



# RULES AND MANAGER HANDBOOK BEANBAGS/CORNHOLE LEAGUES

[www.applevalleymn.gov/beanbags](http://www.applevalleymn.gov/beanbags)  
Weather Line: (952)953-2399, option #1  
Apple Valley Community Center, 14603 Hayes Rd

League Director: Nick Thompson  
(952)953-2316  
[AVathletics@applevalleymn.gov](mailto:AVathletics@applevalleymn.gov)

## TABLE OF CONTENTS

General Information .....	1
Inter-League Movement.....	1
Manager’s Duties.....	1
Game Site Information & Regulations.....	2
Rosters & Eligibility.....	2
Draft/Free Agent List.....	2
Safety .....	2
Inclement Weather & the Weather Line .....	3
Standings & League Awards .....	3
Game Times, Late Arrivals, & Forfeits .....	3
Reporting Scores.....	3
Sportsmanship & Courtesy.....	4
Equipment.....	4
League Format.....	4
Rules .....	4
Scoring.....	5
Lost & Found.....	5

## GENERAL INFORMATION

Welcome to the Apple Valley Bean Bag League! We look forward to an excellent season. Attached you will find league rules and other pertinent league information.

Our hope is that you enjoy your experience participating in our leagues. If you have a comment, question, or concern, please feel free to contact me at any time during the season. Feedback from participants is extremely valuable and new ideas and suggestions are always welcome. Please contact the league director at [AVathletics@applevalleymn.gov](mailto:AVathletics@applevalleymn.gov) or 952-953-2316.

The Apple Valley Parks and Recreation Department reserves the right to add or change rules at any time for the betterment of all, and make rule exceptions when special circumstances exist. Any new or clarified rule that happens mid-season will be **highlighted in grey**.

### INTER-LEAGUE MOVEMENT

If you have any questions regarding which division you should register for, please call before you register your team. As a general rule, where applicable, division winners will move up a division and the last place teams will move down a division. However, the League Director can make exceptions at their discretion including moving multiple teams up/down or leaving teams in the same league, with the goal being what is best for the overall league and each division. While input from teams is encouraged and taken into consideration, refunds will not be issued to teams who disagree with the division in which they are ultimately placed.

### MANAGER’S DUTIES

1. **Be knowledgeable:** Read all league procedures and rules and inform members of your team.
2. **Handling disputes:** The “designated manager” must handle any disputes and should be the only person discussing calls with the opposing team’s manager.
3. **Communicate with team:** Relay schedule information, changes, or other league information sent via email and posted at [www.applevalleymn.gov/beanbags](http://www.applevalleymn.gov/beanbags) to your players.
4. **First aid kit:** Each team should equip themselves with a first aid kit.

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## GAME SITE INFORMATION & REGULATIONS

Indoor leagues (fall & winter) are held at the Apple Valley Community Center, [14603 Hayes Rd.](#)

1. **Tobacco use and alcoholic beverages** are prohibited inside the facility.
2. **Drinks:** Drinking beverages is not allowed on the courts; please stay off the court to drink water. Coolers or glass containers are not allowed in the gym.

Outdoor leagues (summer) are held at Valleywood Golf Course, [4851 McAndrews Rd.](#) and Johnny Cake Ridge Park East, [5800 140<sup>th</sup> St. W](#)

1. **Alcoholic beverages** are available for purchase from Valleywood Golf Course, but may not be brought on to the golf course property. Leagues played at Johnny Cake Ridge Park East are allowed to bring alcoholic beverages, but hard liquor and kegs are not allowed. Players who become a safety risk to themselves or others will be asked to leave the game and/or park by league staff.
2. **No glass** bottles of any kind are allowed.
3. **Smoking** is not allowed on or immediately around the play area.

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## ROSTERS & ELIGIBILITY

Roster forms are available at [www.applevalleymn.gov/beanbags](http://www.applevalleymn.gov/beanbags) as well as the Community Center front desk for indoor leagues and Johnny Cake Ridge Park (JCRP) office for outdoor leagues.

1. **Eligibility:** Teams may be composed of two men, two women or a combination of both. There are no specific gender requirements or special co-rec rules.
2. **Players may play on multiple teams** in Apple Valley leagues, but may only be rostered on one team per night of play.
3. Rosters:
  - a. **Preliminary roster deadline:** Rosters must be submitted to the League Supervisor prior to the start of your first game. All players must fill out all information and sign the roster prior to playing in their first game.
  - b. **Adding players to roster** is allowed at any point up to the ending of a team's last regular season game. Ask league staff for your original roster to make changes or additions or you can fill out an additional roster that can be stapled to your original as a roster addition.
  - c. **Rosters are frozen for playoffs** following the last regular season game. No players may be added after that point. All rostered players are eligible to participate in the post-season tournaments, regardless of the number (if any) regular season games they played.
4. **Games with illegal players** can be ruled as forfeits.

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## DRAFT/FREE AGENT LIST

The Parks and Recreation Department keeps a list of individual players who would like to be placed on a team and/or be substitutes. Email [AVathletics@applevalleymn.gov](mailto:AVathletics@applevalleymn.gov) to request a copy of the list.

Players from the Draft/Free Agent List can sub for multiple teams in a league, but if they play in a fifth match for a team, they must be removed from the draft list for that particular evening's leagues and be placed on that particular team's roster. Free agents are not eligible for the play-offs, so invite them on to your team! Once on a roster, players may not act as a free agent for that league's night of play.

Players interested in becoming a free agent can fill out the form at [www.applevalleymn.gov/freeagent](http://www.applevalleymn.gov/freeagent).

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## SAFETY

1. **Inherent risk of the game:** In addition to the possibility for bodily harm through playing, everyone present must be aware of the hazards associated with the sport both in and around the play area.
2. **Insurance:** The City of Apple Valley does not provide insurance for the participants of our adult athletics leagues. Each player, as a result of participation in the league, assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league.
3. **Blood rule:** A player who is bleeding or has an open wound is prohibited from participation until the bleeding is stopped and the wound covered. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. If excessive time is involved, the re-entry rule would apply. If there is any blood on the uniform, it must be changed or disinfected. All teams are encouraged to have a first aid kit with disinfectant with them during each game.
4. **Spectators and children** are not allowed on the area of play during the game and may result in stoppage of play up to forfeiture of game. If you must bring children to your game, they must be supervised by a non-playing adult (1 adult per 2 children) at all times.

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## INCLEMENT WEATHER & THE WEATHER LINE

Weather conditions can change dramatically in a short period of time. If there is a safety concern, a team is never required to play a game, even if the weather line or staff have not cancelled a game. The determination on make-ups, forfeits, etc. can be made at a future time.

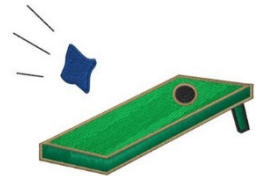
1. **Weather line:** Call 952-953-2399, option #1 after 5:00 p.m. This is the official way games are canceled and will be updated immediately when a decision is made. If there is no mention of the games on the recorded message, you should assume games are on.
2. **Play stoppage due to weather:** If conditions become unplayable at game time or after games have started, the remaining games that evening will also be canceled.
3. **Rescheduled games** will be made up at as time allows end of the season. Managers should check the schedule online five business days after the rain-out to view the rescheduled dates and times. Depending on the number of cancellations, playoffs may have to be on a different night from regular season play. If a game is unable to be rescheduled, teams will receive a prorated refund.

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## STANDINGS & LEAGUE AWARDS

Standings are kept at [www.applevalleymn.gov/beanbags](http://www.applevalleymn.gov/beanbags).

1. **Final regular season league standings** determine playoff seeds and are based on win percentage. Tie breakers for final standings, in order used: win percentage, fewest forfeits during the regular season, head-to-head competition, head-to-head win percentage; a coin flip.
2. **League awards per division:** Regular season determines seeds for the playoffs.
  - a. Regular season champion: t-shirts for playoff-eligible up to three players on their roster.
  - b. Playoff champion: \$30 team gift card or league credit
  - c. Playoff 2<sup>nd</sup> place: \$20 team gift card or league credit.
3. **Playoffs:**
  - a. **Format:** Playoffs will be single elimination with all teams involved. Larger divisions may be split into an upper and lower bracket at the league director's discretion. Team may have to play up to six matches in an evening.
  - b. **Timing:** Playoffs will begin the week following the last regular season game and will last one to two weeks. Depending on the number of cancellations, playoffs may have to be on a different night from regular play. Matches might begin earlier than the standard times.
  - c. **Matches are best of three games.** The first team to win two games wins the match and the remaining games will not be played.
  - d. **Players must be on your team roster** by the last night of league play to be eligible for playoffs.
  - e. **Game time limits apply.** With the possibility of variable start times, teams should time their own games with their phones. If teams are tied, they should continue to throw frames until one team breaks the tie.
  - f. **Games may be scheduled every 30 minutes** assuming some matches will finish quickly.
  - g. **Starting games** is the same process as the regular season.



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## GAME TIMES, LATE ARRIVALS, & FORFEITS

1. **Game start times** can vary from 6:30pm to 9:30pm. Every effort is made to schedule doubleheader matches back-to-back but leagues with an odd number of teams may have teams with a one-hour break, byes, or a combination of both.
2. **Player limit to play:** A team must have two players to start a game; no team shall start short.
3. **Grace period:** A five-minute grace period is allowed only for first game. After five minutes if the 2<sup>nd</sup> team is not present the team on site is awarded the 1<sup>st</sup> game, after ten minutes if the 2<sup>nd</sup> team has not arrived the team on site is awarded the 2<sup>nd</sup> game, and after 15 minutes that team is awarded the third game and the match is over. Any time spent waiting for the late team comes off the game time.
4. **Forfeits** are never a positive situation, but are even worse when a team fails to show up for a game without notice. Out of respect for the teams, please notify the League Director by noon. A forfeit will be recorded as a 0-3 score, or the score at the time of the forfeit, whichever is greater. Any team with six or more games forfeited may be dropped from the league.

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## REPORTING SCORES

Both teams should report their match score(s) on score sheet. All games count in the final standings, so be sure to report both the number of wins and losses. Unreported scores are entered as a double-forfeit. If a game is tied after the time limit expires, teams should finish the round being played. If the score is tied at that point, the game will be entered as a tie.

## SPORTSMANSHIP & COURTESY

1. **Managers are responsible for conduct** of themselves, their players and spectators. Unsportsmanlike conduct will not be tolerated. If you see unsportsmanlike behavior, contact the League Director or staff and appropriate action will be taken, up to removal from the league for a player and/or team.
2. **Profanity:** Swearing is not tolerated. Each instance will result in a loss of one point.
3. **Conduct detrimental to the game:** This includes all acts that are disrespectful to the other team, game and/or the league. Penalty: Offending team shall forfeit their current game. Teams who continually display unsportsmanlike conduct may be suspended from the league. Remember, this is a recreational league - have fun!
4. **Warming up:** Players waiting near the play area to play the next scheduled match should not be warming up along the sidelines of the court, thus distracting those players involved in a match. Please wait until the match has ended to begin your warm-ups.

## APPLE VALLEY BEAN BAGS PLAYING RULES

### EQUIPMENT

1. **Boards** will be provided by the league and are placed 27 feet from front edge to front edge
2. **Bean bags** will be available for teams. Teams may choose to use their own as long as they meet the following regulations:
  - a. Length: Bags should measure roughly 6"x6" – accepted tolerance is 5.75"-6.25".
  - b. Weight: Bags should weigh 16 oz – accepted tolerance is 15.5oz-16.25oz.
  - c. Thickness: Bags should measure 1.25" – accepted tolerance is 1.125" to 1.5".
  - d. Outside Material may be anything that does not damage or create residue on the board
  - e. Inside Material must be plastic resin only. No metal or foreign objects including but not limited to copper, lead, aluminum, rocks, BBs etc.
  - f. Alteration of Bags in any form is not allowed. Alterations include stitching holes, making new seams, gluing, etc.
3. **Valuables:** The City of Apple Valley will not be responsible for lost or stolen items. Lock all valuables in the trunk of your car do not leave anything of value in plain sight in your vehicle.
4. **Electronic equipment** including a camera, audio or video device may not be worn or used by an official, player, or coach on the field of play.
5. **First aid:** Each team should supply a first aid kit for their team.

### LEAGUE FORMAT

1. **Match length:** A match will consist of three games to 21 or greater regardless of if one team wins or loses the 1<sup>st</sup> two games.
2. **Time limit:** There will be a 45-minute time limit per match. If teams are in the middle of a game when the time limit expires, teams shall finish the round and the team that is ahead will win. Any games not started within that time will be considered a tie. Standings are kept by games won, not matches.

### RULES

1. Two players per team (doubles). Team partners face each other from opposite boards with partners standing on the same side of the board.
2. Distance measured between Foot Foul Edges: 27 feet
3. To start the match, teams shall flip a coin or a bag (seam side points toward winner) to start the first game. The winner of the flip throws first for the first game, and chooses one of the following options:
  - a. Option #1 - Choose lane assignments (side)
  - b. If option #1 is selected, the coin toss winner chooses their lane (side) and takes their positions in the Pitcher's boxes, then the opposing team chooses their own Pitcher's boxes to determine head-to-head matchups.
  - c. Option #2 - Choose their opponent to pitch against (head-to-head)
  - d. If option #2 is selected, the coin toss loser chooses their lane (side) and takes their positions in the Pitcher's boxes, then the coin toss winner will choose their own Pitcher's boxes to determine head-to-head matchups.
4. For a match's second and third games, the previous game's losing team will toss first and gets the choice of option #1 or #2.
5. Players must deliver the bag with an underhand release.

6. Feet must stay behind the line of the front of the board at the time of releasing the bag. Opponents may call Foot Foul and the call must be honored.
7. Opponents alternate tosses until all eight bags are thrown.
8. The round is then scored (See Scoring).
9. The team who scored in the preceding frame pitches first in the next frame.
10. Toss again if any interference occurs.
11. If a player throws their bag out of sequence, that bag is forfeited.
12. Each team is allowed two 20-second timeouts per game.
13. Touching the board or bags before a round has finished is prohibited. If this accident occurs, the round will automatically end. The bags on the board and in the hole are scored as normal. If the offending team has bags remaining, these throws are forfeited. If the opponent of the offending team has bags remaining, each bag will be automatically counted as +3 toward the total for that round.
14. Indoor leagues: After the last game, cover boards and place along west wall, please.
15. Outdoor leagues: Please place the boards leaning against the JCRPE park building.

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## SCORING

1. A game is won by the first team to score 21 points or more (no bust), in the case of the match time limit expiring, whichever team is ahead after that round is finished. Games can end in a tie. The skunk rule is not used.
2. Bag on the Board (a woody) = 1 point
3. Bag through the Hole (a cornhole) = 3 points
4. Bags that hit the ground prior to landing on the board or going into the hole do not count.
5. Any bag hanging off the board and touching the ground does not count
6. Any bag hanging in the hole counts as 1 point
7. **Cancellation Scoring:** Score is the difference in the team totals. For example, after 1 round of 8 bags is played:
  - a. Team #1 has 1 bag in the hole and 2 bags on the board.  $3+2=5$  points
  - b. Team #2 has 2 bags on the board.  $1+1=2$  points
  - c. So after that round it would Team #1 leading 3-0 ( $5-2+3$  points). The next round, Team #1 would go first because they were the last team to score.
8. Bags pushed in by an opponent's toss count as normal scoring.

## LOST & FOUND

The City of Apple Valley will not be responsible for lost or stolen items. Any item found should be turned in to league staff. Individuals who have lost an item should inquire with league staff during league play. Claimants will be asked to describe the lost item in detail. Items not claimed by the end of the season will be discarded.