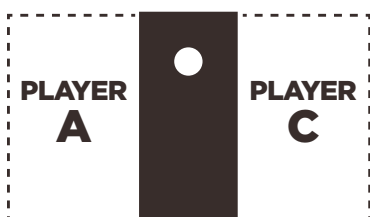
In most cases (based off of 6 to 16 team leagues) each time slot will be 2 hours. **It will be very important for all teams to know your schedule, which time slot you are playing in weekly and be on time for your games, in order to avoid games carrying over into the later time slots or after taproom hours.** This will be tracked closely and match play is subject to change if all 6 matches are not able to fit within the two hour time slot consistently.

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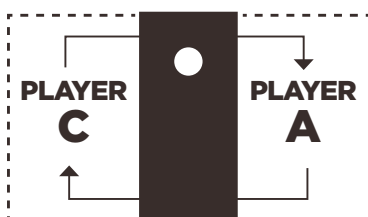
Match Play Game Rotation

As mentioned on the previous page, each match will be a 3 game series (total of 3 complete games to 21 or over). Player starting position in game 1 will be determined by the initial coin toss / rock-paper-scissors. In game 2, before beginning that game, each player must hop to the other side of the board. And in game 3, before beginning play, each player must walk directly to the other side of the playing field. This will ensure all players alternate the side of the body they are tossing from, as well as the side of the playing station. See below for a visual guide (player A & B are partners; player C & D are partners):

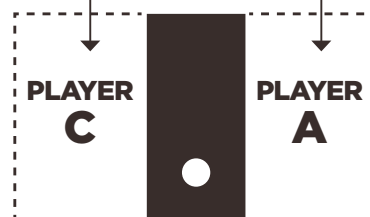
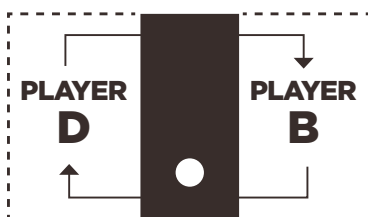
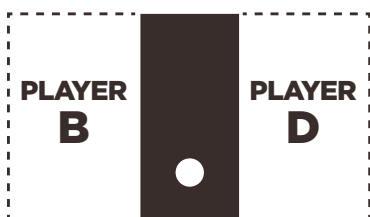
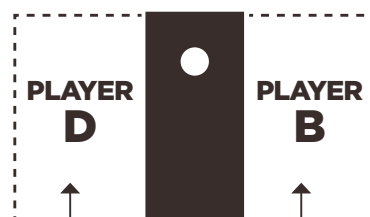
GAME 1



GAME 2



GAME 3



The team who loses the previous match will go first in the next match. That will continue throughout the series of 3 matches. Bags should always stay on the side that they were originally played on. Meaning, bags DO NOT rotate with the team that originally chose them. Bags should be alternating per team each match.

Stats & Leader Board

A leader board and statistics will be tallied per taproom and kept up to date weekly on the individual league pages. You will be ranked by record, points scored, points scored against you and even head to head record vs. opponents. The head-to-head rule will play a major roll at the end, if two teams have identical records.

The head-to-head rule will over-right the “points for”, “points against” differential at the end of the season if needed.



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NEW! SUB RULES, MAKE UP GAMES AND “NO-SHOW” PENALTIES

Subs: We do allow subs for one, or even both players on a team, during regular season play. We now also allow a single player from a team to walk. It is also now okay to pull a sub from a different team, IF your opponents agree to that. **Please note, if a single player from a team chooses to walk, their opponents will be rewarded a +5 point advantage at the start of each game.**

We no longer require notification prior to your week’s games when a sub (or subs) are needed. The new rules are in place, so all teams should know how to handle these situations. Best practices would be to create your own personal sub list to consistently pull from. We are allowing a wide range of sub options to avoid make up games if possible. Read below on more specifics related to “Make Up Games”.

Versus Circus will also try to pull together a list of “Universal” subs that can be used on a first-come-first-serve basis.

Subs WILL NOT be allowed during the championships. If a team loses a partner prior to the championship tournament, they WILL BE allowed to walk, with the 5 point penalty applied. Due to past issues, there are no exceptions to this rule. We understand things come up unexpectedly, but it’s more important to be fair to all other teams competing. Complete season dates have been in place, and every time should be well aware of all important dates.

Make Up Games: Scheduling conflicts happen and we are very much aware of that. However, there needs to be guidelines in place to ensure make up games do not stack up throughout the regular season. Anytime a team is unable to make their league matches, the first step is to notify your VSC manager as well as your opponents (once again, you may request that your VSC manager notify your opponents). Step 2 is to work with your opponents and the VSC manager to get those matches rescheduled. Rescheduled games usually happen the following week, BEFORE the regular season match play begins, or after that week’s regular season matches end. In some cases, these can be scheduled on a non-league day.

NOTE: Only ONE week of matches can be stored in your “que” at a time. For example, if you miss Week 1, then also miss Week 2, the week 1 matches will be removed from your “que” and deemed forfeits across the board, in favor of your opponents, 21-0 in a games.

“No-Show” Penalties: There is a rather strict policy in place to handle “no-shows”. “No-shows” are when a team (or teams) simply do not show up with NO warning or notification at all. If you simply make a VSC manager, and preferably your opponents aware of a schedule conflict and your inability to make it to league play in advance, that will clear you of a potential “no-show” penalty. When a “no-show” happens, it is recorded, forfeits are automatically awarded to your opponents, 21-0 across the board, and that team gets put on high alert. After 3 “no-shows”, Versus Circus holds the rights to remove that team from the league entirely and is not required to refund that team’s league entry fee. Teams that are removed from league play due to surpassing the “no-show” limit, also risk their chances of participating in future Versus Circus events.