

2026 Western Kenosha County Cornhole League
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Vice President: Kevin Kusters - 262-909-6820
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Bar Owners Representative: Mark Rogers - 815-260-8836

SUMMER RULES

- 1) 8-person team with set roster. (8 players with NO subs)
- 2) 2 teams maximum per bar. New teams wanting in the league will be placed on the waiting list in the order that they signed up. The bar owns the team's spot/spots in the league, not the team. IE: A team can not move to a different bar unless that bar already has an existing spot in the league.
- 2) Age limit. You must be 21 to be able to play.
- 3) The league begins at 7:00 p.m. If either team is not ready for play by 7:30 p.m. then that team forfeits that night and the remaining team receives 16 points. If at least 6 people are present, then play can start. Any player who is not present by 7:30 p.m. will forfeit their game in the 1st round, resulting in a win for the team that was scheduled to play. Please work together to make the evening run smoothly.
- 4) There must be 25 feet between the front of the board and the front of the opposite board. There must also be a 3'x4' area on each side of the boards, known as the "pitchers box". All bars need to do their best to get this as close as possible. Additionally, the home team must assure that there is adequate lighting on the playing courts at all times. Lights shall be bright enough to illuminate the entire playing area and high enough that the lights are not in a players line of sight as they are throwing.
- 5) The standard bag size is 6" x 6" and weighs 15.5 - 16.5 ounces. A player must start and finish the game with the same bags. You may not change to different bags in the middle of a game unless a bag broke during play. If both teams have similar color bags, the away team must switch bags to a color that will not confuse the score keeping process. Partners MUST use the same set of bags during game play, walking bags is no longer allowed.
- 6) The home team has the first choice of what side of the board they shoot from. Partners will line up directly across from each other, in the same lane.
- 7) The home team throws first at the beginning of all games. Throwing is alternated after the start. The team that scores will go first the next throw. If the score ends in a wash, then the team that scored last throws first.
- 8) Each player will play four games per night as a two-person team. No one player can play more than four games.
- 9) Round 1 and 3 is played for a drink. The losing players will buy the winning players one drink. There is a \$4.00 maximum. The league would prefer a drink chip is purchased so there are no issues of drinks costing more than the allotted \$4.00. Courtesy drink chips/tickets can NOT be used as payment for a loss.

10) Courtesy Drinks. Each player is allowed one courtesy drink per night compliments of the home teams bar. Courtesy drinks should be distributed at the BEGINNING of the night, drinks not to exceed \$4.00. Courtesy drink chips/tickets can not be used as a form of payment in the event of a loss; you MUST purchase a drink or chip for the winning players.

11) Scoring; All games are a race to 21. The first team to score 21 or over is the winner. Scoring is always completed at the end of a round, not during. A bag lying on top of the board at the end of a round is valued at 1 point. Bags that went into the hole are valued at 3 points. Bags that are lying on top of the front edge of the board but are touching the ground are valued at 0 points. Bags that touch 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 immediately. All scoring for a round features cancellation. 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). 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 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, if at all possible, an unbiased spectator must complete the sweep. If the hanging bag does not fall into the hole after a correct "sweep", the bag is valued at 1 point. If the hanging bag unavoidably falls into the hole after a correct "sweep" the bag is valued at 3 points. 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. The 5 second rule is changed to you can't touch a bag while in motion. Players must agree that the bag has stopped moving before picking up. Players may not jump or complete other actions that cause vibrations of the cornhole board during the 3 second waiting period. You must not physically disturb the board in any way during this period. Any action like this will forfeit ALL points the offending team threw for that round.

12) Foot foul: Upon release of the bag during a pitch, a player must have at least part of one foot inside the pitcher's box and not across the foul line. 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) If foot foul occurs that player loses that throw. The foul must be called immediately after that throw and by players (no outside interference)

13) Outside interference rule. If an outside interference occurs, play stops immediately. Both captains need to agree to the interference. If agreed the throw is re-done no matter what the outcome of the throw was.

14) Handicap System: To keep competition fair and balanced, weekly matchups will include a handicap based on each team's average wins per night, based off the last 6 weeks played. Bye weeks do NOT count towards handicap calculation.

Handicap Scale:

- 0-2 point difference = No handicap
- 2.01-4 point difference = 2 handicap points
- 4.01-6 point difference = 4 handicap points
- 6.01-8 point difference = 6 handicap points
- 8.01 or more point difference = 8 handicap points

Example:

If Team A averages 10 wins per night and Team B averages 3 wins per night, the difference is 7. Therefore, Team B will start each game with 6 handicap points.

If a player is not listed on the roster, no handicap points will be awarded for all games that player is involved in. Games will start 0-0. It is both teams responsibility to ensure the appropriate handicap is assigned for each game.

HANDICAP IS NOT APPLIED UNTIL WEEK 3

15) Forfeit Rules: If a team drops out of the league or forfeits 2 nights throughout the season, they will forfeit their team's spot in the league. All teams that played a team that dropped from or was removed from the league will have the scores from that night changed to 0 points. If a team drops or is removed, that open spot will not be filled for the remainder of the season.

Disclaimer: By signing up for the league and reading the rules, you hereby agree to abide by all the rules. Failure to abide by the league rules can result in forfeit or worse.