



## Kentucky Crossroads Harvest Festival Cornhole Championship Tournament Rules

**Tournament Format:** Single Elimination tournament, must win 2 out of 3 games to win the match and advance to the next round.

**Scoring:** Traditional 21 scoring method. You do not have to win by 2. With the exception of the “skunk” rule explained below, play stops once 21 points have been reached by either team at the end of a frame, regardless of which player threw first to begin the game. For this tournament, a frame is considered to be complete when each competitor has thrown his or her 4 bags.

**Skunk rule:** A team may win if their total score is 7 or more points at the completion of a frame, and the opposing team has no points.

**Play:** Cancellation scoring will be used for each frame. A bag in the hole is worth 3 points; any bag that hits the board first and remains fully on the board, is worth 1 point. Either player may pitch from either side of the board, but may not step beyond the front end of their board, or it is a foul.

**Payouts:** The total number of participating teams will determine the payout. The tournament will be capped at 64 teams. Brackets will be drawn randomly by the tournament committee. Payout will be as follows:

48-64 teams:	\$750	\$250
32-47 teams:	\$500	\$175
24-31 teams:	\$350	\$125
< 24 teams:	38%	13%

**Pace of Play:** When a team is called to a board to play, they will have 5 minutes to get to the board, warm up, and begin play. A team that does not show up within the 5 minute time period will forfeit the first game. If they do not show up within an additional 5 minutes, they will forfeit a second game and the match. **Time limits will be strictly followed!** When playing, each participant should be ready to throw immediately following his or her competitor. Each player may toss 4 warm-up bags between matches, but there will be no warm-up tosses allowed between games.

**The tournament committee will have the final, absolute word on any conflicts that may arise. Please be considerate of your opponents and keep play moving.**