

## YardGamesWorld.com

$\underbrace{\text { Cornhole.Baslzetball }}{ }^{\text {Ofm }}$

Cornhole Basketball ${ }^{\mathbf{T M}}$ is designed to be played by 2-4 players, unless solo "practicing" or "shoot around"

Good Luck... Also, up your game... Get
CornholeBasketball ${ }^{\text {TM }}$ Pro featuring Official CornholeBasketball ${ }^{\text {TM }}$ Tournament Editions.

## 

2 Official Cornhole Basketball ${ }^{\text {TM }}$ Courts ( 2 'x4' $A C L$ stamped, regulation-size cornhole boards with a full basketball court facing)
8 Official Cornhole Basketball ${ }^{\mathrm{TM}}$ beanbags (ACL stamped, regulation-size cornhole bags covered with a basketball team name and/or logos - 4 for each player/team)

GAME SET-UP: When 2 Cornhole Court Boards are to be spaced exactly 27' apart with the lower front edges facing each other. Team members stand next to court boards at opposite sides facing each other. When only one court is used, team members stand next to each other while playing, opposing teams across the board from each other.

OBJECTIVE: The objective in Cornhole Basketball ${ }^{\text {TM }}$ is for players to score the most points in four quarters (a quarter is one round of both teams shooting 4 beanbag cornhole basketballs). Each player/team shoots at the courts’ basket overhanded using their four beanbags standing $27^{\prime}$ from the court board. After each team shoots all 4 of their beanbag basketballs, the quarter ends, with the game ending after completion of the 4th quarter.

2k23 GAME RULES - In Cornhole Basketball ${ }^{\text {TM }}$, either player/team opens the game with their first shot with the opposing player shooting afterwards and alternating shots during the rest of the game. Halftime (end of the 2nd Quarter): Teams switch sides (shooting at the other court board OR if only 2 players, switch standing spots where you were shooting with your opponent).
(Multiple players may participate by dividing into two teams with Shooting Turns order as follows: 1. Player 1 from Team A, 2. Player 1 from Team B, 3. Player 2 from Team A, 4. Player 2 from Team B...Repeat.)
*After Each Score, the scoring player/team calls out their total running score and their opponent's running score.
**If there are two players, they will stand on the same side shooting their beanbags 27' from the court board.
POINTS*** 3 Point Play - If a player shoots a beanbag scoring in the basket without the beanbag touching any part of the court, the player has scored 3-points***.
2 Point Play - If a player shoots a beanbag scoring by sliding or bouncing into the basket (or even being knocked in the basket by the opposing team), the player/team has scored 2-points**.
1 Point Play - If a player shoots a beanbag and gets an "Assist" (see below) or an opposing playing receives a technical foul, the shooting player receives an additional shot to potentially score 1-point*.
Zero \& 2 Play - If a player shoots a beanbag and inadvertently knocks in scoring the opposing teams' beanbag(s) into the basket, the opposing team receives 2 points for each beanbag scored. The shooting player receives 0-points, even if 1 or more of his/her beanbags scores on this shot.


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## PLAYING Cornhole Basketballтм $2 k 23^{* *}$

Assist - If a player's beanbag shot knocks the other team's beanbag(s) off the court AND scores (2-points), the scoring player gets an additional shot for 1-point.
Lights-OUT - If a player calls the number of the points that he/she is going to make prior to shooting the beanbag and makes it, the player is awarded not only the points, but an additional beanbag shot.
"The Silencer"- If a player shoots 3-straight 3-pointers in a row, a 3-bagger of 3's, in any quarter that player/team instantly wins the game.
Tossing Turnover - Players are issued technical fouls if they "toss" (underhanded throw) their beanbag basketballs towards the Cornhole Basketball ${ }^{\mathrm{TM}}$ court instead of overhand "shooting" it. The opposing player gets one technical foul free throw shot using a beanbag to the Cornhole Basketball ${ }^{\mathrm{TM}}$ court hoop for potentially 1 point. Technical Fouls - If players overshoot, undershoot, underhand toss or miss the Cornhole Basketball ${ }^{\mathrm{TM}}$ court with a beanbag shot, players are issued technical fouls and the opposing player/team gets one technical foul free throw shot using a beanbag to the Cornhole Basketball ${ }^{\mathrm{TM}}$ court hoop for potentially 1 point. ${ }^{* * *}{ }^{\text {If }}$ any player receives three (3) technical fouls during a game, that player is ejected (potentially forfeiting the game).
*EXCEPT -Instant Replay Challenge Rule- If the game is close (within 3 points), the opposing team gets one last beanbag shot to possibly win or tie the game and send it into overtime (OT). In overtime, the first team to score $8+$ points wins the game. All of the rules remain the same in OT. If there is a tie at the end of the first overtime, teams will play in a second OT, or third OT, or however long it takes to have a winner.

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