

BEAN BAG LEAGUE RULES

Determining Side and Order of Rotation

The captain of both teams will play rock-paper-scissors. The winner and their partner can then choose which side of the board they would like to throw from, on their respective sides. The winner will also throw first to start game.

Rec: The team that lost rock-paper-scissors can choose which side they would like to throw from for the 2nd game and will also throw first.

Intermediate: The winner of rock-paper-scissors, gets to throw first for the 1st and 3rd game. They also get to pick which side of the board they throw from and gets to pick which bags they throw. Advanced can choose to use their own regulation bags if preferred.

Advanced: The winner of rock-paper-scissors, gets to throw first for the 1st and 3rd game. They also get to pick which side of the board they throw from and gets to pick which bags they throw. Advanced can choose to use their own regulation bags if preferred.

Delivery of Bags

The first side of players alternate throwing bags until they have thrown all four bags, then the remaining players (throwing from the other bags platform) continue to alternate in the same manner until all four bags are delivered and the round is complete.

All throws must be underhand.

Toss Rotation

The player who scored in the preceding round shall throw first in the next round. If neither player scores, the player who threw first in the preceding round shall throw first in the next round.

Scoring

Cancellation Scoring: Each bags game will be played to 21. In cancellation scoring, bags in-the-hole and bags on-the-board thrown by opponents during a round or half of a round in doubles play cancel each other out. Only non-cancelled bags are counted in the score for the round at the end of the round. Therefore, only one team can score each round.

1. Bags in-the-hole count as 3 points (completely through the hole)
2. Bags on-the-board count as 1 point

Example: Red throws one (1) on-the-board and two (2) in-the-hole. Blue throws two (2) on-the-board and zero (0) in-the-hole. 7 points for red – 2 points for blue = red scores 5 points for that round.



Rec

- Rec will be played 2 games to 21. The team must land exactly on 21, if they go over, they will be brought back down to 15. The team that went over will throw first in the next round.
- Courts are 20' from front edge of the board to the opposite front edge.
- Cannot bring your own bags.

Intermediate

- Intermediate will be played 3 games to 21. Cancellation scoring will be played the whole game. The only exception to the rule is that it is a race to 21. This means you can go over 21 and still win.
- Courts are 27' from front edge of the board to the opposite front edge.
- Can bring your own bags.

Advanced

- Advanced will be played 3 games to 21. Cancellation scoring will be played the whole game. The only exception to the rule is that it is a race to 21. This means you can go over 21 and still win.
- Courts are 27' from front edge of the board to the opposite front edge.
- Can bring your own bags
- This league is for the BEST bags throwers. Expect to throw on the board or in the hole every time.

Time Limit

Rec: Each night a team will play 2 matches consisting of 2 games to 21. Each match must be completed within a half hour. If not completed in the time frame, the ref will notify the teams and the players throwing will finish their turn. The other set of players will also get a chance to throw. After the last bag is tossed whoever has the most points will be declared the winner even if they did not get to 21, without going over 21.

Intermediate + Advanced: Each night a team will play 2 matches consisting of 3 games to 21. Each match must be completed within a half hour. If not completed in the time frame, the ref will notify the teams and the players throwing will finish their turn. The other set of players will also get a chance to throw. After the last bag is tossed whoever has the most points will be declared the winner even if they did not get to 21

Fouls

If a player crosses the front of the board with their foot, a penalty will be called and their bag will be removed if it landed on the board or in the hole



A player will be called for a foul if they remove any bag before the scoring of that round has been agreed upon. A ref shall be called if a decision cannot be reached. The ref shall determine the scoring for the round.

Substitutes

Substitute players are allowed. Teams are responsible for finding substitute players. Subs may enter between matches or games, but not between rounds.

House Rules

- Opponents are allowed to strike bags off “the board” or into “in-the-hole” in order to help their own team
- If a volleyball interferes with game play, it is considered a hazard of play and bags will be left where they lie. Redo’s will not be allowed
- It is the ref’s decision to determine whether a bag is considered on or off the board
- A bag that rolls or bounces onto the board is considered an illegal toss
- You must have two players. Less than two players will be considered a forfeit.

Ref Fees

There is a \$3 ref fee for each night per team

Forfeits

Forfeits happen and we understand that you might not be able to make it every night. The forfeiting team will be responsible for both their own and their opponents’ ref fees for the week that they are absent. The forfeiting team will owe a forfeit fee of \$9 the following week as a result. If a team forfeits a total of 3 games in a season with no call and no notice, they will be removed from the bags league.

*All rules are up to the discretion of the active ref and league coordinator.

For more league questions and details, email bzarlting@skylinesocialandgames.com or call directly to 218-520-0539.

