

Printer's Cornhole League Rulebook

Fall 2025 | September 17 – October 22 | Wednesdays at 6:30 PM

LEAGUE FORMAT

- The league runs for **6 weeks**, including a **final playoff week**.
 - Each of the **12 teams plays at least 2 matches per night**.
 - Weeks 1-4: Matches begin at **6:30 PM and 7:15 PM**.
 - Week 5: Matches begin at **6:30 PM, 7:15 PM, and 8:00 PM**.
 - Week 6 (play-offs): Matches begin at **6:30 PM, 7:15 PM, 8:00 PM, and 8:45 PM**.
 - **All teams qualify** for the Week 6 playoff bracket.
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MATCH STRUCTURE

- Each match is played **best 2 out of 3 games**.
 - First team to **21 points wins** each game (no bust rule).
 - Matches have a **45-minute time limit**. If time expires:
 - The team leading in the current game wins that game.
 - If it's 1-1 in games, that game determines the match.
 - **Players must use the same team pairing** for both matches each night.
 - Teams **may bring a sub**, but **at least one registered player must be present**.
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GAME RULES

- Matches are **self-refereed**. Play fair. No cheating. No drama.
- Teams can bring **personal bags**, but they must meet regulation standards:
 - Max size: **6" x 6"**
 - Max weight: **1 lb (dry)**

- Acceptable fillings: corn, resin, pellets, etc.
 - Bags cannot be artificially altered to change weight.
 - **We have house bags available** if needed.
 - **Scoring Format: Cancellation Scoring**
 - Each round consists of **4 bags thrown per player**.
 - Scoring is based on **net point difference**:
 - Bag on the board = **1 point**
 - Bag in the hole = **3 points**
 - Only one team scores per round (cancellation scoring).
 - First team to **21 points wins** the game.
 - **Throwing & Turn Order**
 - Teams alternate tossing bags one at a time.
 - Players must **remain behind the front edge of the board (foul line)** while throwing.
 - The team that scored in the previous round **throws first**.
 - If no team scored, the team that threw first in the previous round retains the first throw.
 - **Foul Bag Rules**
 - A bag is a **foul** (and removed from play) if:
 - It hits the ground before the board.
 - It's thrown out of turn.
 - The player steps over the foul line.If a foul bag knocks another off the board, that bag is returned to its **original position** as best as possible.
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TIMING & FORFEITS

- **Check in with the bartender** before your first match each week.

- If a team is:
 - **10 minutes late:** forfeits **Game 1**
 - **15 minutes late:** forfeits the **entire match**
 - **No-call, no-show:** full forfeit
 - You are expected to **turn in your scorecard to the bartender** at the end of your match.
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SCORECARDS

- Each team will fill out and **sign their own scorecard**.
 - Record:
 - Game scores (for tie-breakers)
 - Match winner
 - **Both teams must sign both scorecards.**
 - Turn in completed scorecards to the bartender.
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STANDINGS & SCORING

- Each **match win = 1 point**, loss = 0 points
 - Standings are based on **total match wins**
 - We use **scorecards to track game scores** for tie-breakers
 - In the event of a tie in standings:
 1. **Head-to-head result**
 2. **Point differential** (Points For – Points Against)
 3. **Total Points For**
 4. **Coin toss or toss-off**
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PLAYOFFS & PRIZES

- All teams qualify for the **Week 6 playoff bracket**.
 - Format: Single elimination, seeding based on standings.
 - Prizes:
 - **1st Place** – \$200 Gift Card
 - **2nd Place** – \$100 Gift Card
 - **3rd Place** – \$50 Gift Card
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PLAYER PERK

- Each **registered player receives one free beer** per week during the league.