

MARTIN HOUSE CORNHOLE CLASSIC OFFICIAL TOURNAMENT RULES

Tournament Format

- Single-elimination tournament.
- 32 or 64 teams depending on tournament registration.
 - 1st Round Byes will be randomly assigned in the event of open team slots at tournament start
- Teams consist of two (2) players.
- Matches are played to 21 points.
 - First team to reach or exceed 21 points wins. No exact score required.
- Championship Match is Best-of-3 games.
- Tournament Director's decisions are final.

Equipment

- Standard cornhole boards placed 27 feet apart from front-to-front.
- Standard cornhole bags.
- All teams must use the event-provided bags unless otherwise approved.

Match Play

Starting the Game

1. A coin flip determines:
 - First throw
 - Choice of side
2. Teams remain in their assigned lane for the entire game.

Scoring

Bag In the Hole = 3 points

Bag On the Board = 1 point

Bag Off the Board = 0 points

Cancellation Scoring

After all bags are thrown:

- Higher scoring team receives the difference in points.
- Lower score is canceled.

Example:

Team A = 7 points, Team B = 4 points. Team A receives 3 points.

Winning a Game

- First team to reach or exceed 21 points wins.
- No exact score required.
- If tied after a round, play continues until a winner is determined.

Throwing Rules

- Players must remain within the pitcher's box.
- A player's foot may not cross the front edge of the board during delivery.
- Bags thrown in violation will be removed before scoring.

Foul Bags

A bag is considered dead if it touches the ground before landing, a player steps over the foul line, or if a bag is thrown from outside the pitcher's box. Dead bags are removed immediately and score no points.

Sportsmanship

All players are expected to treat opponents, volunteers, and officials respectfully; avoid profanity directed at other participants; and refrain from disrupting opposing players during throws.

The Tournament Director may issue the below penalties for unsportsmanlike conduct:

Warning, Point penalty, or Match forfeiture

Pace of Play

To keep the tournament on schedule:

- Teams must report to their assigned board within 5 minutes of being called.
- Failure to appear may result in forfeiture & excessive delays may result in a warning.

Forfeits

A match will be forfeited if a team fails to check in, a team cannot field both players, or if a team fails to report when called after a reasonable grace period. Tournament staff may adjust if circumstances warrant.

Weather / Venue / Other Interruptions

The Tournament Director reserves the right to modify match length, adjust scoring formats, relocate boards, or delay/ suspend play to ensure the event remains on schedule.

Championship Match Rules

Best-of-3 Series

Championship teams will play up to three games.

- First team to win two games is the Champion.
- Each game is scored independently.
- Side selection for Game 1 is determined by coin flip.
- Losing team of each game receives first throw in the following game.