Covid-19 Implications: Intramural Sports Leagues and Events have been intentionally selected based on current Covid-19 guidelines and participant safety. Please note, due to Covid-19 policies and procedures, all Intramural Sports Rules will adhere to all necessary Personal Protective Equipment (PPE), social distancing, and sanitation methods. These include: masks worn by participants and staff throughout the duration of each contest and showing Competitive Sports Staff successful completion of Daily Wellness Check sent via email from the University each day. Spouses and affiliates will be required to answer similar questions to gauge health status once on site. Participants must also adhere to social distancing guidelines of maintaining 10 feet of space between individuals, because of the natural of physical activity. Please note, in adhering to these guidelines, corresponding modifications in Sports Rules (not listed below) will be enforced by Intramural Sports Officials.

Facility
Games will be played on the Evansdale Turf Fields in front of the Student Recreation Center.

Eligibility

The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Information on applying for an SRC membership card can be found on WVU’s website, found here: https://campusrecreation.wvu.edu/membership or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU’s website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

Students
All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

Spouses/Affiliates
Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
Employees who are classified as “Affiliates” with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

Equipment

Head decorations, head wear, and jewelry are illegal player equipment. Only headbands less than 2 inches wide, made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas (“do rags”) or hard-billed caps are allowed.

All jewelry of any type must be removed.

You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e. medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

The Intramural Sports Program will provide equipment to be used.

All players must wear appropriate, athletic shoes or cleats, metal cleats are not allowed.

Game Play

1. Two teams of two people, termed partners, shall play. Partners shall stand at opposite cornhole boxes on the same side, from the perspective of a third person, and face each other, so there is no advantage given to one team.
2. Each cornhole team shall have 4 bags of one color.
3. All 8 cornhole bags begin at one end.
4. Rock, Paper, Scissors will determine which cornhole team has honors in round one.
5. One of the partners on the team who has honors shall begin play by throwing a cornhole bag at the opposite cornhole box.
6. A cornhole player may throw from anywhere behind the front of the cornhole box they are throwing from.
7. Game continues by alternating throws between the two opponent players until all 8 cornhole bags have been thrown.
8. If a cornhole bag hits the ground then bounces up onto the board, that bag shall be taken off the playing surface.
9. The next round starts when the other cornhole player on the team, which has honors, throws their first cornhole bag.
10. The cornhole game continues until one team reaches 21 or more points.

Scoring

11. The score shall be taken after all cornhole bags have been thrown for a round.
12. Points shall be given as follows.
   - 3 points for a cornhole bag that goes through the hole.
   - 1 point for a cornhole bag that is on the playing surface.
1 point for a cornhole bag that is hanging into the hole.
1 point for a cornhole bag that is hanging off the edge but not touching the ground.
0 points for a cornhole bag that is on the playing surface, but also touching the ground.
0 points for a cornhole bag that is hanging off the front edge and is resting on a cornhole bag that is on the ground (unless the cornhole bag on the ground can be removed without making the hanging bag fall to the ground, then one point is given).

13. The cornhole team with the highest round score, adds the difference of the two scores to their game score.
14. The cornhole team who wins the round is given honors to throw first in the next round.
15. If both cornhole teams have the same round score, then the game score stays the same and honors stays with the team who had it the previous round.

**Game Foul s**

A foul occurs when any of the following happens:

- A cornhole players foot goes past the foot foul line, termed a foot foul.
- A player goes out of turn.
- The player who caused the foul loses the throw when the foul occurred, and the bag shall be removed if it landed on the playing surface.

**Sportsmanship**

Teams will receive a rating each week, by the officials’ discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
4.0 = Good → Respectful, pleasant behavior, no warnings
3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.
2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*If you have any further questions, please contact us via email: intramural.sports@mail.wvu.edu.*