

**WIOV-FM's "FALLFEST CORNHOLE TOURNAMENT" CONTEST  
OFFICIAL RULES**

A complete copy of these rules can be obtained by contacting radio station WIOV-FM ("Station"), 5989 Susquehanna Plaza Drive, York, PA 17406, during available business hours Monday through Friday, on the Station website [www.wiov.com](http://www.wiov.com), or by sending a self-addressed, stamped envelope to the above address.

The Station will conduct the **WIOV-FM's "Fallfest Cornhole Tournament"** Contest (the "Contest") substantially as described in these rules, and by participating, each entrant agrees as follows:

- 1. NO PURCHASE IS NECESSARY TO ENTER OR WIN. A PURCHASE WILL NOT INCREASE YOUR CHANCE OF WINNING. VOID WHERE PROHIBITED. ALL FEDERAL, STATE, AND LOCAL REGULATIONS APPLY.**

**Eligibility.** This Contest is open only to legal U.S. residents of the Station's Designated Market Area ("DMA") as defined by Nielsen Audio, excluding Florida and New York residents, age eighteen (18) years or older at the time of entry with a valid Social Security number, who have not won a prize from the Station in the last thirty (30) days, and whose immediate family members or household members have not won a prize from the Station in the last thirty (30) days. **Void where prohibited by law.** Employees of Station, Cumulus Radio LLC, and each of their parent companies, affiliates, related entities and subsidiaries, promotional sponsors, prize providers, advertising agencies, other radio stations serving the Station's DMA, and the immediate family members and household members of all such employees are not eligible to participate. The term "immediate family members" includes spouses, parents and step-parents, siblings and step-siblings, and children and stepchildren. The term "household members" refers to people who share the same residence at least three (3) months out of the year. The Contest is subject to all applicable federal, state and local laws and regulations. Participation constitutes entrant's full and unconditional agreement to these Official Rules and Station's decisions, which are final and binding in all matters related to the Contest. Winning a prize is contingent upon fulfilling all requirements set forth herein.
- 2. Contest Period.** The Contest will begin at **12:00am ET on August 9, 2021** and will continue through **9:00am ET on Sunday, October 10, 2021** (the "Contest Period").
- 3. How to Enter.** Contest entries are limited to one hundred twenty-eight (128) two-person teams. Entry into the Contest will be closed on the earlier of (a) the date that 128 teams enter the Contest or (b) 9 am ET on Sunday, October 10, 2021. The Station's computer is the official time keeping device for this Contest. There are two (2) ways to enter:

**Online:** Visit the Station's website [www.wiov.com](http://www.wiov.com) during the Contest Period, click on the "Contest" link, click on the "2021 Fallfest Cornhole Tournament" Contest link, and complete an entry form. There is an entry fee of forty dollars (\$40) for each two-person team competing in the Contest. Fees are non-refundable and must be paid at the time of entry. All online entries must be received by 11:59pm ET on Sunday, October 3, 2021 to be eligible to participate in a tournament to win a prize. **Limit one (1) entry per team, regardless of how many email addresses a person may possess and use.** Entry fee does not include admission to the Fallfest concert. Concert tickets must be purchased separately. Multiple entrants are not permitted to share the same email address. Any attempt by any entrant to submit more than one (1) entry per day by using multiple/different email addresses, identities, registrations and logins, or any other methods will void that entry and the entrant may be disqualified. Use of any automated system to participate is prohibited and will result in disqualification. Station is not responsible for lost, late, incomplete, invalid, unintelligible, inappropriate or misdirected registrations, all of which will be disqualified. In the event of a dispute as to any registration, the authorized account holder of the email ad-

dress used to register will be deemed to be the entrant. The “authorized account holder” is the natural person assigned the telephone number by the wireless carrier or an email address by an Internet access provider, online service provider or other organization responsible for assigning email addresses for the domain associated with the submitted address. Potential winner may be required to show proof of being the authorized account holder. All entries become the sole and exclusive property of Station and will not be returned. Station reserves the right to contact entrants and all other individuals whose email address is submitted as part of this promotion. No mail-in entries will be accepted.

**At Event:** Attend the 2021 I-105 Fallfest concert conducted by Station at Maple Grove Raceway located at 30 Stauffer Park Lane, Mohnton, PA 19540 on Sunday October 10, 2021 and complete an entry form at the Merchandise booth. There is an entry fee of forty dollars (\$40) for each two-person team competing in the Contest. Fees are non-refundable and must be paid at the time of entry. **Limit one (1) entry per team.** Entry fee does not include admission to the concert. Concert tickets must be purchased separately. Concert gates open at 8:00am ET. All entries must be received by 9:00am ET on Sunday, October 10, 2021.

Station’s decisions as to the administration and operation of the Contest and the selection of the potential winners are final and binding in all matters related to the Contest. Failure to verify winner’s eligibility may result in disqualification and forfeiture of the prize. Unclaimed prizes may not be awarded. **LIMIT ONE PRIZE PER TEAM.**

- 4. Winner Selection.** On or about 9:00am ET on Sunday, October 10, 2021, Station will host the 2021 Fallfest Cornhole Tournament during the I-105 Fallfest Concert at Maple Grove Raceway. Each selected team of contestants will compete in the tournament. The tournament will be executed by representatives of the Keystone State Cornhole Association. The tournament will comply with American Cornhole League (ACL) Rules and Regulations. A copy of the ACL Rules and Regulations are included in Appendix 1. Opponents will be chosen at random. The tournament will follow a bracket-style elimination until first place through fourth place winning teams are determined. Each winning entrant will be contacted using the email address and/or telephone number provided with the entry and may be awarded the prize (subject to verification of eligibility and compliance with the terms of these rules). Station’s decisions as to the administration and operation of the Contest and the selection of the potential winner are final and binding in all matters related to the Contest. Failure to respond to the initial verification contact within three (3) days of notification or failure to claim the prize within three (3) days of verification as a winner will result in disqualification and forfeiture of the prize.

**If the I-105 Fallfest concert is temporarily postponed or permanently cancelled due to disease, epidemic, pandemic, quarantine, any acts of government and/or any reason that is beyond the control of Cumulus Radio LLC or the Station, then no substitution shall be provided by Cumulus Radio LLC or the Station. Neither Cumulus Radio LLC nor the Station make any representation or warranty about the safety of the I-105 Fallfest concert in light of COVID-19. By accepting the Prize, a winner acknowledges the risk of large group gatherings and assume all risks of accepting the Prize, attending the I-105 Fallfest concert and any other risks associated with the I-105 Fallfest concert, including any and all repercussions associated with attending the event.**

- 5. Verification of Potential Winner.** THE ELIGIBILITY OF ALL POTENTIAL CONTEST WINNERS IS SUBJECT TO VERIFICATION BY STATION WHOSE DECISIONS ARE FINAL AND BINDING IN ALL MATTERS RELATED TO THE CONTEST. The potential winner must continue to comply

with all terms and conditions of these Official Rules, and winning is contingent upon fulfilling all requirements. The potential winner may be notified by email and/or telephone call after the date of random drawing and/or winner determination. The potential winner will be required to sign and return to Station, within three (3) days of the date notice is sent, an affidavit of eligibility and a liability/publicity release (except where prohibited) to claim the prize, if applicable. A winner who returns the affidavit of eligibility and liability/publicity release will be deemed to have accepted the contest prize and thereafter will not be permitted to rescind their acceptance of the prize and/or return the prize. If a potential winner cannot be contacted, fails to sign and return the affidavit of eligibility and/or the liability/publicity release within the required time period (if applicable), or if the prize or prize notification is returned as undeliverable, potential winner forfeits prize. In the event that the potential winner of a prize is disqualified for any reason, Station may award the applicable prize to an alternate winner by random drawing from among all remaining eligible entries. Unclaimed prizes may not be awarded.

**6. Prize(s).** Eight (8) prizes will be awarded in this Contest. Winners will receive:

(a) **First Place Team** will receive \$1,500 with the two (2) team members each receiving a prize of seven hundred fifty dollars (\$750). Approximate retail value (“ARV”) of each first place prize is **seven hundred fifty dollars (\$750)**.

(b) **Second Place Team** will receive \$750 with the two (2) team members each receiving a prize of three hundred seventy five dollars (\$375). ARV of each second place prize is **three hundred seventy five dollars (\$375)**.

(c) **Third Place Team** will receive \$500 with the two (2) team members each receiving a prize of two hundred fifty dollars (\$250). ARV of each third place prize is **two hundred fifty dollars (\$250)**.

(d) **Fourth Place Team** will receive \$250 with the two (2) team members each receiving a prize of one hundred twenty five dollars (\$125). ARV of each fourth place prize is **one hundred twenty five dollars (\$125)**.

The prizes will be paid by check from Cumulus Radio LLC within 60 days of the conclusion of the tournament and each player will receive a check.

**TOTAL ARV OF ALL CONTEST PRIZES IS: Three thousand dollars (\$3,000).**

Winner is responsible for all taxes associated with prize receipt and/or use. Odds of winning a prize depend on a number of factors including the number of eligible entries received during the Contest Period and listeners participating at any given time.

There is no substitution, transfer, or cash equivalent for prizes, except that the Station may, in its sole discretion and to the extent permitted by law, substitute prizes of comparable value or cash. The prizes are expressly limited to the item(s) listed above and do not include taxes, gratuities or any other expenses. Any tickets and/or gift certificates/cards awarded as part of a prize will be subject to the terms and conditions set forth by the issuer and are valid only on the date(s) printed on the tickets or gift certificates/cards. Other restrictions may apply.

**7. Entry Conditions and Release.** By entering, each entrant agrees to: (a) comply with and be bound by these Official Rules and the decisions of the Station, which are binding and final in all matters relating to this Contest; (b) release and hold harmless Station, Cumulus Media New Holdings Inc., and each of their subsidiaries, related and affiliated companies, participating sponsors, the prize suppliers and any

other organizations responsible for sponsoring, fulfilling, administering, advertising or promoting the Contest, and each of their respective past and present officers, directors, employees, agents and representatives (collectively, the "Released Parties") from and against any and all claims, expenses, and liability, including but not limited to negligence and damages of any kind to persons and property, including but not limited to invasion of privacy (under appropriation, intrusion, public disclosure of private facts, false light in the public eye or other legal theory), defamation, slander, libel, violation of right of publicity, infringement of trademark, copyright or other intellectual property rights, property damage, or death or personal injury arising out of or relating to a entrant's entry, creation of an entry or submission of an entry, participation in the Contest, acceptance or use or misuse of prize (including any travel or activity related thereto) and/or the broadcast, exploitation or use of entry; and (c) indemnify, defend and hold harmless the Released Parties from and against any and all claims, expenses, and liabilities (including reasonable attorneys' fees) arising out of or relating to an entrant's participation in the Contest and/or entrant's acceptance, use, non-use or misuse of the prize.

- 8. Publicity.** Participation in the Contest constitutes entrant's consent to use by the Station and its agent of entrant's name, likeness, photograph, voice, opinions, entry, and/or biographical information (including hometown and state) for promotional purposes in any media, worldwide, without further payment or consideration, unless otherwise prohibited by law.
- 9. Taxes.** All State, Local, Federal and/or other taxes, duties, tariffs, title fees, licensing fees, or other fees for prizes awarded become the sole responsibility of the winner. All those who win a prize or prizes valued \$600 or more in any given year will be issued an IRS Form 1099 to report their winnings.
- 10. General Conditions.** Station reserves the right to cancel, suspend and/or modify the Contest, or any part of it, if any fraud, technical failures or any other factor beyond Station's reasonable control impairs the integrity or proper functioning of the Contest, as determined by Station in its sole discretion. Station reserves the right in its sole discretion to disqualify any individual it finds to be tampering with the entry process or the operation of the Contest or to be acting in violation of these Official Rules or acting in an unsportsmanlike or disruptive manner. Any attempt by any person to deliberately undermine the legitimate operation of the Contest may be a violation of criminal and civil law, and, should such an attempt be made, Station reserves the right to seek damages from any such person to the fullest extent permitted by law. Station's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.
- 11. Limitations of Liability.** The Released Parties are not responsible for: (a) any incorrect or inaccurate information, whether caused by Station, entrants, printing errors or by any of the equipment or programming associated with or utilized in the Contest; (b) technical failures of any kind, including but not limited to malfunctions, interruptions, or disconnections in phone lines or network hardware or software; (c) unauthorized human intervention in any part of the entry process or the Contest; (d) technical or human error that may occur in the administration of the Contest or the processing of entries; or (e) any injury or damage to persons or property that may be caused, directly or indirectly, in whole or in part, from entrant's participation in the Contest or receipt or use, non-use or misuse of any prize. No more than the stated number of prizes will be awarded. In event that a production, technical, programming or other error causes more than stated number of prizes as set forth in these Official Rules to be claimed, Station reserves the right to award only the stated number of prizes by a random drawing among all legitimate, unawarded, eligible prize claims.
- 12. Disputes.** Entrant agrees that: (a) any and all disputes, claims and causes of action arising out of or connected with this Contest, or any prizes awarded, shall be resolved individually, without resort to any form of class action; (b) any and all disputes, claims and causes of action arising out of or connected

with this Contest, or any prizes awarded, shall be resolved exclusively by the United States District Court or the appropriate state court located in the Station's listening area; (c) any and all claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with entering this Contest, but in no event attorneys' fees; and (d) under no circumstances will entrant be permitted to obtain awards for, and entrant hereby waives all rights to claim punitive, incidental and consequential damages and any other damages, other than for actual out-of-pocket expenses, and any and all rights to have damages multiplied or otherwise increased. **SOME JURISDICTIONS DO NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE MAY NOT APPLY TO YOU.** All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of entrant and Station in connection with the Contest, shall be governed by, and construed in accordance with, the laws of the state in which the Station is located, without giving effect to any choice of law or conflict of law rules (whether of the state in which the Station is located or any other jurisdiction), which would cause the application of the laws of any jurisdiction other than the state in which the Station is located.

- 13. Entrant's Personal Information.** Information collected from entrants is subject to Station's Privacy Policy, which is available on the Station's website under the "Privacy Policy" link. All entry blanks, forms, devices, and materials gathered during the course of entry, as well as all information contained therein, shall become the sole property of Station to be used, disposed of or destroyed in its sole discretion. Station is not responsible for any incorrect or inaccurate information entered by website users, and assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to Station's website.
- 14. Contest Results.** A winners list may be obtained within thirty (30) days after the Contest Period expires by sending a self-addressed stamped envelope to the Station identified below.

**CONTEST SPONSORS:**

**Cumulus Radio LLC, 5989 Susquehanna Plaza Drive, York, PA 17406.**

**AFP Advanced Food Products LLC, 402 South Custer Avenue, New Holland, PA 17557.**

**Keystone State Cornhole Association, 1183 Landis Road, Ephrata, PA 17522.**

**PRIZE SPONSOR: Cumulus Radio LLC, 5989 Susquehanna Plaza Drive, York, PA 17406.**

## **APPENDIX 1**



## American Cornhole League Rules and Regulations

### 1. Equipment

#### a. Boards

- i. Boards shall be made of wood for use in ACL sanctioned events. The most common types are birch and oak.
- ii. Boards shall have a finished coat that features a smooth texture.
- iii. Boards must measure two feet wide and four feet long, with a  $\pm 1/4$  inch tolerance.
- iv. The hole must be 6 inches ( $\pm 1/8$  inch) in diameter, centered width-wise.
  1. The center of the hole must be 9 inches ( $\pm 1/8$  inch) from the back edge of the board
- v. Boards must have a minimum top layer thickness of  $1/2$  inch with cross-section support, or  $3/4$  inch without cross-section support.
- vi. Boards must have a weight of at least 15 pounds.
- vii. The front edge of the board should be raised between 2.5 and 3.5 inches above the ground.
- viii. The top of the board should rest 12 inches above the ground ( $\pm 1/2$  inch).
- ix. No foreign substances may be applied to a board after it has been purchased from a manufacturer.
  1. Substances include but are not limited to baby powder, cleaning spray, and silicone sprays.
  2. A dry cloth may be used to wipe down a board prior to play.

#### b. Bags

- i. Players must supply their own bags for play in an ACL sanctioned event. See the ACL Bag Policy for a full list of rules and regulations regarding ACL Approved Bags and ACL tournaments
  1. Directors may provide players with bags as long as they meet the bag criteria listed below.
- ii. Regardless of division, bags used in play must be on the Approved Bag Manufacturer List published annually.
- iii. Bags must measure 6 inches wide and 6 inches long ( $\pm 1/4$  inch).
- iv. Bags must weigh between 15.5 and 16.25 ounces.
- v. Bags must have a thickness no less than 1.125 inches and no greater than 1.5 inches.
- vi. After purchase from the manufacturer, bags may not be altered in any way.

1. Alterations include repair, stitching, removing resin, adding resin, ironing, and any other manipulation that results in a bag becoming different than the original state of purchase.
  2. Players may wash bags using fabric softener and/or detergent and dry in a dryer.
  3. Players may label their bags with initials or a name with a permanent marker. The label should not exceed 5 in<sup>2</sup>, reasonable judgment by the director should be used to determine if the written label alters the integrity and/or functionality of the bag.
  4. Bags with holes where plastic resin can leak will not be allowed.
- vii. Players may dry bags but no foreign substances can be applied to the outside of a cornhole bag.
1. Sweat is not a foreign substance unless it is applied intentionally. Players may not intentionally apply water to a set of bags. If a player is found to be intentionally applying water to bags, the director reserves the right to either:
    - a. Force the player to switch bags mid game
    - b. Forfeit the player for that game
  2. Players should use a cloth or towel to remove sweat from themselves. If a player is found to be intentionally applying sweat to a bag or an opponent's bag, the same penalty for applying water may be enforced.
- viii. All bags in a set of four must have the same design and color for each corresponding side on all four bags.
1. For example, a player may use a gray suede side and a red duck cloth side for a cornhole bag. All three of the other bags must have a red duck cloth side and a gray suede side.
  2. For example, a player *cannot* have four bags that have a grey suede side and alternating colors of red, blue, yellow, and green on the duck cloth side of a bag.
  3. A Player may not switch bags during a game (but can after a single game in a series) unless a bag is unintentionally damaged and leaking or if a bag mid-game has been unintentionally altered such that it affects the play of game differently for one player in comparison to the other. In the event of a damaged bag all 4 bags in that set must be swapped out at the end of the round for a new set of 4 bags (intentional damage leads to a forfeit of the game)
- ix. If a player finishes a tournament and has earned prize money for his or her performance, the director reserves the right to inspect all bags used by that player throughout the tournament.



1. If any bags used by that player are inspected and found to not meet the criteria above, the player will forfeit all of his or her prize money for that tournament.

## 2. Layout

### a. Court

- i. A court is defined as the total area of play for a cornhole game consisting of two boards.

### b. Pitcher's box

- i. A rectangle measuring 3 feet wide by 4 feet long (length of board) on either side of a board designates a player's pitcher's box.

### c. Lanes

- i. A lane is defined as two pitcher's boxes directly across from one another on two different boards on one court.
  1. If a right-handed player is in the pitcher's box forcing his right hand to be directly over a board, the other pitcher's box in his or her same lane would be on the opposite board forcing his right hand to be on the outside towards the edge of play.
  2. In doubles play players on the same team will line up directly across from each other in the same lane, not diagonally from each other in opposite lanes.

### d. Boards

- i. 2 boards should be located 27 feet ( $\pm 1/2$  inch) apart, from front of one board to front of another.
- ii. The front edges of the 2 boards must face each other.

### e. Foul line

- i. The foul line is designated as the front end of the board, which is also marked by the front edge of a player's pitcher's box.

### f. Vertical Clearance

- i. For play indoors or under covering, the minimum vertical height of a ceiling or covering is 12 feet.

### g. Score tower

- i. 1 score tower per court (2 sets of boards) should be used and shall be placed a minimum of 1 foot behind one board, outside of the field of play.
  1. Score towers are not *required* for play.

## 3. Pre-game

### a. Coin Toss

- i. Each game begins with a coin toss, including each individual game of a three or more game series or the ending to a double elimination tournament where the losers bracket team wins the first game. One player or team flips a coin and the other player or team calls their choice of "heads" or "tails"
- ii. In singles play, the winner of the coin toss will choose which lane he or she will pitch in for the entirety of the game.

- iii. In doubles play, the winner of the coin toss will *either* choose (not both):
    - 1. The lane and location of each player of that team which will be permanent for the entirety of the game.
    - 2. The player matchup for each board.
  - iv. In doubles play, the loser of the coin toss will get to decide the outcome of the other option in the previous bullet not selected by the winning coin toss team.
  - v. In all divisions, the winner of the coin toss will choose which team or player will throw the first bag of the game.
- b. Practice
- i. Unless unanimously decided otherwise by all players on a court, it is customary to complete a “down and back” practice round before beginning a game.
    - 1. For singles play, players will complete one round of practice throws, walk down to the other board staying in their same corresponding lanes, and then complete one additional round of practice throws before the game begins.
    - 2. For doubles play, competing players on one board will complete one round of practice throws, and then each player’s corresponding doubles partner will complete a practice round throwing from the opposite board in the same lane as their partner before the game begins.
    - 3. In a series of more than one games played by the same teams/players in a row, the “down and back” practice round does not occur after the first game unless all players unanimously agree to have the practice round
    - 4. Additional practice rounds must be unanimously agreed upon by all players in the game
- c. Bag Challenging
- i. If a player or team believes that the opposing player or team is using a set of bags that does not abide by the bag policy, they may challenge the bags *before* the beginning of the game.
    - 1. To complete a challenge, an American Cornhole League director or board member (also referred to as an official) not currently playing in the game must be contacted and he or she will complete a bag inspection.
      - a. If the set of bags are approved, the game is set to begin as scheduled.
      - b. If the set of bags are not approved, that player or team is given a warning and the bags cannot be used for that game. The team or player must find an alternate set of bags to use for the remainder of a tournament.

2. If a player or team already with a warning during one season has the same set of bags challenged OR has a different set of bags challenged that are, in turn, disallowed, that player or team forfeits all remaining matches in that tournament and is given a 1 month suspension from the American Cornhole League
  3. If a player who has already served his or her 1 month ban is found to be playing with bags in an ACL sanctioned tournament that do not meet the bag requirements again, he or she will be suspended for the remainder of the season.
- ii. Bags that are not challenged *prior* to a match are deemed acceptable for use during that match.
1. As mentioned previously, the ACL still reserves the right to inspect a player's or team's bags used in a tournament at its conclusion. If any of the bags do not meet the bag requirements, that player or team will forfeit the winnings for the tournament.

#### 4. Gameplay

##### a. Proper pitching technique

- i. A pitch is defined as one player throwing a cornhole bag towards the opposite board from which he or she is standing attempting to make the bag onto the board or into the hole.
  1. A player is not necessarily *required* to attempt to contact the board. He or she may voluntarily choose to earn zero points on a pitch by pitching the bag intentionally off to the side or short of the board.
- ii. A pitch of a cornhole bag may be underhand or overhand.
- iii. When pitching a bag, players must release the bag before any part of the player's body touches the ground on or beyond the foul line
- iv. Upon release of the bag during a pitch, a player must have at least part of one foot inside the pitcher's box with contact to the ground and not across the foul line
  1. No part of a player's body, except for a hand or arm, may cross the midpoint of the board in the direction of the opposing player's pitch box (i.e. a player may not straddle the board in order to attempt a shot)
- v. A player may not step on or beyond the foul line before the release of the bag during a pitch/throw
  1. In the event of a player stepping over a line, an official can be called to the court by the opposing team. A director may also voluntarily officiate the game without a request from the opposing team.
  2. Once the official is contacted, he or she will come watch the remainder of the match.

3. If the player steps over or on the foul line during this observation, the player will receive a warning from the official.
  4. For every pitch from that point in the game onward that the player steps on or over the foul line, he or she will have the bag corresponding to that pitch forfeited. In the event that an official's first witnessed foot-foul violation is viewed to be intentional, the director can skip the warning and proceed straight to the penalty for violation.
    - a. A forfeited bag will be removed from the area of play during that round by the official with as little disturbance to play as possible.
      - i. If the forfeited bag has already caused bags in play to move, the player or team opposing the player who pitched the forfeited bag decides to *either* (not both):
        1. Have an official place the moved bags back in their original location as best as possible per instructions by both teams.
        2. Accept the new bags' locations and proceed through the remainder of the round.
      - b. Any scoring that is unavoidable when removing the bag from play will still count.
  5. In the event that a player is utilizing a follow through step after the release of the bag over the foul line, the player must make an immediate attempt (within 3 seconds of release) to get back behind the foul line so that the player cannot, in any way, be in the lane of the opposing player. A failure to get back behind the foul line in time will result in the same penalty for a foot-foul violation. This rule will be officiated in the same manner as foot-foul violations with a warning followed by immediate action by the director.
- b. Sequence of Play
- i. Rounds
    1. A round is defined as a complete sequence of 8 bags thrown by two players (4 each) towards one board.
    2. Scoring is calculated at the conclusion of each round.
    3. A Player may adjust the board *to* which he or she is pitching only *before* a round if it is misaligned or not at the correct distance.
      - a. A player may adjust the board *from* which he or she is pitching at any point as long as it does not disrupt the opposing player's pitch, in which case that player would have his or her next bag forfeited.

## ii. Pitch Sequence

1. A game begins with a round in which the winner of the coin toss chooses who pitches the first bag.
2. The opposing player at the same board in the opposite lane then pitches his or her first bag.
3. Pitching alternates until all 8 bags (4 by each player) have been pitched which concludes the round.
4. For singles play, the players will then walk to the other board, remaining in their designated lane, and complete another round of pitching.
5. For doubles play, the two players' partners at the opposite board will then complete a round of pitching.
6. Play continues until a score of at least 21 points is achieved by one team at the conclusion of a round.
  - a. A player or team does *not* have to win by a minimum of two points.
  - b. A player or team is not penalized for achieving a score over 21 points, the game is finished and that player or team wins the game.
7. If a player pitches in an incorrect sequence, the bag that is incorrectly pitched is forfeited.
  - a. Then, to reestablish the correct sequence of pitching, the opposing player will pitch two consecutive bags.
  - b. If a player pitches in an incorrect sequence and it is not called/identified immediately, then the round finishes out as it started (which is the incorrect sequence). If that particular round finishes in a wash/push, the next round is then played in the CORRECT sequence as it was supposed to be played previously. If that round finishes with one team scoring points, that team will start the next round.
8. If a player refuses to finish a game, that player will forfeit the game by a score of 21-0.
9. If one partner of a doubles team cannot finish the match for any reason that game will be forfeited by the team that could not finish by a score of 21-0.

## iii. Timing

1. Each player will have 20 seconds to pitch his or her bag from the moment that the opposing player's bag comes to rest on the other end.
  - a. A player may request that the "pitch clock" be enforced by having an ACL official come to the board and enforce the rule. If a player calls for an ACL official to do this, then the pitch clock is enforced for BOTH players effective immediately.

- b. An ACL official may ALSO choose to enforce the shot clock if they feel it is necessary.
  - c. If a player has the first pitch in a round, they will have 45 seconds from when the last bag from the previous round comes to rest on that side of play for doubles and 1 minute for singles play.
  - d. Failure to pitch a bag in time results in loss of bag.
2. Bags must not be picked up while still moving. Players can pick up bags 3 seconds after the bag comes to a complete stop.
3. In singles play, each player is awarded (2) 90 second timeouts. A player may only call a timeout when he or she has the next bag to throw (i.e. no “icing” the opposing player), or in between rounds. Reasonable judgment from the director will be used to grant timeouts in between rounds if the team that does not have first throw in the next round requests a timeout.
- a. During a timeout, a player may leave the pitcher’s box to view the other board.
  - b. The opposing player who did not call the timeout may also leave the pitcher’s box in order to view the other board.
  - c. Touching of bags that are in play is prohibited. A bag in play is defined as any scoring bag that is being scored as 1 point “on the board”. If a player (or a player’s teammate) touches a bag that is in play during the timeout (or during play outside of a timeout before the round is complete), the round **immediately ends** and all bags are transitioned to the next round at the other board.
    - i. In addition, if the team that touched the bags still has just 1 bag left and their opponent has 0 bags remaining, that bag is dead and the round is ended and scored just like any cornhole round.
    - ii. If the opposing team of the team who touched the bags still has a bag left then the round is over and that team will earn a valued score of 12 for the round regardless of the results of the round.
    - iii. The team that touched the bags will receive a valued score totaling the points scored **only** in the hole for that round for that team prior to the touching.

- iv. For example, Team A has two bags in the hole and one bag on the board with one bag left yet to throw. Team B has one bag in the hole and two bags on the board with one bag left yet to throw. Team A touches the bags on the board and moves them from their original place. Team A receives a valued score of 6 for the round for the two bags in the hole and Team B receives a valued score of 12 for the round. The round is over and Team B earns 6 total points towards the overall score using cancellation scoring.
- v. If all bags are believed to have been thrown and both teams/players clear the board of bags and proceed to start the next round only to find that a single bag has not yet been thrown, the round is still over and the points are scored as the round finishes. The single bag leftover is simply forfeited.
- vi. If a player stomps, jumps, or completes another action that causes bags to fall into the hole in the middle of a round, the same touching rules are applied.
- vii. If a third party spectator, official, or other outside force touches bags causing them to move, the best reasonable judgement by the players in the game and a director/official will place the bags back into their original position.
- viii. If a team begins to remove bags from the hole while the opposing team still has one bag remaining, that remaining bag is scored at a value of 3 points and the round is immediately over. This rule only applies if no bags on the board were touched. If bags on the board were touched, see above rule regarding touching bags in play. If the team begins removing bags from the hole and there are bags on the board, and no bags on the board are touched, the team with the bag remaining can either choose to accept a 3 point value for the bag in hand or can choose to throw the final bag as the round stood prior to touching bags in the hole. Picking up bags that are off the board does not apply to this rule.

d. Rules for touching the board

- i. In most cases touching the board will not impact the bags, however, if bags are impacted then the same rule is in effect as if you touched the bags (see rules Timing - 3ci and 3cii above)
      - ii. Adjusting a board that players are throwing towards is only acceptable in between rounds. If a board is moved in the middle of a round, rule 4.b.iii.3.d.i (directly previous to this rule) is followed. Boards from which a player is playing may be adjusted at any time as long as it is not during an opponent's throw. The penalty for adjusting the board during an opponent's throw is the forfeiting of the next bag.
    - e. If a player crosses the foul line prior to pitching a bag attempting to get closer to the opposing board for viewing purposes, it is inferred that that player is choosing to take a timeout.
    - f. Timeouts taken in excess of the allowed timeouts will lead to that player or team forfeiting all remaining bags during that round.
  - 4. In doubles play, each team is awarded (1) 90 second timeout. Partners may not call timeouts during their partner's throw.
    - a. Same timeout rules apply as above
- c. Scoring
  - i. Scoring is always completed at the end of a round, not during.
  - ii. A bag lying on top of the board at the end of a round is valued at 1 point.
    - 1. Bags "hanging" in the hole are valued at 1 point.
    - 2. If a bag is pinned by another bag and is hanging off the side of the board touching either the ground, board support brace, or board legs, the pinned bag is immediately deemed dead. An official must be called to remove the pinned bag. If the other bag remains on the board after the official has removed the pinned bag, the bag will count as 1 point. If the other bag also falls off the board when the pinned bag is removed by the official, the bag counts as 0 points.
    - 3. If a bag is hanging off of the front of the board, on top of another bag which is on the ground, an official must carefully remove the bag lying on the ground, if the bag on top falls to the ground as well, it is valued at 0 points. If the bag stays on the board, it is valued at 1 point.
  - iii. A bag through the hole at the end of a round is valued at 3 points.



- iv. A bag that neither went through the hole nor is lying on top of the board at the end of the round is valued at 0 points.
    - 1. Bags that are lying on top of the front edge of the board but are touching the ground are valued at 0 points.
    - 2. Bags that touched the ground or any other surface before touching the board or going into the hole are valued at 0 points and must be removed from the board by an official.
      - a. If this bag causes other bags on the board to move, the final resting places of the bags in play will count.
    - 3. In the event that a bag is thrown and it is short of the board but laying up against the board, it should be removed before the next throw.
  - v. All scoring for a round features cancellation.
    - 1. For example, Player A pitches 3 bags in the hole and 1 bag on the board for a total of 10 points. Player B pitches 2 bags in the hole and 2 bags on the board for a total of 8 points. Player A will then earn 2 points ( $10-8=2$ ) towards his or her
    - 2. overall score (or team's score for doubles play).
  - vi. In some instances, the bags in the hole will stack on top of each other until they reach the threshold of the hole. In this instance, a player may ask an official or spectator to "sweep" the bags from under the hole.
    - 1. If a player throws a bag and it "hangs" in the hole but is touching a bag in the hole, an official must come and, if at all possible, "sweep" the bags in the hole without disturbing or touching the hanging bag. If an official is not present, an unbiased spectator must complete the sweep.
      - a. If the hanging bag does not fall into the hole after a correct "sweep", the bag is valued at 1 point.
      - b. If the hanging bag unavoidably falls into the hole after a correct "sweep" the bag is valued at 3 points.
  - vii. Players must wait 3 seconds after a bag comes to a stop on the board before the players may pick up a bag at the end of the round. If a bag is slick enough that it begins to slide down the board, players must wait for that bag to come to a complete stop before proceeding with a round.
    - 1. Players may not jump or complete other actions that cause vibrations of the cornhole board during the 3 second waiting period. Any action like this will waive the 3 second waiting period.
- d. Player Interaction/player conduct
- i. Players may not make contact with each other during gameplay with the intent to disrupt pitching motions.

1. If a player disrupts another player's pitch with obvious intent, an official reserves the right to disqualify a player for that game resulting in a forfeit.
- ii. Players may not interfere with an opponent's bag during its flight path.
  1. If a player interferes with the flight of a bag, the rest of that player's bags are forfeited for the remainder of the round and the pitching player gets to re-pitch the bag.
    - a. If bags in play are moved as a result of the interfered bag, see section 4.a.v.4.a for how to proceed.
- iii. Talking, yelling, and movement that is distracting to the opposing team is *not* permitted.
  1. The ACL and its officials reserve the right to deem any behavior inappropriate if it harms the integrity of the game.
  2. Officials may award warnings to any players who display inappropriate behavior.
  3. If a player continues to display inappropriate behavior during a tournament after receiving a warning from an official, the official reserves the right to forfeit the remaining bags of a player for a round/next round OR disqualify the player for the remainder of the game/tournament.
- iv. Player conduct
  1. The ACL and its officials reserve the right to deem any behavior inappropriate if it harms the integrity of the game or the reputation of the ACL.
  2. Officials may award warnings to any players who display inappropriate behavior including but not limited to negative references toward the ACL, throwing bags in anger, cussing, fighting, inappropriate gestures and comments disparaging the ACL, its staff, sponsors, players and fans.
  3. If a player continues to display inappropriate behavior during a tournament, on social media or in the presence of sponsors after receiving a warning from an official, the official reserves the right to disqualify the player for the remainder of the tournament and/or ban them from playing in the ACL for the entire season.
  4. Celebrations after throws will happen. Excessive celebrations that cause major delays are not acceptable. If a player celebrates a shot, the shot clock for the opponent will begin when the appropriate celebration by the player ends. Excessive celebrations may lead to disciplinary actions as outlined in the ACL Player and Fan Code of Conduct.