

1. Code of Conduct

- 1.1. League play with the City of Meridian operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while on City of Meridian fields and facilities. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the court.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game.

2. Accidents and Injuries

- 2.1. All accidents or injuries incurred before, during, or after an official game by players, spectators and/or league officials, shall be reported to the League Coordinator and recorded on an Accident Report.
- 2.2. Injuries incurred before, during, or after the course of an official game by players, officials, and/or spectators, shall not be the liability of the City of Meridian – Parks and Recreation Department, City of Meridian, their officers, and employees, or any organization cosponsoring or participating in the program.
- 2.3. City of Meridian – Parks and Recreation does not carry medical liability insurance for its participants.

3. ADA Accommodations

- 3.1. A player requesting ADA accommodations must provide written documentation to the Sports Coordinator.

4. Alcohol/Drugs Ordinances

- 4.1. Any player that is playing under the influence of alcohol/drugs that could cause injury to themselves or others participating in the game will be removed from the game and serve a minimum of a one game suspension.
 - 4.1.1. This will be determined by the judgement of the City of Meridian Staff
 - 4.1.2. No smoking or drinking alcoholic beverages will be permitted on City of Meridian parks and facilities.

5. Awards

- 5.1. Awards will be given to the 1st place teams.

6. Coach/Team Representative Responsibilities

- 6.1. Roster forms must be current at all times. This includes full names, age, phone number, street address and/or PO Box, city, state, ZIP code, and t-shirt size for each player, coach, manager, or team representative.
- 6.2. Ensure that all players, coaches, managers, and team representatives have read and signed the Roster form prior to playing. Players, coaches, managers and team representatives who have not signed the roster may not participate in the City of Meridian programs.
- 6.3. Immediately notify Recreation Coordinator of any coaching and/or team representative changes, including new contact information.
- 6.4. Maintain control of team/players during a dispute. Team coaches and/or designated team representatives are ultimately responsible for personal and team member actions.
- 6.5. Teams are responsible for the conduct of spectators who are affiliated with their teams. A game may be suspended until an offensive spectator leaves or until police arrive.

7. Disciplinary Appeal Process

- 7.1. Individuals may appeal a disciplinary action.
Appeals shall be directed to the Sports Coordinator. The individual must submit the appeal in writing to the Sports Coordinator, City of Meridian Parks and Recreation, 33 E. Broadway Ave., Suite 206, Meridian, Idaho 83642, or via email within three business days from the date of the violation.
- 7.2. Appeals will be addressed by the appropriate City of Meridian staff and/or appeals committee.
 - 7.2.1. The committee will consist of a minimum of 3 of the following but not limited to; Recreation Coordinator, Recreation Manager, and Head Referee Official.
- 7.3. All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 7.4. If the City of Meridian staff feels the appeal is warranted, a disciplinary action hearing will be held within five business days.
- 7.5. If the appeal date is missed, then the disciplinary action will stand.
- 7.6. The decision of the hearing and/or appeal will be made and communicated within 24 hours. Players will be notified by phone call, letter, and/or notification of team coach.
- 7.7. Should a suspended player play a game prior to the appeals hearing, the appeal is automatically denied, and the team they are playing for will forfeit all games played with the suspended player. A team that knowingly allows a suspended player to play will be subject to *Rule Ejections/Suspensions*.

8. Ejections/Suspensions

- 8.1. A player, manager, coach, or spectator ejected from a game must leave the premises immediately. The ejected person is not allowed on the premises for the remainder of the evening. *Failure to leave the facility will result in the game ending and a forfeit for the associated team.* They will be subject to the following penalties:
 - 8.1.1. First Ejection
One-game suspension from the facilities and from the next scheduled league game with that team and cannot be involved in

the next game in any way. Probation for the remainder of the season.

- 8.1.2. Second Ejection
A 30-day suspension from the facilities, from all league play with that team and any other team for which they are rostered, and from any tournament play scheduled within that 30-day period. Probation for the remainder of the season.
- 8.1.3. Third Ejection
Banned from the facilities, the league, and tournament play for one calendar year.
- 8.1.4. Game Removal
At the discretion of the game official, a player may be removed from the game for minor infractions.
- 8.2. Any individual or team may be ejected from a game for one or more of the following but is not limited to.
 - 8.2.1. Displays of un-sportsmanlike conduct.
 - 8.2.2. Derogatory remarks or gestures.
 - 8.2.3. Taunting or degrading any person.
 - 8.2.4. Threats of violence.
 - 8.2.5. Acts of violence.
 - 8.2.5.1. No Player shall be physically aggressive toward any person. This includes any unwanted physical contact including, but not limited to, pushing, shoving, and spitting.
 - 8.2.5.2. No player shall be guilty of a physical attack (striking or punching) as an aggressor upon any person.
 - 8.2.6. Other behavior deemed detrimental to the league.
- 8.3. Teams will be subject to the following penalties for using an ineligible player:
 - 8.3.1. During the tournament, only the game in which the ineligible player was discovered will be forfeited and the team will potentially be removed from the tournament.
 - 8.3.2. All ineligible players will be removed from the offending team's roster.
 - 8.3.3. The team Manager will receive a 2-game suspension. A suspended Manager cannot participate in the match in any manner.
- 8.4. Team Managers are responsible for the behavior of their team. For any team that

receives several and/or continuous unsportsmanlike conduct penalties during the season, the manager will automatically be suspended for two games.

8.4.1. If after the suspension of the manager, this team receives one more unsportsmanlike penalty, the entire team will be suspended for the remainder of the season and tournament.

8.4.1.1. If a game is stopped due to team conduct, that team loses that game regardless of the score, and if officials or recreation staff end a game prematurely due to both teams failing to heed warning of their unsportsmanlike conduct, the game will result in a double forfeit.

8.5. Teams will be subject to the following penalties:

8.5.1. Any team that forfeits more than two games because of disciplinary action will be suspended from the facilities and from league play for the remainder of the season.

8.6. Any player(s) involved in any aggressive physical attack, verbal threat, abusive language will be automatically suspended for a minimum of one year from the date of the infraction up to life. The participant will have the option to appeal the Sports Coordinator and appeal committee following the appeal process outlined in the *Rule Disciplinary Appeal Process*.

8.7. One game suspensions are non-appealable.

8.8. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the facilities.

9. Eligibility

9.1. All players must be registered prior to competition. Added players must complete an Official Team Roster and pay the player fee.

9.2. If a roster is checked by the City of Meridian or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City. Coaches for the team that have an unregistered player will not be allowed to play

or coach in the next game. If the team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed on the coach and/or the team, pending review by the Sports Coordinator.

9.3. A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:

9.3.1. Rostered on more than one team.

9.3.2. Play prior to completing and filing a signed roster form or pickup player form.

9.3.3. Play under an assumed name.

9.4. A City of Meridian representative may check rosters and photo ID at any time, for any reason, for any league. If a player fails to provide proper ID, the player cannot return to play until proper ID is provided. If a player fails to provide ID on any subsequent games in the season with that team, they will not be allowed to play the remainder of games that night and are suspended for one week of play with that team.

9.5. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the facilities.

10. Equipment

10.1. The City of Meridian Parks and Recreation will provide the equipment.

10.2. Teams may use their own approved bags.

10.3. If any damage occurs to the equipment, financial obligation will be the responsibility of the person who causes the damage.

10.4. Boards will be placed at a regulation distance of 27 feet from the front edge of each board.

11. Forfeits

11.1. One game missed in one night's play constitutes a forfeit.

11.2. If a coach knows his/her team is going to forfeit, they must notify City of Meridian a minimum of 24 hours before the scheduled game time to avoid a forfeit fee. Teams must notify City of Meridian of anticipated forfeit, even if it is past the 24-hour deadline, so that the opposing team may be notified.

11.2.1. Canceled games will not be rescheduled and will count as a loss for the canceled team.

11.3. A forfeit will be recorded with a score of 42-0

11.4. Nonappearance Forfeit Penalties

11.4.1. First Offense

Defined as a warning, and next offense will be probation.

11.4.2. Second Offense

Team on probation for the remainder of the year.

11.4.3. Third Offense

Ejection from league for the remainder of the year. No refund will be given for remaining games.

12. Fouls

12.1. Any bag pitched without at least one foot or appendage completely inside the pitcher's box at the time of release.

12.2. Any bag not pitched within the 15 second time limit.

12.3. A bag pitched from a different pitcher's box than their designated pitcher's box.

12.4. Any bag that contacted the court or the ground before coming to rest on the playing surface.

12.5. Any bag that comes to rest touching the ground and the board.

12.6. Any bag which struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc.

13. Game Play

13.1. Length of games

13.1.1. Traditional 21: The game shall be played to the pre-determined number of twenty-one (21) points. The first team to reach (or exceed) that amount at the conclusion of a frame is the winner.

13.1.2. Games will be played a maximum of 20 minutes. Whichever team is ahead at the 20-minute mark will be declared the winner.

13.1.3. If teams are tied at the 20-minute mark, the next team to score a point will be declared the winner.

13.2. Players

13.2.1. Each team is comprised of two (2) people.

13.2.2. Each team will stay in their designated lane for the whole game.

13.2.3. Players at the headboard will alternate pitching bags until each player has pitched all four (4) of his/her bags.

13.2.4. Players at the footboard will take score and resume pitching back to the other cornhole board.

13.3. Pitching

13.3.1. Players alternate pitching bags (one player at a time) until each player has pitched all four (4) of his/her bags.

13.3.2. A player must pitch all four (4) cornhole bags from their designated cornhole pitchers box.

13.3.3. Players must deliver the bag with an under-hand release.

13.3.4. One foot or appendage must be completely within the pitchers box at the time of releasing the bag.

13.3.5. When pitching a bag, players must release the bag before any part of the player's body touches the ground on or beyond the foul line.

13.3.6. The team who scored in the preceding frame shall pitch first in the next frame. If neither team scores, the team who pitched first in the preceding frame shall retain first pitch in the next frame.

13.4. Pitching out of turn

13.4.1. If a player pitches out of turn at any time during a frame, their pitch will be considered a Foul Bag and swept from the playing surface.

13.4.2. If the out-of-turn bag affects any bags in play, their opponent has the option of returning all cornhole bags to their original position on the playing surface or leaving all bags as they are.

13.4.3. If the error is not discovered until after two (2) cornhole bags have been pitched, the frame shall continue and be scored accordingly.

13.4.4. If no agreement can be reached, the frame is void and it will be repitched.

13.5. Accidental release

13.5.1. Any cornhole bag that leaves a player's hand once the final step (if taken) and final forward swing of the delivery process has started, shall count as a pitched bag.

13.5.2. A cornhole bag that is accidentally dropped by a player before the final step (if taken) and final forward swing has started, shall not be considered a foul bag and may be picked up and pitched.

13.6. Scoring – Bag Terms

13.6.1. Woody – Refers to any cornhole bag that has been pitched and remains on the cornhole board playing surface at the conclusion of the frame. One (1) point.

13.6.2. Cornhole – Refers to any cornhole bag that has been pitched and passes through the cornhole board hole at any time within the frame. Three (3) points.

13.6.3. Foul Bags – Refers to any cornhole bag that has not been determined as a “woody” or “cornhole”, or was designated a foul bag as the result of rules violation.

13.7. Method of scoring

13.7.1. Cancellation Scoring: The approved method of scoring for the sport of cornhole is “cancellation” scoring. 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.

13.7.1.1. Example: Red achieves one (1) woody and two (2) cornholes during the frame (7 total pts). Blue achieves two (2) woodies and zero (0) cornholes during the frame (2 total pts). 7 points – 2 points = Red scores 5 points for that frame.

13.8. Recording the score

13.8.1. No cornhole bags shall be moved before the scoring is determined. If this decision is in doubt, the site supervisor shall be called to determine the scoring for the frame in question.

13.8.2. Players are encouraged to pay close attention to the score at all times. Players are required to update their score verbally at the conclusion of each frame.

13.8.3. If both teams cannot agree on the score, the frame is void and will be replayed.

13.9. Touching the bags before the frame is complete.

13.9.1. If any bags in scoring positions (woodies or cornholes) are touched by a player, whether intentionally or unintentionally, before all bags during the frame are pitched, the frame is over.

13.9.2. The offending team (team who touches the bags) forfeits all remaining bags and tallies the score for the bags they have already thrown during the frame

13.9.3. The non-offending team tallies 12 points as if they had thrown 4 cornholes during the frame. NOTE: 12 pts are NOT automatically added to the overall score (scoreboard). The 12 pts are only used within this specific frame before cancellation.

13.9.3.1. Example: Red has thrown 3 bags equaling 5 points to this point in the frame. Blue has thrown 3 bags equaling 8 points to this point in the frame. Blue accidentally reaches down and grabs the bags. The frame is over. Blue's remaining bag is declared dead and their previous points are tallied. Red tallies 12 points for the frame, as if they had thrown 4 cornholes. Red= 12 points, Blue= 8 points. Red scores 4 points for that frame.

13.10. Raking cornhole bags

13.10.1. If bags become piled inside the cornhole board hole and may interfere or obstruct with the next pitch or if there is question as to whether a cornhole bag would have naturally fallen through the hole, a player may request to “rake” the cornhole bags that have fallen inside the hole. To request a rake, the player must verbally ask.

13.10.2. One or both players may walk to the other board and rake the bags from under the board (one player raking and one player watching.)

13.10.3. Anytime 4 cornhole bags have entered the hole or piled bags are visible in the hole a player may request a “rake” and will not be charged a time-out.

13.10.4. *Important note: During raking, all efforts should be made to leave bags on the playing surface undisrupted, in their natural state, and to leave bags that may hang on the rim of the hole from falling inside the hole unnaturally. If a bag is resting on a piled bag, and unavoidably falls into the hole as a result of raking, then it shall be counted as a “cornhole.”*

13.11. Sweeping cornhole bags

13.11.1. If a foul bag lands on the playing surface or comes to rest touching the ground and the board, it must be removed immediately.

13.11.2. If a player pitches a foul bag which affects any bags in play, their opponent has the option of returning all cornhole bags to their original position on the playing surface or leaving all bags as they are.

13.12. Other general rules

13.12.1. Moving cornhole boards and bags.

13.12.1.1. A player can only straighten cornhole boards in between frames and with the approval of their opponent.

13.12.1.2. A player may only cross the foul line and approach the opposite board during a frame under three (3) circumstances: 1) A timeout has been called. 2) To rake bags piled inside the cornhole board hole. 3) To sweep bags (that are considered foul bags) from the playing surface.

14. Minimum Number of Players

14.1. Teams must start and finish a game with at least 1 player.

14.1.1. If a team drops below 1 player at any point during the game, the team will forfeit that game.

14.1.2. Games that are played with 1 player will have that player pitch from both ends by

rotating ends at the conclusion of each frame.

14.2. There will be a 5-minute grace period after game time before a game is considered a forfeit.

15. Park Ordinances

15.1. Park Ordinance prohibits alcoholic beverages in the park without a permit. Permits are only available for special events or shelter reservations (not sports teams).

15.2. Park Ordinance prohibits smoking in the park but smoking is allowed in the parking lots.

15.3. Participants or spectators will be asked to either leave the premises or dump their alcohol out.

16. Profanity

16.1. The City of Meridian Parks and Recreation facilities will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.

16.2. The first time profanity is used, a verbal warning or ejection will be issued.

16.3. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not gain control of his/her team and profanity continues, the team will forfeit the game.

16.4. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See *Rule 1 Code of Conduct*. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty referee.

16.5. Any use of the ‘f’ word will result in an immediate ejection. Quiet use will result in a bench sit down for the remainder of the game; however, the player will be eligible to play the next game. Loud use of the ‘f’ word will result in an immediate ejection.

17. Roster

17.1. Official team rosters are due at the time of registration.

17.2. All players must be on the official team roster.

- 17.2.1. An official roster must have a minimum of 2 players listed on the roster at the time of registration.
- 17.2.2. An official roster may have a maximum of 3 players listed on the roster at the time of registration.
- 17.2.3. Roster additions or changes will only be accepted at the City of Meridian Parks and Recreation office between 8 a.m. and 5 p.m., Monday through Friday or via email to sports@meridiancity.org and will not be accepted on the court.
- 17.3. Participants must sign the roster prior to playing in their first game. Parents/guardians must sign for minors.
 - 17.3.1. The City of Meridian does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.
- 17.4. Teams will be randomly selected to show proof of residency. If teams cannot provide a proof of residency, the team manager along with the player or players that cannot show proof of residency will receive a two game suspension and all games played will be considered a forfeit. Teams will be notified of a residency check one week before their next game.
- 17.5. Team rosters freeze when there are two regular season games left.
 - 17.5.1. The Sports Coordinator can give permission to add players after the deadline in the case of extenuating circumstances, such as injury but not limited to. If a team is granted permission to add players after the deadline, the following policies come into effect:
 - 17.5.1.1. The injured player being replaced will be removed from the roster and cannot participate for the remainder of the season and tournament. *Written proof of injury may be requested. No refunds will be given to players.*
 - 17.5.1.2. The added player will be required to pay the player fee.
 - 17.5.1.3. Once the tournament starts, no players can be added for any reason.

18. Time Limit

- 18.1. All games will be played a maximum of 20 minutes.
 - 18.1.1. Whichever team is ahead at the 20 minute mark will be the winner of that game.

19. Time Outs

- 19.1. Each team will be allowed one, 1-minute timeout per game.
- 19.2. A player may only call a time out when it is his/her turn to pitch.
 - 19.2.1. Both players may walk to the other boards to examine bag position during the time out. Players may not touch the cornhole bags or boards during a timeout.
 - 19.2.2. Official time outs may be granted in the case of a busted cornhole bag, equipment malfunctions, or other circumstances at the discretion of the site supervisor. Teams will not be charged a time out.

20. Unsportsmanlike Conduct

- 20.1. Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate conduct (physical or verbal) will not be tolerated in the City of Meridian program. Abusive or inappropriate conduct directed towards spectators, referee, opposing players, league officials, or City of Meridian staff before, during, or after games may result in the suspension of the offending player(s).