



Truman State University
Intramural Recreational Sports

BAGGO/Cornhole/Bags

Truman State University Intramural BAGGO will follow a variation of the American Cornhole Organization (ACO) rules. The following is a listing of the more common rules applying to Intramural play along with Intramural Recreational Sports Modifications. The complete ACO rulebook is available for viewing online at americancornhole.com. All Participants must follow guidelines stated in the Intramural Recreational Sport Handbook.

SECTION 1: GENERAL RULES & REGULATIONS

TEAM REQUIREMENTS

1. BAGGO is a game played outside (weather pending) on a flat surface consisting of two teams of two (2) players each, including one (1) substitute, for a maximum roster size of three (3). A team must have two players listed on the roster present in order to start a game.
2. If a team has forfeited, the opposing team must have at least two (2) players checked in with the Intramural employee to be credited with the win.
3. All games shall be played on the date and hour scheduled. **GAME TIME IS FORFEIT TIME**

EQUIPMENT AND FACILITIES

1. The playing area consists of the Mall on the west side of the library, just northeast of the Student Union Building, unless otherwise adjusted. (Weather site is the Student Recreation Center).
2. BAGGO boards and bags will be provided by the Truman Intramural department.
 - a. Teams that wish to use their own bags for a game must have the opposing team agree to use the outside equipment.

SECTION 2: GAMEPLAY & RULES

LENGTH OF GAME & TIMING

1. The game will start at the scheduled game time. There is no time limit on games.
2. The game is played as a best of three set. Therefore, the first team to win two games is declared the winner.

GAME PROCEDURES

1. Two (2) team members will start the game and play until that game is concluded. Teams are not allowed to sub in an alternate in the middle of a game.
2. Place the front of the two boards, facing each other, so that the front of each board is 27 feet away from the other board.
3. Team partners will face each other from opposite boards.
4. Opponents alternate tosses until all 8 bags have been thrown.
5. If a bag is ever tossed out of turn or touches the ground, the bag does not count and will be removed from the playing field.
6. The front edge of each board is considered the foul line. If a participant steps over the line during the throw, the bag will not count.
7. Opponents may call Foot Foul and the call must be honored.

8. Players may only cross Foul line if a timeout is called or the player is clearing an out of play bag from the playing field.
9. Toss again if any interference occurs
10. Each team is given one timeout per match, this timeout may only be used when it is the player's team's turn to toss.
11. At the start of each set, participants will decide which side of the board to throw from. If there is a dispute, Rock, Paper, Scissors (RPS) will be used.

SCORING

1. The game shall be played 21 points. The first team to reach or exceed 21 at the conclusion of the frame is the winner. Teams must win by two (2) points.
2. Cancellation scoring is in effect
 - a. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each frame.
3. No cornhole bags shall be moved before the score has been determined. Teams will keep track of their own score throughout the game and report the final score to the official.
4. The game is over if the score reaches 11 to zero.
5. Team that scored a point on the previous frame will go first the following frame.
6. Point Values
 - a. One (1) point for getting the bag on the board
 - b. Three (3) points for getting the bag in the cornhole.

OFFICIATING

1. All BAGGO games will be self-officiated.
2. An Intramural employee will be present to settle any disputes that cannot be worked out between the two teams. Disputes will be resolved by RPS or a coin toss.

SECTION 3: MISCELLANEOUS INFORMATION

PROTESTS

1. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of a judgment call. Only rule interpretations may be protested.
2. A protest must be made with the Supervisor immediately following the call in question or before the next pitch.
3. Protests involving ineligible players may be made any time before the game or upon the participant entering the game. All eligibility protests will be marked by Supervisor as being played under protest, but will complete the game. A written protest must be submitted to the Director by noon the following day in order for the protest to be heard. Protests that do not follow these guidelines will not be heard.

PLAYER/PARTICIPANT CONDUCT

1. We will hold all participants and spectators to a high degree of sportsmanship. This includes respect to authority, other participants and other spectators. Intramural officials may cite any participant or spectator with acts of non-sportsman-like conduct, and we may link spectators to participants for the purposes of assessing penalties.
2. Intramural staff may eject participants and spectators from any contest and/or event facility for acts of non-sportsman-like conduct. Those ejected for any reason may not participate in any further intramural activities until arranging a meeting with the Director of Intramurals to discuss reinstatement.
3. The Intramural Department, in coordination with the Office of Citizenship and Community Standards, will potentially suspend any person ejected from competition two times during the academic year (in any sport or combination thereof) for the remainder of the academic year. If the ejection occurs in the last game of a school year, the penalty will carry over to the next school year, if warranted. These cases are reviewed before a suspension is assessed and handed down.
4. Fighting and malicious contact are strictly prohibited at intramural contests. Those who threaten or physically abuse intramural officials or other applicable authority will potentially be removed from Intramural participation permanently. These cases are reviewed on a situational basis in cooperation with the Office of Citizenship and Community Standards.

5. Participants are responsible for intentional or negligent damage to personal and public property, and the Intramural Department may penalize those involved in such acts as well.

ALL Intramural rules posted in the handbook are applicable with this sport. Each participant is responsible for reviewing Student Recreation Center guidelines and Intramural guidelines available on the website before participating in any event.

<http://www.truman.edu/recreation/intramural-sports/>