



THE ULTIMATE CORNHOLE PLAYBOOK

FROM THE AMERICAN CORNHOLE ASSOCIATION®

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A photograph of two men playing cornhole on a grassy lawn. The man on the left is standing and holding a beer, wearing a black t-shirt with 'DETROIT, MICHIGAN' and 'THE BEER' text. The man on the right is in motion, wearing a grey long-sleeved shirt with 'CLUB TRIP' and 'DETROIT' text, and is about to throw a beanbag. A cornhole board with an American flag pattern is on the grass. The background features a wooden fence, trees, and a house.

SECTION 01

CORNHOLE BASICS

INTRODUCTION TO THE

American Cornhole Association®

OFFICIAL ORIGINS

The ACA was the largest-known, organized corn toss organization in the United States before all others.

THE ACA OFFICIALLY BECAME AN ASSOCIATION IN 2003, SOLIDIFYING IT AS THE OFFICIAL AND ORIGINAL GOVERNING BODY OF CORNHOLE.

The ACA became the first to universally communicate rules of cornhole used by other cornhole organizations.

Although similar cornhole organizations have prioritized professional-play and country-wide ranking systems, the ACA still holds true to it's original mission to bring cornhole to the backyards of people of all ages and experiences.

In addition to continually providing official cornhole rules and regulations, the ACA has now become a one-stop shop for cornhole games and accessories.

OG OF CORNHOLE

Original ACA Mission and Purpose Statements (2003)

- (1) to introduce our friends and neighbors to the game of Cornhole
- (2) to establish more standardized guidelines for equipment and tournament play
- (3) to educate and share information about Cornhole
- (4) to rank our members based on the results of ACA tournament play around the country
- (5) to promote and grow the game of Cornhole

ACA Charter and Purpose

Promote and Grow Spread the game of Cornhole to all fifty states in the United States of America.

Educate and Inform To educate friends and neighbors that are new to the game of Cornhole and to provide a forum to share the latest Cornhole news and information.

Standardize Cornhole To establish and promote consensus for an official set of rules of Cornhole that can be used to standardize tournament play around the Country.

Recommend Cornhole Equipment Standards To establish and promote consensus for equipment standards used in Cornhole tournament play around the country.

Ranking and Rating System To establish a standard ranking and rating system to allow ACA members to compete with one another around the country based on statistical results of their Cornhole play.

Share Information To provide a forum for Cornholers around the world to share ideas, information, and stories.

MILESTONES

2003

Born out of Cincinnati, Ohio, the ACA Officially makes its debut as an official leader of Cornhole Rules and Regulations online.

2008

Number of ACA members reaches 25,000, and is still the largest known organized Cornhole organization in the United States.

2018

ACA re-brands itself to reach even more existing and potential cornhole players across the United States.

Official Cornhole Rules

THE COURT LAYOUT

Dimensions

A cornhole court shall be a level rectangular area 8-10 feet wide and a minimum of 40-45 feet long. The court should consist of two cornhole boards, designated pitcher's boxes, and foul lines.

Pitcher's Box

The pitcher's box is the rectangle 4 feet by 3 feet at each end of the court, parallel with, and on both sides of the boards. Each player must remain in the pitcher's box while pitching a cornhole bag.

Foul Lines

There are two sets of foul lines: (1) open adult-play and (2) junior-play (12 and under). The open adult-play foul lines shall be defined as an imaginary line 27 feet between the front of each board. The junior-play foul lines shall be defined as an imaginary line 12-15 feet between the front of each board. With regard to sets that meet ACA specifications, the foul line will be parallel to the front of the board.



EQUIPMENT STANDARDS

Cornhole Boards

OFFICIAL SPECIFICATION STANDARDS

The following dimensions and measurements will serve to determine standards and specifications for cornhole boards.

- Each cornhole board shall be 47½ to 48 inches in length and 23½ to 24 inches wide, made of smooth plywood that measures at least ½-inch in thickness.
- The hole in each cornhole board shall be 6 inches (+¼-in) in diameter. Its center shall be 9 inches (+¼-in) from the top and 12 inches (+¼-in) from each side of the board edges.
- The front of the cornhole board shall be 3-4 inches from bottom to top.
- The back of the cornhole board shall be approximately 12 inches (+¼-in) from ground to the highest point of the deck.
- The board finish shall be sanded to a very smooth texture, and there shall not be any blemishes in the wood surface that might disrupt or distort play.

Cornhole Bags

OFFICIAL SPECIFICATION STANDARDS

The following dimensions and measurements will serve to determine standards and specifications for cornhole bags.

- The cornhole bags shall be made from two fabric squares 6¼ x 6¼ inches with a ¼-inch stitched seam on all four sides.

- Bags should be made from durable fabric.
- The thickness of the bag when laying flat on a hard surface should be approximately 1 inch (+½-in) thick.
- Each bag shall be filled with plastic pellets or corn feed and finished bags should be roughly 6 square inches and weigh 14-16.25 ounces.



PLAY OF THE GAME

Singles Or Doubles Play

Every match is broken down into innings of play. During an inning of play, each player must pitch all four of his/her bags. An inning is never completed until all players pitch all four of his/her bags.

Singles Play - Player A competes against Player B.

1. Both players stay in their designated lane for the whole game.
2. Players start the game at the headboard and will alternate pitching bags until each player has pitched all four of his/her bags.
3. Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other board.
4. The top of an inning is completed when the first player pitches all four bags; the bottom of the inning is completed when the remaining player pitches all four bags.

Doubles Play - Team A competes against Team B; each team is comprised of two people.

1. Each team will stay in their designated lane for the whole game.
2. Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.
3. Players at the footboard will take score and resume pitching back to the other board.
4. The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.



Value Of The Bag

The approved method of scoring for the sport of cornhole is "cancellation" scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.

BAG IN-THE-COUNT (WOODY)

Any bag which comes to rest anywhere on top of the board. Each is worth one (1) point.

BAG IN-THE-HOLE (CORNHOLE)

Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth three (3) points.

FOUL BAGS

Refers to any bag that has not been determined as Bag In-The-Count or Bag In-The Hole or was designated a foul bag as the result of rules violation.

Pitching Rotation During The Game

The player or team who scored in the preceding inning has honor pitching first in the next inning. If neither player or team scores, the player or team who pitched first in the preceding frame shall retain first pitch in the next frame.

Position Of Players During Pitching

1. The pitcher must be within the pitcher's box or behind the foul line at the time of release.
2. A player must pitch all four bags from their designated pitcher's box.
3. Players must pitch the bag with an under-hand release.



Foul Bags

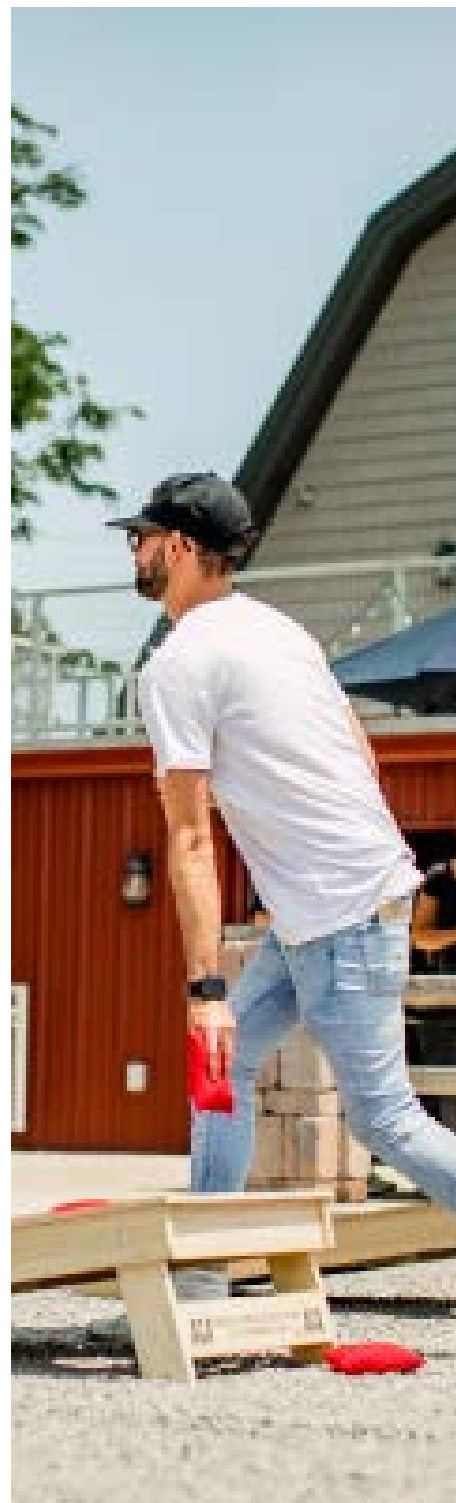
1. The following are rule violations that must be spotted and called by a player or assigned judge. The penalty is to declare the bag a foul bag, which requires the bags to be removed from the court prior to resuming play. A foul bag is defined as:
 - a. Any bag pitched when the player has (1) made contact with or crossed over the foul line, or (2) started or stepped completely outside the pitcher's box before the bag is released
 - b. Any bag not delivered within the 20-second time limit
 - c. A bag pitched from a different pitcher's box than the first bag
 - d. Any bag that contacted the court or the ground before coming to rest on the board
 - e. Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.
 - f. Any bag on the board that is also touching the ground
 - g. Any bag removed from the board before scoring has been agreed upon for that bag
 - i. The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported
 - ii. The non-offending team tallies twelve (12) points as if they had thrown four Bag In-The-Holes (Cornholes) during the inning
2. A bag that leaves a player's hand once the final forward swing of the delivery process has started shall count as a pitched bag.
3. A bag that is accidentally dropped by a player before the final forward swing has started shall not be considered foul and may be picked up and pitched.
4. A bag hanging off the edge of the board has value unless it is touching the ground.

PROTESTS - If a player desires to make a protest, the protest shall be made to the judge or official at the time the problem occurs. The judge shall make the final ruling on all protests.

LENGTH OF THE GAME

Traditional 21

The game shall be played to the predetermined number of twenty-one points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner.



These are the official Cornhole rules and regulations of the American Cornhole Association (ACA). These rules and regulations have been developed and ratified by a majority of ACA members or ACA sanctioned play. The Cornhole rules are not a mandate, but rather a guideline to promote consistent and standard Cornhole (also called Corn Hole and Bean Bag Toss) play.

Cornhole Glossary

AIRMAIL

When a player tosses a bag and it goes directly into the hole without touching the cornhole board.

BACKSTOP/BACKBOARD

A bag that comes to rest directly behind the hole which stops other bags from sliding off the back.

BLOCKER

A bag that comes to rest directly in front of the hole and blocks other bags from sliding into the hole.

CANCELLATION

The most popular scoring method for cornhole games in which each team's points "cancel" each other out.

CORNFUSION

When players can't agree on a scoring or rules decision, this causes cornfusion.

CORNHOLE

A tossed bag that goes into the hole. This is worth 3 points.

DIRTY BAG

A bag that hits the ground and bounces or rolls onto the board. This bag should be removed and is worth 0 points.

FOUL

Any of a number of violations that occur while playing. See the rules page for a full list of foul violations.

FOUR BAGGER

When a player makes all four bags into the hole in one inning.

HANGER

A bag that is on the board, but partially hanging into the hole.

INNING

Each round in which all players toss all four of their bags.

PUSH BAG

When a bag pushes another bag that was already onto the board, into the hole.

SLICK WOODY

A bag that lands on the bottom of the board and slides all the way up the board into the hole.

WOODY

A tossed bag that comes to rest on the top of the board. A woody is worth 1 point.



SECTION 02

CORNHOLE GEAR

Cornhole Boards

PROFESSIONAL SERIES



TOURING PRO
2x4 Professional Regulation



SIG PRO
2x4 Professional Regulation



STAR
2x4 Professional Regulation

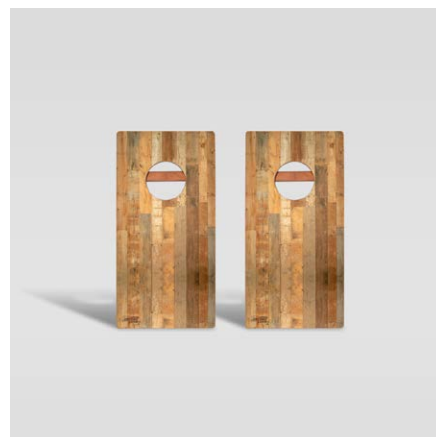
RECREATION SERIES



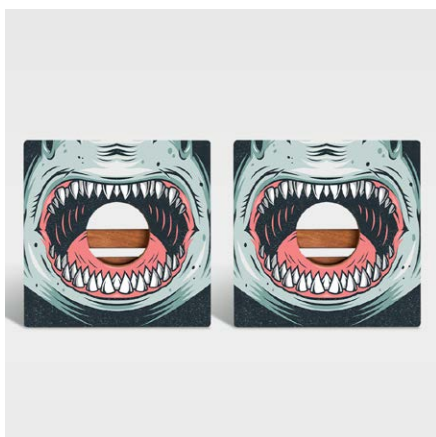
BACKYARD 2400
2x4 Recreation



BACKYARD 2300
2x3 Recreation



BACKYARD 1200
1x2 Recreation

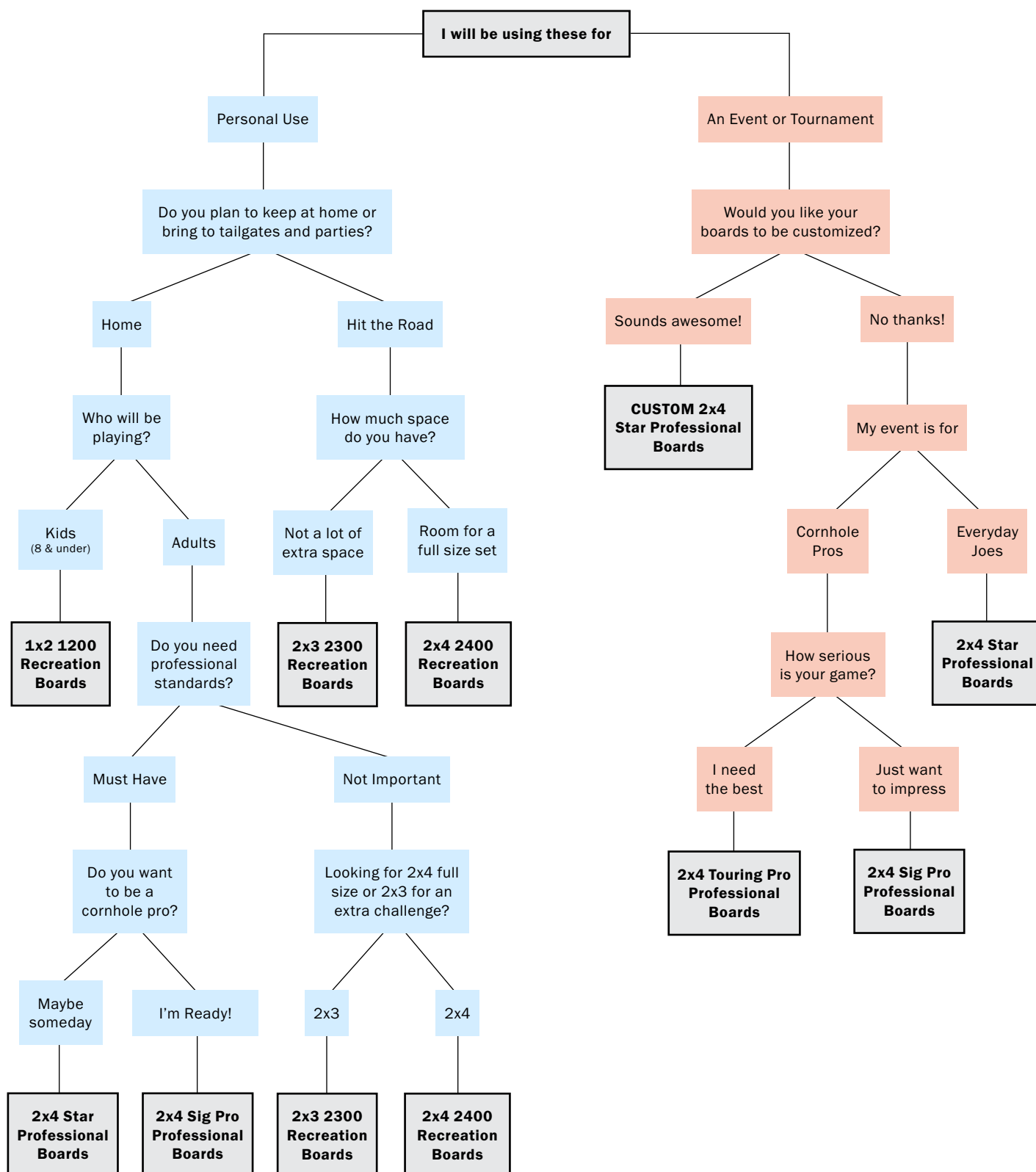


AIRMAIL
18x18 Recreation



DOUBLE CHUCK
Mini Tabletop

Choosing Your Boards



Cornhole Bags

PROFESSIONAL SERIES

The main distinction in professional cornhole bags, is the bags are made of two different materials. This dual-sided nature of the bag builds in another level of gameplay into the bags. On the "fast" side, a turbo-weave fabric is used to help the bag move fast across the board. On the opposite side, the "slow" side, is made of a microsuede material. This material is softer and will make the bag "stick" to the board instead of slide.

By having two materials built into the cornhole bag, players can be more strategic with their cornhole shots. The dual-sided bags allow more control and precision in your game than the traditional duck-cloth canvas bags.

Synergy Touring Pro Cornhole Bags feature a patent-pending EDGE technology. This extra side of the bag allows for more blocking and pushing and allows the bag to land more flat.



SYNERGY TOURING PRO
6-in Professional Regulation



SYNERGY PRO
6-in Professional Regulation

COMPETITION SERIES

CORN-FILLED An oldie, but goodie is the classic corn-filled bag. The duck canvas is filled with approximately one cup of whole-kernel corn. Over time, the corn inside the bag may start to break down and create corn-dust. This dust will make the bag slide on the board easier. Corn-filled bags are not all-weather and shouldn't be exposed to rain or left outdoors. Too much water may cause the corn to rot and mold. Leaving these bags outdoors could attract wildlife who may chew a hole in the bag. Be sure to always store your corn-filled bag in a cool, dry place away from the critters.

ALL-WEATHER Resin-filled cornhole bags are a step above the classic corn bag. These bags are filled with plastic pellets that will alleviate some of the concerns of the corn bags. With all-weather cornhole bags, there are no worries of rotting corn or squirrels coming to play with the bags. These bags will also not create any of corn-dust you see with the corn-filled bags.



DAILY 66X ALL-WEATHER
6-in Competition Regulation



DAILY 66 CORN-FILLED
6-in Competition Regulation


RECREATION SERIES

ACA's Daily 44x Recreational Cornhole Bags are built like a classic cornhole bag but shrunk to four inches to pair with ACA's 1x2 KG Recreational Cornhole Boards. A variety of colors are available to match nearly any board graphic. They are filled with all-weather resin pellets to keep the games going, rain or shine!



DAILY 44X ALL-WEATHER
4-in Recreation

How to Break In Your Cornhole Bags



Got your new bags? The next step is to start breaking them in! Bags that are broken-in will be softer, floppier, and more forgiving, helping some of those rim shots fall into the hole.

Based on your feedback, here are a couple popular ways to help break-in your bags and start scoring big.

IMPORTANT: The only guaranteed way to break in bags is with continual usage. The additional methods here should be used with caution and care for your bags and your appliances. On rare occasion, the laundry machines may cause a bag seam to bust and pellets to spill. A laundry bag is recommended when using the washer and dryer to avoid the consequences of this. Please read all disclaimers and caution before proceeding with the suggestions below.

JUST PLAY

Continual usage of cornhole bags is the most sure-fire way to break in your bags. Throwing the bags will help lengthen the fibers and soften up the materials. Not to mention, you'll get some great practice shots in!

TUMBLE DRY WITH NO HEAT

Cornhole bags are safe to throw in your clothes dryer. Toss the bags in the dryer (by themselves or with dryer balls) and let it run for about an hour. The falling bags will simulate the process of the bag repeatedly hitting the boards.

IMPORTANT: Be sure to keep the dryer heat off or on low. Heat could melt or damage the plastic pellets inside the bag.

MACHINE WASH WITH FABRIC SOFTENER

Cornhole bags are also machine-washable. Toss your bags in the washing machine with some detergent and fabric softener. Only use about half a cap of fabric-softener so to not over-do it. Again, this will help soften the bags and make them feel more broken in.

IMPORTANT: Do not machine wash corn-filled cornhole bags.

CONDITIONER SOAK

Gently massage the conditioner into the cornhole bag and rinse with warm water. Be sure to find a conditioner that is paraben-free to condition the bags. There are also some conditioner products marketed specifically for cornhole bags that may have more specific chemical formulations that you can research and use.

*The break-in methods listed here are suggestions that should be used with caution. The ACA assumes no responsibility or liability for any damages to bags or equipment while applying these break-in methods. Please contact info@playcornhole.org for more information.

A woman in a red t-shirt and glasses is in the foreground, throwing a blue beanbag towards a cornhole board. She is smiling and has her arm extended. In the background, other people are playing cornhole under a black canopy tent. A man in a blue shirt is bent over a board, and a woman in a grey shirt is also playing. The scene is outdoors with a white building and a blue sky in the background.

SECTION 03

ALTERNATIVE CORNHOLE RULES

Team Match Play Rules

EQUIPMENT STANDARDS

Cornhole Boards

OFFICIAL SPECIFICATION STANDARDS

The following dimensions and measurements will serve to determine standards and specifications for cornhole boards.

- Each cornhole board shall be 47½ to 48 inches in length and 23½ to 24 inches wide, made of smooth plywood that measures at least ½-inch in thickness.
- The hole in each cornhole board shall be 6 inches (+-¼-in) in diameter. Its center shall be 9 inches (+-¼-in) from the top and 12 inches (+-¼-in) from each side of the board edges.
- The front of the cornhole board shall be 3-4 inches from bottom to top.
- The back of the cornhole board shall be approximately 12 inches (+- ¼-in) from ground to the highest point of the deck.
- The board finish shall be sanded to a very smooth texture, and there shall not be any blemishes in the wood surface that might disrupt or distort play.

Cornhole Airmail Boards

OPTIONAL EQUIPMENT

- Board top dimensions shall be 18 inches by 18 inches (+-¼-in) and made of at least ½-inch solid plywood.
- The hole in each cornhole board shall be 6 inches in diameter.
- The hole center shall be 9 inches (+- ¼-in) from the top and 9 inches (+- ¼-in) from each side of the board edges.
- The front of the cornhole board shall be 8-10 inches from bottom to top.
- The back of the cornhole board shall be approximately 11-12 inches from ground to the highest point of the deck.
- The board finish shall be sanded to a very smooth texture, and there shall not be any blemishes in the wood surface that might disrupt or distort play.

Cornhole Bags

OFFICIAL SPECIFICATION STANDARDS

The following dimensions and measurements will serve to determine standards and specifications for cornhole bags.

- The cornhole bags shall be made from two fabric squares 6¼ x 6¼ inches with a ¼-inch stitched seam on all four sides.
- Bags should be made from durable fabric.
- The thickness of the bag when laying flat on a hard surface should be approximately 1 inch (+-½-in) thick.
- Each bag shall be filled with plastic pellets or corn feed and finished bags should be roughly 6 square inches and weigh 14-16.25 ounces.

OFFICIAL TEAM MATCH PLAY RULES

I. OVERVIEW

Two teams (consisting of 8 players on each team), compete in 6 rounds of game play to determine the winner of the match.

The 6 rounds of play consist of:

- » 3 rounds of doubles match play
- » 2 rounds of singles match play
- » 1 round of an airmail shootout

Rounds 1-5 can be played all at one time or in sequential order if time allows. Round 6 Airmail Shootout must only begin when the first 5 rounds are complete.

Each round of play is assigned a match point value. Teams compete to have the highest match point value totaling 21 points.

The team that has 21 match points at the end of the 6 rounds of play wins the game.

Only 8 players are allowed to play in a match per team.

The first person to throw in a match is decided two different ways; the match begins with a coin toss and the winner decides who throws first, or teams are given the designation of home team and visiting team. The visiting team will throw first in rounds 1-5. However, the team that has the lowest amount of match points going into the final 6th round will throw first in the airmail shootout.

II. Match Rounds 1-5: Doubles and Singles Match Play

ROUNDS 1-3 : DOUBLES MATCH PLAY

Two teams, consisting of two players each, compete against one another until a winning team is determined.

Each team will stay in their designated lane for the whole game.

Players at the headboard will alternate pitching bags until each player has pitched all four of his/her bags.

Players at the footboard will take score and resume pitching back to the other board.

The top of an inning is completed when both players pitching from the headboard pitch all four bags; the bottom of the inning is completed when the remaining players pitching from the footboard pitch all four bags.

ROUNDS 4-5 : SINGLES MATCH PLAY

Two single players compete against one another until a single winner is determined.

Both players stay in their designated lane for the whole game.

Players start the game at the headboard and will alternate pitching bags until each player has pitched all four of his/her bags.

Players then walk to the end of their lane to the other court, take score, and resume pitching back to the other board.

PITCHING ROTATION

- » The player or team who scored in the preceding inning has honor pitching first in the next inning. If neither player or team scores, the player or team who pitched first in the preceding inning shall retain first pitch in the next inning.
- » The pitcher must be within the pitcher’s box or behind the foul line at the time of release.
- » A player must pitch all four bags from their designated pitcher’s box.
- » Players must pitch the bag with an under-hand release.

III. Match Rounds 6: Air Mail Shootout Match Play

ROUNDS 6 : AIRMAIL SHOOTOUT ROUND MATCH PLAY

Round 6 utilizes airmail cornhole boards or regulation cornhole boards. See *Equipment Standards* for the official specifications for airmail cornhole boards.

All players from both teams must participate in the airmail shootout round.

Teams will alternate throws.

Each team must have all players throw once before players can throw again. Each player must stay in the same order as when they started the airmail round.

Each player must throw from behind the foul lines that can be found 27 feet apart (or the front of the cornhole boards).

A coin toss decides which sides the teams shoot from. A team shoots from one side of the court while the other team is on the opposite side of the court. See court layout diagram.

Each player can choose one bag that they throw for the entire round.

The approved method of scoring for round 6 :

- » Any bag which comes to rest anywhere on top of the board is worth 1 total MATCH point.
- » Any bag which is thrown through the hole is worth 2 total MATCH points.

- » Cancellation scoring is not used for this round of the match. Each bag in the hole or on the board is counted as its own match point. After every throw the board and hole are cleared of previously thrown bags.
- » If a regular cornhole board is used for the airmail shootout instead of an airmail board, any bag that touches the board more than 6 inches below the hole will be a foul bag and not counted as a match point.

IV. Scoring

There are two types of points: **game** points and **match** points.

GAME POINTS

Rounds 1-5 shall be played to the predetermined number of 21 game points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner of that round.

The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.

Bag In-The-Count (Woody) : Any bag which comes to rest anywhere on top of the board. Each is worth one (1) point.

Bag In-The-Hole (Cornhole) : Any bag which is thrown through the hole or knocked through the hole by another bag. Each is worth three (3) points.

Foul Bag: Refers to any bag that has not been determined as Bag In-The-Count or Bag In-The Hole or was designated a foul bag as the result of rules violation.

MATCH POINTS

Match points are points that go to the overall match score, and are what determines the match winner. Each team’s objective is to be the first to score 21 match points.

Match points can be earned two ways:

- » The first way is by winning a game during rounds 1-5. Each round has a certain amount of match points that is awarded (see schedule below).
- » The second way to earn match points is to successfully throw a cornhole bag into the hole or onto the board during the airmail shootout in round 6.

ROUND PLAY FORMAT		MATCH POINT VALUE (BY ROUND)
ROUND 1	DOUBLES GAME	WORTH 2 MATCH PTS
ROUND 2	DOUBLES GAME	WORTH 3 MATCH PTS
ROUND 3	DOUBLES GAME	WORTH 4 MATCH PTS
ROUND 4	SINGLES GAME	WORTH 5 MATCH PTS
ROUND 5	SINGLES GAME	WORTH 6 MATCH PTS
ROUND 6	AIRMAIL SHOOTOUT	WORTH 1 MATCH PT PER BAG ON THE BOARD 2 MATCH PTS PER AIRMAIL

V. Court Layout

Depending on your layout space and time allocated to play, there are many variations to layout the court. The minimum layout requires one set of 2x4 cornhole boards and one optional set of airmail boards (both meeting official specifications, see *Equipment Standards*). All players from both teams must participate in the airmail shootout round.

COURT DIMENSIONS

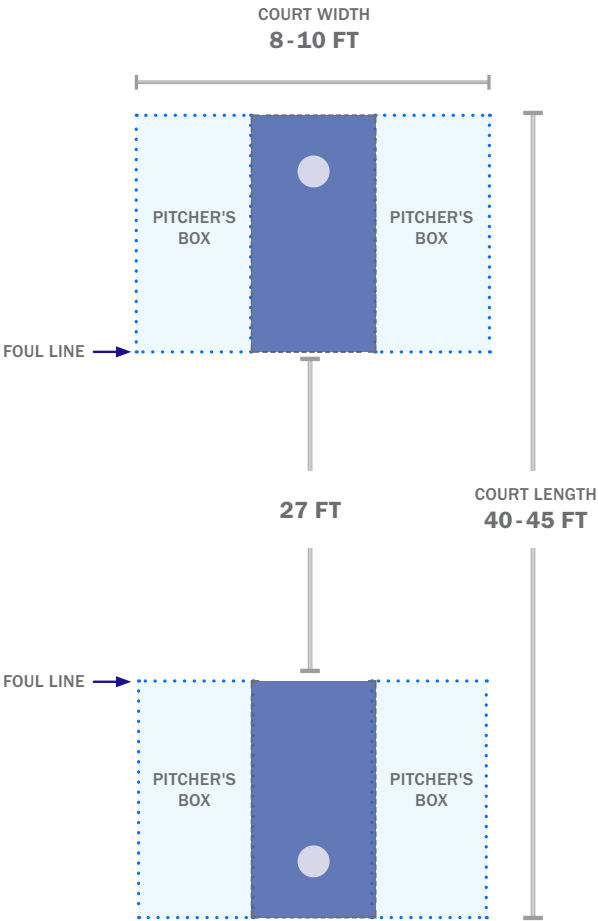
A cornhole court shall be a level rectangular area 8-10 feet wide and a minimum of 40-45 feet long. The court should consist of two cornhole boards, designated pitcher's boxes, and foul lines.

PITCHER'S BOX

The pitcher's box is the rectangle 4 feet by 3 feet at each end of the court, parallel with, and on both sides of the boards. Each player must remain in the pitcher's box while pitching a cornhole bag.

FOUL LINE

The foul lines are imaginary lines parallel to the front of the cornhole boards and are located 27 feet away from each other. For junior play the foul line may be adjusted to 12-15 feet between boards.



Court Layout:
Sequential Match Play Example

For sequential play. Each round must be completed before the next round can start.

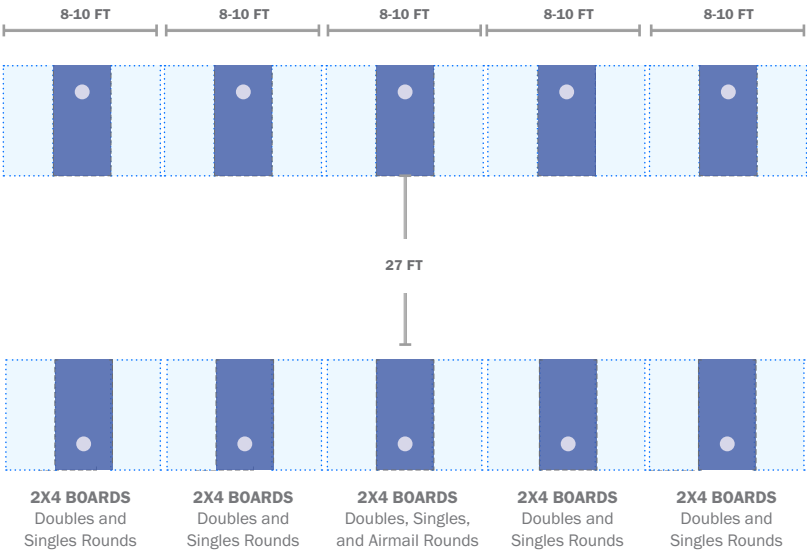
- EQUIPMENT:
- 1 SET OF 2X4 BOARDS
 - 1 SET OF AIRMAIL BOARDS (OPTIONAL)
- *see Optional Court Layout for Round 6 Airmail Shootout Match Play Layout.



Court Layout:
Simultaneous Match Play Example

For simultaneous play. Rounds 1-5 play at the same time. Rounds 1 through 5 must be completed before round 6 can start..

- EQUIPMENT:
- 5 SETS OF 2X4 BOARDS
 - 1 SET OF AIRMAIL BOARDS (OPTIONAL)
- *see Optional Court Layout for Round 6 Airmail Shootout Match Play Layout



Optional Court Layout:

Round 6 Airmail Shootout

Match Play Example

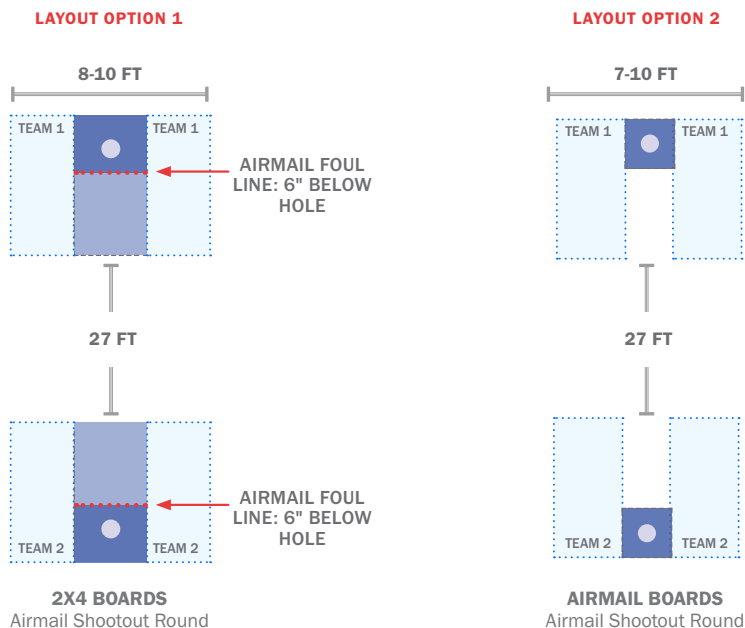
For round 6: 2x4 cornhole boards may be used (see Section III. Round 6: Airmail Shootout Match Play for rules), airmail boards are optional.

EQUIPMENT:

1 SET OF 2X4 BOARDS

OR

1 SET OF AIRMAIL BOARDS



VI. Officiating Guidelines

An official must be easily identifiable at an event.

If more than one official is present at an event, one must be assigned as the Head Official with the ability to make the final ruling if there is a protest.

If an official is not present, the tournament or league director makes the final decision on a protest.

Officials may determine an agreed-upon time limit prior to the beginning of each round, if appropriate. If a time limit is in place, the team with the higher score at the end of the time is determined the winner for that round.

The scorecard is the official document used to record game activity and transmit match results. Scorecards may be designed to accommodate one match format or all formats.

Officials may determine to allow 1 timeout per team during each round of play, if time permits. This must be determined at the beginning of the match and can only be used when that team is on the clock and has the next toss. Timeouts shall be no longer than 1 minute and are not permitted during round 6.

VII. Violations and Penalties

The following are foul bag rule violations that must be spotted and called by a player or assigned official.

Violation: Any bag pitched when the player has made contact with or crossed over the foul line.

» **Penalty:** The bag is removed from the board.

Violation: Any bag pitched when the player has started or stepped completely outside the pitcher's box before the bag is released.

» **Penalty:** The bag is removed from the board.

Violation: Any bag not delivered within the 20-second time limit.

» **Penalty:** The player forfeits their turn.

Violation: A bag pitched from a different pitcher's box than the first bag (during Rounds 1-5).

» **Penalty:** The bag is removed from the board.

Violation: Any bag that contacted the court or the ground before coming to rest on the board.

» **Penalty:** The bag is removed from the board.

Violation: Any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

» **Penalty:** The bag is removed from the board.

Violation: Any bag removed from the board before scoring has been agreed upon for that bag.

» **Penalty:** The offending team (who touches the bags) forfeits all remaining bags and tallies the score of just the bags thrown before the foul was reported.

» **Penalty:** The non-offending team tallies twelve (12) game points as if they had thrown four Bag In-The-Holes (Cornholes) during the inning.

Violation: A bag that is accidentally dropped by a player before the final forward swing has started.

» **Penalty:** This throw shall not be considered foul and may be picked up and pitched.

Violation: Airmail Round ONLY - If a regular cornhole board is used in Round 6 then any bag that is thrown and touches the board more than 6 inches below the hole will count as a foul bag.

» **Penalty:** No match points will be rewarded.

VIII. Protests

If a player desires to make a protest, the protest shall be made to the referee or official at the time the problem occurs. The official shall make the final ruling on all protests.

IX. Event Standards

All ACA run and managed events will have an additional set of standards that will be published with the event that cover code of conduct, officiating, team uniform standards, and other pertinent information required for entry and play at that event.

All tournaments and leagues are encouraged to build out any additional code of conduct rules based on the standards they are trying to set for their local organization.

Junior Cornhole Rules



GAME SETUP

Age

These rules are adapted for children 5 to 8 years old.

Objective

Be the first player or team to reach or exceed 15 points!

Equipment Needed

1 set of two (2) 1x2 KG Cornhole Boards

2 sets of four (4) 4-in Daily 44x Cornhole Bags



HOW TO PLAY

Kids cornhole can be played **1-on-1** or **2-on-2**.

Fouls

Players must stay on their side of the board and their foot cannot cross the front of the board until the bag is thrown. If a player crosses the front of the board, a foul is called while tossing. The foul bag is removed from play.

Scoring

- Any bag which comes to rest anywhere on top of the board is worth one (1) point.
- Any bag which is thrown through the hole or knocked through the hole by another bag is worth three (3) points.
- Any bag which is not on the board or through the hole is worth zero (0) points.

NOTE: Cancellation scoring is not used for kids play.

Alternating Tosses

The player/team who scored more points in the previous round goes first the next round. If it was tied, the player/team who went first last round gets to go first again.

Tiebreakers

In the case both players/teams reach 15 points in the same round, another round is played. The player/team that scores more points during the extra round is declared the winner. Extra rounds can continue to be added until a winner is declared.

1-ON-1

PLAYER 1 VS. PLAYER 2

- Starting at either board, both players pick a lane (left or right of the board).
- Players alternate tossing bags until each player has tossed all four (4) bags.
- Once all bags are thrown, each player adds up their total points.
- Players then stay in their lane, walk to the other board, and repeat Steps 2 and 3 tossing the other way.
- Play continues until one player reaches or exceeds fifteen (15) points.

2-ON-2

TEAM 1 VS. TEAM 2

- Each pair of teammates line up across from each other at opposite boards.
- Starting on one side, opposing players alternate tossing bags until each player has tossed all four (4) bags.
- Once all bags are thrown, each team adds up their total points.
- The players on the opposite side then collect the bags and repeat Steps 2 and 3 throwing the other way.
- Play continues until one team reaches or exceeds fifteen (15) points.

House Cornhole Rules

The ACA officially sanctioned cornhole rules create the guidelines for the popular backyard game that we all know and love. 4 players, 2 boards, and 8 bags. 1 point on the board. 3 points in the hole. First to 21 wins the game.

But sometimes, you need to switch things up a bit. Below are some of our favorite alternate ways to play cornhole, using just your boards, bags, and a couple of friends!

21 EXACT

In this widely popular game mode, teams have to finish the game by landing exactly on 21. Points and cancellation scoring are the same as standard rules. However, if any team surpasses 21 points at the end of the inning, they “bust” and reset their score to 13.

NON-CANCELLATION

This game mode is played like usual, EXCEPT scoring doesn’t cancel, and instead, every point counts. The advantage of this style is that the game moves along quicker. This game mode can be played as first past 21 or 21 exact.

KNOCKOUT

This game variation is for larger groups, preferably four or more players. To begin, two players face off alternating tossing four bags each as usual. After the first inning, the player with the higher score advances to the next round, while the player with the lower score is eliminated. If the two players tie in a round, both players advance. Then, the next two players in line take a turn, following the same rules. This pattern continues until only one player remains and is crowned the winner.

FOOTHOLE

This game requires your feet. Teams throw and count points as usual, except the players on the receiving end of the board are allowed to kick the bags back onto the board if they are sliding off. The bag must be off the board and kicked back on. Bags kicked onto the board count as 1 point, and bags kicked in the hole are worth 5 points. Players may not already have their foot touching the board to serve as a backboard in any way. Kicking is not required to play this game mode, but it is allowed!

SPEEDHOLE

This game is all about speed. Teams align as normal rules, except there are NO TURNS. You do not have to wait on the opposing player to throw their bags. There is no cancellation scoring, and the first team to score 21 points wins. You may not interfere or touch incoming bags. If you are retrieving a bag and touch a live bag thrown by the opposing team, that counts as 1 point to the opposing team. *Teams may not directly throw away from the board and towards another player to be awarded points.

BATTLESHIP

This game requires three sets of boards lined up across from each other. The distance of these boards should be roughly 30 ft. apart. The space between the boards should give enough room for players to throw comfortably. Teams flip a coin to see which team starts with the bags. Only one bag per player is used. 3 total bags are used per game. One at a time, each player shoots at the board of any of the 3 players across from them. If you make a shot into an opposing player’s hole, that player is removed from the game and may not throw anymore for that game. To eliminate a player, you must make the bag in the hole of that player’s board. You may shoot on any opposing player’s board, not only the player directly across from you. The team with a remaining player or players once all players on the other side are eliminated is the winning team. Matches are played as best of 3, best of 5, or best of 7.

FRAME GAME

A frame game follows a setup similar to bowling, rather than cornhole. Each game consists of 10 frames. Players toss as normal, but there is no cancellation. At the end of every frame, each team gets the points they scored. Play continues until the end of the 10th frame, and the highest score wins the game.

LONG TOSS

Players compete to see how far away they can score. Players start at 15 feet distance, and each player gets 3 bags. At 15 feet, all players toss, attempting to land at least one bag on the board. If you score, you stay in the game. If you do not score, you are eliminated from the round. Players must score at least 1 point out of the 3 tosses to advance to the next round. There is no bonus for a bag in the hole versus a bag on the board. After each round, the remaining players move back by 3 feet. Play continues until only one person scores in a round and that player is the winner. If no one scores in a round, play the round over.



SECTION 04

**IMPROVE
YOUR GAME**

Practice Methods

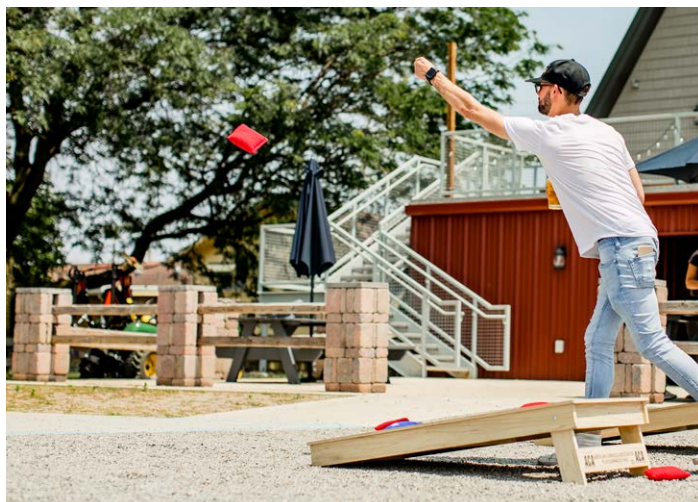


AIRMAIL CORNHOLE BOARDS

Addicted to that airmail feeling? You know, the “swish” feeling when your bag doesn’t even hit the board and goes right in. Airmail practice cornhole boards are the training partner to perfect your airmail.

Here’s how it works: The boards give you the exact angle and hole dimensions as your professional cornhole board, but with less runway. The 18” x 18” reduced playing surface gives little room for error and will help you zone-in on the target and start dropping airmail on your opponents.

For regulation distance, the foul line is 30 feet from the front of the opposite board.



GHOST CORNHOLE

Ghost Cornhole is a one-player cornhole practice game that will help you improve your game. Here’s how to play:

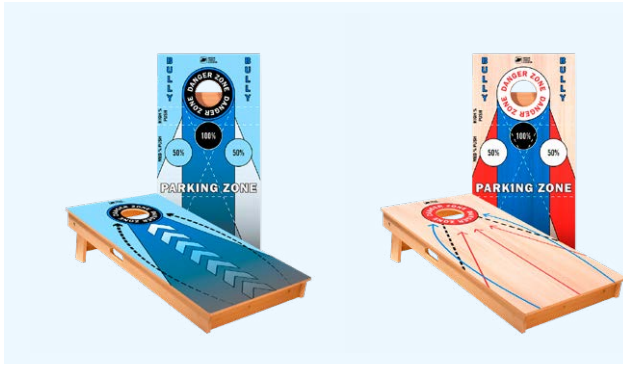
First, choose a starting difficulty level from 1 (very easy) to 11 (very difficult). This number will represent how many points the “ghost” scores in each round of your cornhole game. Set up your cornhole boards and toss your 4 bags as you would in a typical cornhole game. Once you’ve thrown all of your bags, take score for that round. Use cancellation scoring for your points against the selected level of “ghost” points. Repeat this, playing to a normal 21 game. Once you’ve beaten the ghost a few times at your level, then continue to increase the ghost score as high as you can!



TRAINING BOARDS

Ready to hit the shots like the pros? ACA Official Professional Training Boards lay out the road map to strategize your shots and perfect your game plan. These boards use marked areas to help you know what your next best shot is and will take you from casual backyard bagger to cornhole champ. See the Training Board Guide for a breakdown of all the areas of the training board and some examples of cornhole shots.

Training Board Guide



This guide is to help you shape your cornhole game using the **ACA Official Training Boards**. Use these boards to practice your game, show off your skills to your friends, family, co-workers or opponents, and most importantly, have fun!

NO-MAN'S-LAND

No-Man's-Land is the bottom third of the board.

There is a low percent chance of pushing a bag into the hole from this zone (also called **Push-Shots**).

It is best to throw over any bags that have landed in this zone.

Although, you may want to push in very particular circumstances. For example, you need to push an opponent's bag off the board to keep them from winning the game.

PARKING ZONE

The **Parking Zone** is the middle third of the board.

Bags that land in this zone have a medium percent chance of being a Push-Shot.

Inside the Parking Zone are three additional zones, a 100% Block Zone in the center and 50% Block Zones on each side of the board.

100% BLOCK ZONE

Landing a bag in the **100% Block Zone** creates a 100% blocked straight path to the hole.

Aim for this area if you wish to block your opponent from sliding their bag into the hole.

50% BLOCK ZONES

The outer two zones are **50% Block Zones** and create a 50% blocked path to the hole.

Aim for this area on your opponent's side to block their side lane into the hole if a bag is already in the 100% Block Zone.

HIGH PERCENT PUSH-SHOT ZONE

The **High Percent Push-Shot Zone** is the space starting at the top third of the board to the bottom of the hole.

If you or your opponent's bag lands in this area, there is a high probability of making a Push-Shot.

BULLY ZONES

Bully Zones are the left and right thirds of the board. Use these zones to "bully" a bag out of the way and push yours into the hole.

BACK BOARD

The **Back Board** starts just above the hole and ends at the top of the board. Use it as a stopper for your bag, like in basketball.

DANGER ZONE

The three-inch outer ring of the hole. If your bag lands in the **Danger Zone**, it is highly likely to push it into the hole.

PATH SHOT ZONES

There are three Path Shot Zones that act as a guide to sliding your bag into the hole. The center path shot, right path shot, and left path shot.

The left path is used in a step out angle shot on the left side. (Used to push or get around bags to get into the hole.)

The middle path is a straight shot path to the hole.

The right path is used in a step out angle shot on the right side. (Used to push or get around bags to get into the hole.)

Types of Cornhole Shots

SLIDE SHOT

One of the most basic shots in cornhole is the slide shot. This is when the bag lands on the bottom 2/3rd of the board and slides up and into the hole.

How to throw a slide shot:

Flip the bag so the turbo-weave side is facing down. Release the bag using a normal throwing motion and trajectory. Ideally, you are aiming for the center of the board and in the lower 2/3rd. This gives the bag enough space to slide up the board and into the hole for 3 points.

BLOCKER

A blocker is when the bag is placed so that it obstructs your opponent's path to the hole. A successful blocker forces your opponent into taking more difficult shots.

How to throw a blocker shot:

First, flip the bag so the micro-suede is facing down. Release the bag using a normal throwing motion and but a high trajectory. The combination of the slow side and high trajectory will allow the bag to "stick" where you are aiming to block.

BULLY SHOT

If your opponent has thrown a bag and it is slightly to either side of the hole, you can execute a bully shot. This is when you can throw a sliding shot that pushes or "bullies" your opponent's bag out of the danger zone.

How to throw a bully shot:

Flip the bag so the turbo-weave is facing down. You also may want to take a step to the outside of the pitcher's box to give you a better angle. Once you have the correct angle, release the bag with a normal trajectory and aim for the side of their bag closest to the hole. If executed correctly, you should push their bag out of the way while also sliding your bag into the hole.

PUSH SHOT

When your bag is blocking the hole and it is your turn to throw, the push shot will help you score maximum points. This shot is similar to a slide shot, but pushes the blocker bag, as well as the thrown bag, into the hole.

How to throw a push shot:

To throw this shot, first flip the bag so the turbo-weave side is facing down. You'll want to use a low trajectory and a put some extra power into the throw. Aim between 4-12 inches in front of the bag you are trying to push in. A successful push shot will let you score 2 cornholes on the same throw.

AIRMAIL

Everyone's favorite shot is the airmail. This is when the bag goes directly into the hole without touching the board at all. It's a difficult shot to master, but with massive payoffs for anyone who can consistently hit this shot.

How to throw an airmail shot:

With this shot, the side of the bag shouldn't matter. The key is to use a high trajectory angle and aim directly at the hole. This will give your bag the best percentage of going in the hole.

ROLLING SHOT

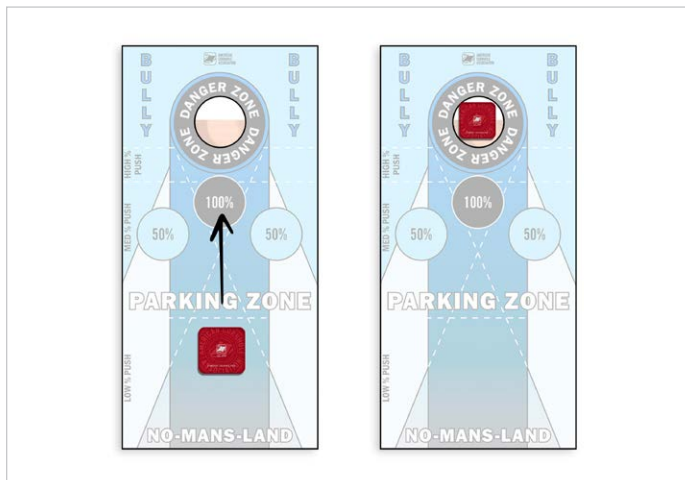
One of the most technically difficult shots in cornhole is a rolling shot. This unorthodox shot is used to "rollover" your opponent's bag when it is blocking the hole.

How to throw a rolling shot:

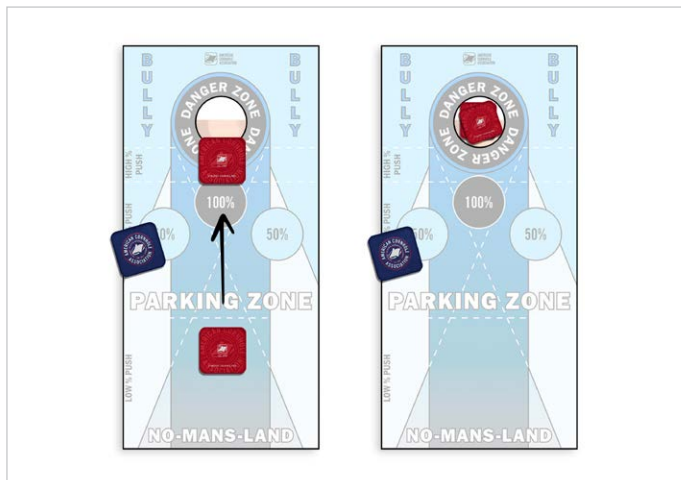
To throw this bag, you will grip the bag in your first with the bag on its side. The goal when releasing this bag is to make it topple, end over end so that when it contacts the board it flips over your opponent's blocker. We recommend experimenting for yourself a grip and throw that works best for you.

Types of Cornhole Shots

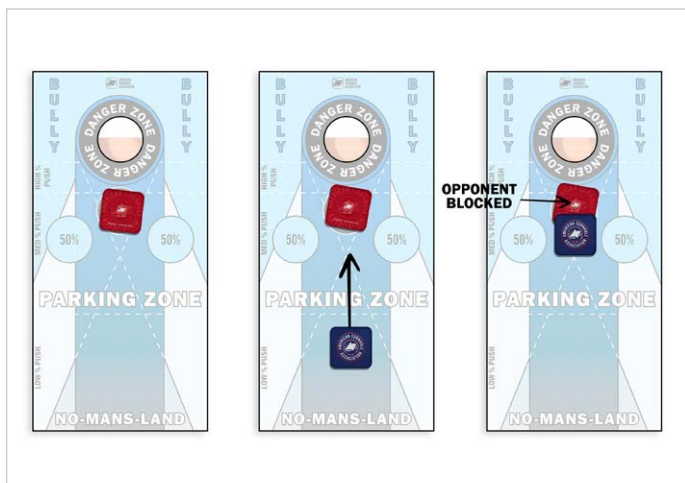
SLIDE SHOT



PUSH SHOT



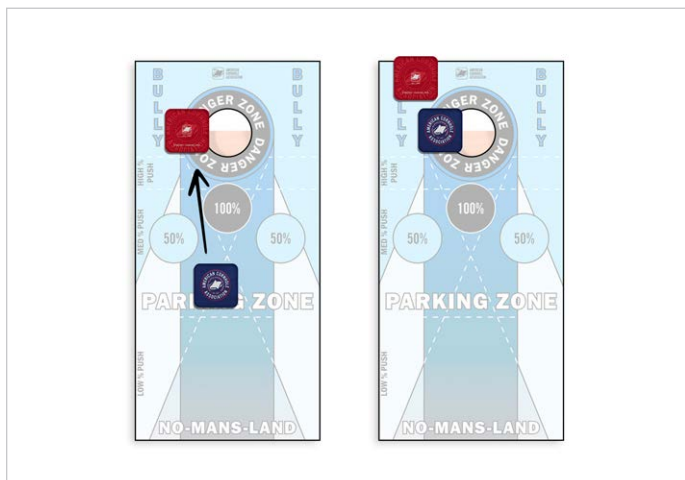
BLOCKER



AIRMAIL

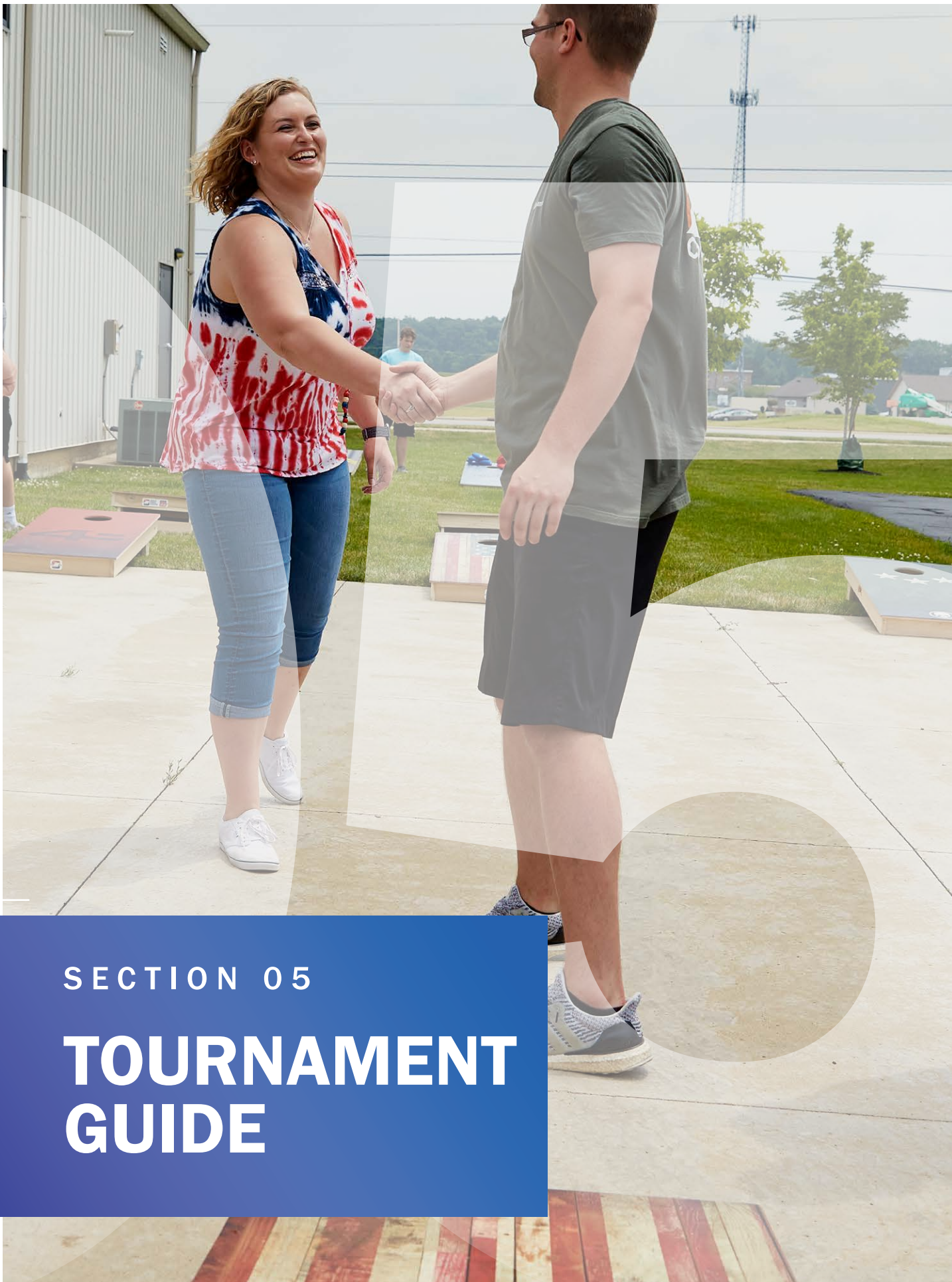


BULLY SHOT



ROLLING SHOT





SECTION 05

TOURNAMENT GUIDE

How to Run a Cornhole Event

Think you're ready to host your own cornhole event? All you need is some bags, boards, and friends, right? Well, there's a couple more details to work through. Here's some tips and guidelines we've gathered that will help make your event a success. Let's get to the practicals →

VENUE/ SITE SELECTION

The ACA recommends an indoor venue, if possible, over any outdoor venues. This takes away the issues of weather. It can, however, create the issue of space. We recommend finding a venue that can hold six indoor courts and can be played with optimal space in between courts. For indoor venues, we recommend ceilings to be at least 13 feet high to operate.

Site selection for venues must consider amenities. It is highly recommended that the venue selected for any tournament has an adequate indoor bathroom and beverages. Alcoholic beverages and food sales are not required but a plus. We encourage you to find a venue that is family friendly so kids and family may come watch.

Event organizers typically should not have to pay for a venue. Venues should have a beneficial agreement between you and them. They receive the business you provide, and they allow you to operate at their establishment.

Venues should be selected carefully and agreed upon by the organizer and the venue proper authority. Once an agreement is reached, it is very import to put this agreement into writing. A venue agreement is typically needed for events. It will state intentions, uses, times of use, schedules, roles and responsibilities of both parties, canceling terms, and any contract termination penalties. It should also state breach of contract terms and length of contract. It is important to lay out all of this information before signing. Exceptions come with outdoor venues and weather permissible situations.

SCOREHOLIO SOFTWARE

Scoreholio is the preferred and recommended software for tournament operations with the ACA. This app will simplify score-keeping, brackets, and communication before and during the event.

TYPE OF TOURNAMENT

There are several types of tournaments to operate. Singles, Set Doubles, Blind draw Doubles, round robin singles, round robin doubles, single elimination, and double elimination tournaments. See the next section of the guide for more information on gameplay rules for all these formats.

SPONSORSHIPS

Local sponsors are a great way to help bring in extra money for your cornhole events. Sponsorships should be contracted by the event organizer can add an additional \$200 to \$2,000 a month for a local cornhole event organizer.

SIDE INCOME

In addition to the primary cornhole tournament or league event, you may choose to host additional raffles, drawings, or side competitions. This could also provide added income for the tournament organizer by selling raffle tickets or hosting a 50/50 drawing. We recommend finding a local charity to support with a 50/50 drawing at your event. Item raffles (Such as bags, boards, or sponsors items) are another great way to draw additional ticket sales. Finally, Airmail or skills-based challenges are a great way to earn money. These challenges require players to buy in to a skills-challenge with the winner taking 75-80% of prize money, while the event organizer keeps the rest as profit.

CONDUCT AND APPEARANCE

Event organizers should aim to maintain professional composure throughout the event. This includes appropriate dress, language, and behavior at the event.

EQUIPMENT

All cornhole boards for the event should be provided by the event organizer. Enough sets of bags for all boards should also be provided. However, players may choose to bring their own bags, which is permitted.

Cornhole events should use professional-level cornhole boards and bags. See the ACA official rules page for professional board and bag specifications.

Pitching pads and scoring towers are recommended but not required.

Most importantly, have fun! Cornhole events should be a fun, family-friendly event that makes new memories for all involved. Planning a successful event can take lots of hard work, but is extremely rewarding. If you ever have questions about hosting your event, please email us at tournaments@playcornhole.org where we'll be happy to answer any questions.

PAIRINGS

Singles

Players enter individually, and all matches are played 1 versus 1

Set Doubles

Players enter with a partner and all matches are played 2 versus 2

Blind Draw Doubles

Players enter individually, and partners are randomly selected. Matches are played 2 versus 2

GAMEPLAY

Single-Elimination Tournament

All teams are placed in a single-elimination bracket. Match-ups can be set by tournament organizer or randomly generated by a coin flip. The winning team advances until the final team is crowned champion.

PROS: Quickest and shortest game-play time.

CONS: Half the teams only play 1 game, random match-ups may not be a fair determination.

Double-Elimination Tournament

Similar to single-elimination, but a team must lose two times before they are eliminated. Again, match-ups can be set by tournament organizer, or randomly generated. Once a team loses, they move to the “Loser’s Bracket”. The loser’s bracket champion must beat the winner’s bracket champion two times in order to win the tournament.

PROS: Each team is guaranteed two games, short and easy setup and management.

CONS: May be too short for losing teams, random match-ups may not be a fair determination.

Round Robin

Each team plays each other one time. Once all games are complete, the team with the most total wins is the winner of the tournament.

PROS: More games for each team.

CONS: Long time commitment, no bracket or championship game, more equipment needed.



Round Robin with Tournament

Similar to round robin, all teams play each other one time. Once round robin play is finished, teams are seeded according to record and point-differential. All teams are then entered into a single-elimination bracket. In the bracket, the highest-seed plays the lowest-seed and so forth down the line until the bracket is filled.

PROS: More games for each team, includes playoff and championship games.

CONS: This the longest format and requires the most equipment.

Pool Play with Tournament

Very similar to round robin with tournament, but ideal for very large groups (30+ teams). Teams are grouped into pools and play round robin format within their pool. Top 1-2 teams from each pool advance to a single or double elimination tournament.

PROS: Works well with leagues or tournaments with very large groups.

CONS: Pools are randomly generated and may not be fairly determined.

A person wearing a blue button-down shirt over a dark t-shirt and a blue baseball cap is holding a wooden cornhole board. They are standing outdoors on a paved surface next to a black bag. The bag has the American Cornhole Association logo, which includes a stylized 'A' and the text 'AMERICAN CORNHOLE ASSOCIATION' and 'CORNHOLE.ORG'. The background is a grassy area with some trees. The image is overlaid with several semi-transparent circular shapes in shades of blue and grey.

SECTION 06

CARE AND MAINTENANCE

Care & Maintenance Guide

CORNHOLE BOARDS



Storage

Properly storing your cornhole board is the most important step in ensuring the longevity of your board. Proper storage protects your boards from becoming faded or damaged. Store the boards in a cool, dry place such as a basement, garage, or recreation room where the boards are not exposed to water or humidity.



Cornhole Board Wall Mounts may be used to keep your cornhole boards off the floor and away from pests or water damage.

The polyester exterior and weather-resistant coating of ACA Cornhole Board Covers protect the surface and sides of your board from outdoor elements. A protective layer of foam padding adds cushion around the edges making them safer to transport to your next game of cornhole.

Keep It Clean

Use a damp cloth to wipe off dust and dirt after every use of your cornhole boards. When necessary, use warm, soapy water to clean your boards. Regular cleaning of the cornhole board playing surface and frame is necessary to keep the board in good condition and ensure the durability of the board.

CORNHOLE BAGS

Storage

It is recommended to store your cornhole bags and boards together to ensure bags are not lost. Cornhole bags can be kept in a container or drawstring carry tote to keep all items together when not in use.

When left outdoors, corn-filled cornhole bags can attract squirrels or other wildlife who may try to eat the corn feed filling. Be sure to store corn-filled bags in a cool, dry place where animals cannot reach them. All Weather and Synergy Pro cornhole bags are filled with plastic resin pellets and do not share this risk.



Keep It Clean

Cornhole bags may be washed with warm, soapy water to clean off dirt and debris that has collected on the bags. All Weather and Synergy Pro cornhole bags may also be washed in the washing machine with detergent or fabric softener (this may make the bags feel more “broken-in”). Do not machine wash corn-filled cornhole bags.

Let bags dry completely before returning to storage. It is recommended to let the bags air dry in the sun or in your home. If using a drying machine, only place cornhole bags in the dryer under low heat. Avoid high heat or extreme temperatures when drying your cornhole bags. This could damage the interior resin pellets and ruin the cornhole bags.

MIND THE ELEMENTS

Extreme weather conditions such as hail, rain, snow, mud, and excessive heat may cause damage to your cornhole games. To protect your cornhole board from serious damage, do not leave your game outdoors or play in harsh conditions.



THE ORIGINAL AND OFFICIAL
GOVERNING BODY OF CORNHOLE

VISIT [PLAYCORNHOLE.ORG](https://playcornhole.org)