

2nd Annual Breathe for Bea Cornhole Tournament Rules

Game Play:

Rule 1: Have fun!

Rule 2: Each team will consist of two players, and two teams will face off against each other in a match.

Rule 3: Tournament is double elimination, so each team will play at least two matches. Each match will be best 2 out of 3 games.

Rule 4: Boards will be positioned directly facing each other with 27 feet between the front edge of each board. Two players, one from each team, will be positioned on each of the two boards. One player will start, followed by the player from the other team positioned on the same board, and will alternate throws. After both players have thrown their 4 bags, the two players on the opposite board will then throw in the same manner.

Rule 5: For all matches, to determine which team goes first, one person from each team will participate in a coin flip. The winner will get to choose if he/she would like his/her team to go first or go second, and then the team who goes first will decide which player from their team will start and which board each of them will throw from.

Rule 6: Players can throw from anywhere behind the front edge of the board (toes may be on the line of the front edge, but cannot be in front), on either side of the board – i.e. players are not required to shoot from a specific side of the board.

Rule 7: After each round of throws, the team with “honors”, i.e. the team who has won the most recent round of throws by scoring the most points, will lead off. In cases where a round has ended a tie, the team who had honors before the tie will lead off.

Rule 8: You may of course knock an opposing players’ bags off the board with one of your throws!

Rule 9: In cases where players cannot come to a mutual decision on a questionable call, a judge from the Breathe for Bea Foundation will make a final determination.

Scoring and Winning

Rule 10: Each game will be played to 21, and you must win by two points. So, if a game is tied 20-20, to win, the score must end 22-20. Players are to keep their own scores.

Rule 11: Points are scored as follows - 3 points for a bag that goes completely in the hole and 1 point for a bag that lands on the board; no points will be awarded for bags that touch the ground and then bounce on the board, and if this occurs, the bag should be taken off the board immediately as to not interfere with the ensuing throws; bags can be hanging off the board to be awarded a point, but they must be reasonably on the board and not being propped up by the ground onto the board; no additional points for hangers.

Rule 12: How to score a round of throws – after both players on one board have thrown, points are to be tallied following the guidelines laid out in rule 5 for each player, totaled and then compared; points are awarded to a particular team by determining which player has scored the most points; equal points cancel each other out and no points are awarded to a team in this case. An example of how a round would be scored is as follows - if player 1 has one bag in the hole (3 points) and 1 bag on the board (1 point) and the other two bags are off the board, he would total 4 points; if player 2 has one bag in the hole (3 points) and the other three bags are off the board, he would total 3 points; so in this example, player 1 would score 1 total point for his team (his 4 points minus his competitors 3 points = 1 point). If a round ends up with both players scoring the same amount of points, then neither player would score a point for his team.

Rule 13: If a player manages to get all 4 of their bags in the hole during the same round of throws – without the assistance of an opposing player knocking any of them in – then the game is over. Anyone who is able to accomplish this incredible feat will receive a prize in recognition of it during the tournament!



Breathe for Bea