

TCL OFFICIAL RULE GUIDE



2026 - 2027



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Welcome to the TCL Rule Guide

Welcome to TCL Cornhole, where competition, community, and the love of the game come together.

Founded in Texas in 2009, TCL has grown to 50+ regions across Texas, Oklahoma, Louisiana, New Mexico, and Arkansas. Throughout that growth, our mission has remained simple:

TCL...Where Competition Builds Community.

TCL provides players of all skill levels a place to compete, improve, and pursue the next level—from local league play to major events and championship competition.

About This Rule Guide

This Rule Guide establishes the standards for gameplay, equipment, competition, player conduct, event procedures, rankings, divisions, and other TCL-sanctioned competition.

These rules are designed to create a competitive environment that is fair, consistent, and easy to understand, regardless of where a TCL event is played.

All players, directors, officials, and event staff are expected to know and follow the rules that apply to TCL competition. When questions or disputes arise, this guide should serve as the primary reference for determining the appropriate ruling.

Above all, TCL competition should reflect the sportsmanship, integrity, and respect that strengthen the game and our community.

****TCL Document Authority:** The TCL Official Rule Guide governs gameplay, equipment, conduct, and competition rulings. The TCL Player Guide governs player participation, membership, rankings, standings, and season programs. The TCL Director Guide governs Director operations, event administration, and Regional requirements. If conflicting information is identified, TCL Leadership will provide the controlling interpretation.

TCL SEASON XVII

2026 - 2027



Section 1: Equipment Boards & Bags

1.1 – CORNHOLE BOARDS

All boards used in TCL-sanctioned competition must meet the following standards.

1.1.1 – Material & Playing Surface

- Boards must be constructed of solid wood, such as maple, birch, or oak.
- The playing surface must be smooth and properly finished.
- Boards may not be sanded, altered, or otherwise treated after manufacturing in a manner that changes the playing surface.
- Foreign substances—including baby powder, silicone sprays, cleaning products, or other substances intended to alter playing conditions—may not be applied to the playing surface.
- Before or during play, boards may be wiped with a clean, dry cloth only.

1.1.2 – Board Dimensions

TCL-approved boards must meet the following specifications:

- Length: 48 inches ($\pm \frac{1}{4}$ inch)
- Width: 24 inches ($\pm \frac{1}{4}$ inch)
- Hole Diameter: 6 inches ($\pm \frac{1}{8}$ inch)
- Hole Position: Centered horizontally on the board, with the center of the hole 9 inches ($\pm \frac{1}{8}$ inch) from the back edge
- Rear Playing Surface Height: 12 inches ($\pm \frac{1}{4}$ inch)
- Front Edge Height: $3\frac{1}{4}$ inches ($\pm \frac{1}{4}$ inch)
- Playing Surface Thickness: $\frac{3}{4}$ inch minimum
- Board Weight: 15 pounds minimum

Boards that do not meet these specifications may not be used in TCL-sanctioned competition.

1.2 – CORNHOLE BAGS

All bags used in TCL-sanctioned competition must meet TCL approval, construction, and gameplay standards.

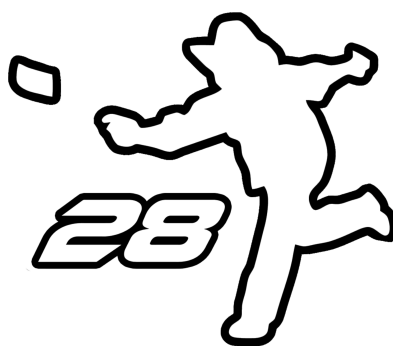
1.2.1 – TCL / BTG Approval

- Players must use bags displaying a valid Big Tex Gear (BTG) approval stamp for the applicable competition year.
- TCL-stamped bags must be processed and approved through Big Tex Gear (BTG).
- Manufacturers may not sell, donate, or otherwise distribute TCL/BTG-stamped bags unless processed through the BTG Store.
- Approval stamps must remain visible and recognizable. Bags with faded, altered, modified, or otherwise unrecognizable approval stamps will not be accepted for TCL competition.
- Previously issued bags may not be restamped or reapproved by a manufacturer at a player's request.

1.2.2 – BTG Stamp Lifecycle & Validity

A bag is eligible for TCL competition only while its BTG approval stamp remains valid.

TCL Stamp Year	Release Date	Expiration Date
BTG 2026	Summer 2024	Dec 31, 2026
BTG 2027	Summer 2025	Dec 31, 2027
BTG 2028	Summer 2026	Dec 31, 2028
BTG 2029	Summer 2027	Dec 31, 2029



Exceptions

- Custom bags may receive a future-year approval stamp before that stamp is released on stock bags.
- TCL Corporate may authorize the use of Throwing Man Only, expired-stamp, or otherwise specially approved bags for designated events.

1.2.3 – Bag Specifications

All approved bags must meet the following specifications:

- **Size:** 6" × 6" ($\pm 1/4$ ")
- **Thickness:** 1.25" ($\pm 1/8$ ")
- **Weight:** 16 oz. (+ $1/4$ oz. / - $1/2$ oz.)
- **Shape:** Square
- **Corners:** Rounded corners are permitted, with a maximum radius of 0.625"

1.2.4 – Fill & Fabric

- Bags may contain any dry, non-damaging fill material.
- Single-material and dual-material bags, including slick/suede combinations, are permitted.
- TCL reserves the right to prohibit any fabric, fill, or other material determined to:
 - Damage boards, bags, or other TCL equipment.
 - Create an unfair competitive advantage.
 - Compromise the integrity or consistency of gameplay.

1.2.5 – Alterations & Maintenance

Once purchased, bags may not be physically altered or modified in a manner that changes their original construction or playing characteristics.

Prohibited alterations include, but are not limited to:

- Adding, removing, or modifying stitching.
- Ironing or pressing.
- Adding or removing resin or fill material.
- Heat treating or other methods intended to alter the bag's shape, fabric, or performance.
- Dyeing or permanently changing the original color of the bag.
- Altering the bag's fill, shape, seams, or construction.

Permitted maintenance includes:

- Washing with standard detergent and/or fabric softener.
- Drying in a standard household dryer.
- Adding player initials with permanent marker, provided the marking does not exceed **1 inch**.

1.2.6 – Bag Set Consistency

All four bags used as a set must match in color, manufacturer series, and relative design on each side.

Legal Example:

All four bags have a red carpet side and a gray fast side.

Illegal Example:

All four bags have the same gray fast, but the opposite sides are different carpet colors—such as red, blue, green, and yellow.

1.2.7 – Bag Changes During Play

After a Game begins (first frame is started), players may not change bag sets during a game except when a bag becomes unusable through normal or unintentional play.

A bag change may be permitted when:

- A bag begins leaking or is inadvertently damaged.
- A bag becomes unintentionally deformed during play.

When a bag change is approved:

- The current round must be completed before the replacement set is introduced.
- **All four bags** must be replaced with a legal matching set.
- Individual bags may not be substituted into the existing set.

Intentionally damaging, altering, or deforming a bag for the purpose of obtaining a bag change will result in **forfeiture of the game**.

1.3 – BAG INSPECTIONS & CHALLENGES

TCL reserves the right to inspect bags used in sanctioned competition to ensure compliance with all approval, construction, alteration, and consistency requirements.

1.3.1 – Pre-Match Bag Challenge

- Bag challenges are the responsibility of the players.
- A player may request an inspection of an opponent's bags before the match begins if there is reasonable concern that the bags do not comply with TCL rules.
- The inspection must be conducted by an available TCL Director, Board Member, or designated Official.
- Players may not make the final determination regarding the legality of an opponent's bags.
- If an opponent does not request a pre-match challenge before gameplay begins, the opponent waives their right to challenge that bag set for that match. This does not limit TCL's independent authority to inspect bags at any time for compliance with TCL rules.

1.3.2 – Inspection Results & Penalties

If the bags pass inspection:

- The match proceeds as scheduled with no penalty.

If the bags fail inspection:

- The player receives a warning and must replace the non-compliant bags with a legal set before play begins.
- A subsequent bag violation, whether involving the same or a different set of bags, may result in:
 - Forfeiture of remaining matches, and
 - A one-month suspension from TCL competition.

1.3.3 – Repeat Violations

A third bag-compliance violation within the same season, including a violation occurring after a previous suspension, may result in a season-long or multi-season suspension.

The length of the suspension will be determined by TCL leadership based on the circumstances and history of the violations.

1.3.4 – Post-Tournament Inspection

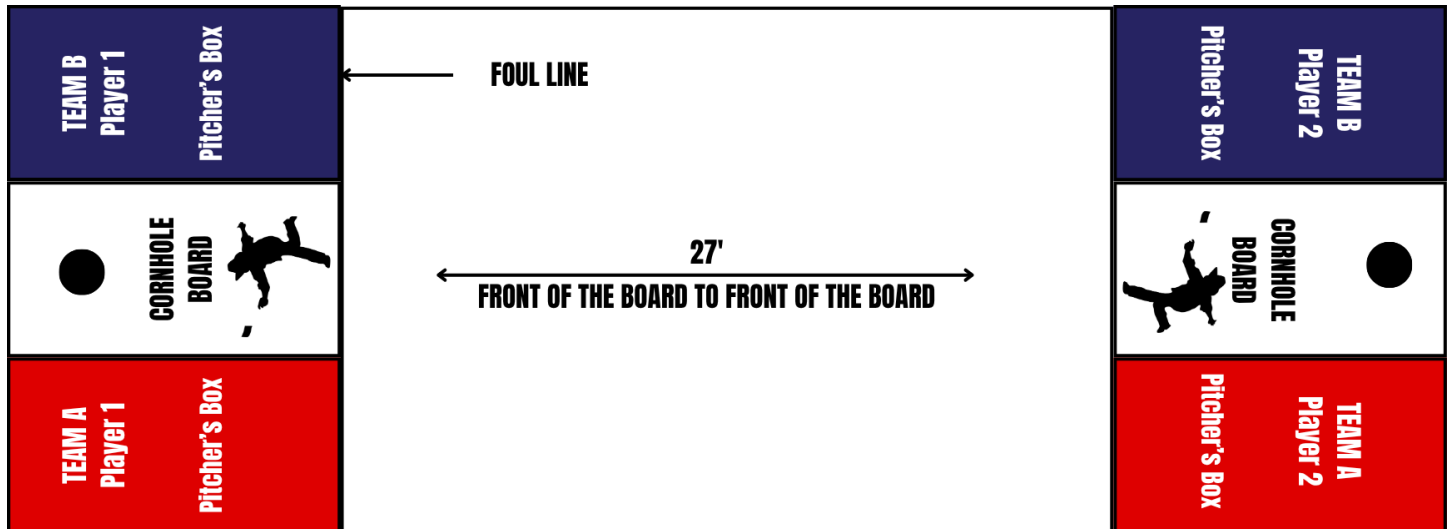
- Any player receiving prize money may be subject to a post-tournament bag inspection.
- Bags must remain available for inspection when requested by an authorized TCL representative.
- If the bags are determined to be non-compliant, the player may be required to forfeit all prize money earned at that tournament, in addition to any other applicable disciplinary action.

1.3.5 – Enforcement & Final Authority

- Bag rules may be enforced by TCL Directors, Board Members, or designated Officials.
- Officials may inspect approval stamps, compare bags within a set, examine construction, and use other reasonable methods to determine compliance.
- Players are expected to cooperate with any authorized bag inspection.
- TCL leadership retains final authority on bag eligibility, violations, penalties, and appeals.

Section 2: Court Layout

All TCL courts should be set up consistently to provide players with a fair, safe, and clearly defined playing area.



2.1 - Court Distance

- Regulation Play: Boards must be positioned 27 feet apart, measured from the front edge of one board to the front edge of the opposite board.
- Boards should be directly aligned with one another and placed on as level a playing surface as reasonably possible.

2.2 - Board & Pitcher's Box Dimensions

- A pitcher's box is located on each side of each board.
- Each pitcher's box measures 3 feet wide x 4 feet long.
- The pitcher's box extends alongside the length of the board and establishes the legal area from which a player may deliver a bag.

2.3 – Foul Line

- The front edge of the cornhole board establishes the foul line. The foul line is treated similarly to a free-throw line in basketball.
- A player may not touch or cross the foul line at any time before the thrown bag comes to rest at the opposite end of the court.

For more info on Foot-foul rules go to section 4.1.3.

2.4 – Player & Partner Positioning

- In doubles play, partners must stand directly across from one another on the same side of the court.
- Opposing players throwing from the same end of the court must occupy the opposite pitcher's boxes.
- Players must remain within their designated pitcher's box while delivering a bag. At the time of delivery, *at least one full foot must be completely inside the pitcher's box.* The qualifying foot may not touch the front foul line, sideline, or any other boundary line of the pitcher's box.
- Players may not change sides after a game begins.

2.5 – Playing Area

- Courts should provide adequate clearance around the boards and pitcher's boxes for players to throw safely and without interference.
- Players, spectators, equipment, and other objects should remain clear of the designated playing area whenever possible.
- Boards should remain in their established position throughout the game.
- If a board is accidentally moved or court conditions require an adjustment between frames the board should be returned to the proper position before competition.

Section 3: Pre-Game Procedures

3.1 – COIN TOSS

Each game begins with a coin toss, bag spin or odd/even to determine player or team choices before play begins.

3.1.1 – Coin Toss Procedure

- One player or team performs the coin toss, bag spin or odd/even, and the opposing player or team makes the call.
- The winner receives the first choice as outlined below.
- The player or team that elects to throw first also determines which end of the court the game will begin on.

3.1.2 – Singles

The coin toss winner receives bag preference and then chooses one of the following:

- **Option 1** - First Bag: Throw first and determine which end of the court the game begins on
- **Option 2** - Lane Side: Choose which side of the court they will play from.

The opposing player receives the remaining choice.

3.1.3 – Doubles

The coin toss winner receives bag preference and then chooses one of the following options:

- **Option 1 – First Bag & Lane Positioning**
 - Choose which team throws first.
 - Choose which end of the court the game begins on.
 - Choose which side of the boards their team will throw from.
- **Option 2 – Board Matchups**
 - Choose the player-to-player matchup at each end of the court.
 - Players will go stand at each end and wait for the other team to choose the side of boards they want to throw from.

The coin toss loser receives the option not selected by the coin toss winner.

3.1.4 – Best-of-Three Series

- **Game 1:** Follow the standard coin toss procedure.
- **Game 2:** The player or team that lost the Game 1 coin toss receives first choice. No additional coin toss is required.
- **Game 3:** If a deciding third game is necessary, a new coin toss, bag spin or odd/even determines first choice.

3.2 – PRACTICE THROWS ("DOWN & BACK")

3.2.1 – General Practice Rules

- Before the start of a game, players are entitled to one down-and-back practice round.
- Practice may be waived only if all players agree.
- Once the practice round is complete, gameplay begins according to the established first-bag order.

3.2.2 – Singles Practice

- Each player throws four bags from the starting end of the court.
- Players then move to the opposite end and throw four bags back.
- Practice throws must be completed from the player's assigned side of the court.

3.2.3 – Doubles Practice

- At the starting end, one player from each team throws four practice bags.
- At the opposite end, their partners each throw four practice bags back.
- Players must practice from the same side of the boards they will use during the game.

3.2.4 – Bag Challenges Before Play

Any challenge regarding the legality of an opponent's bags must be made before gameplay begins and will be handled according to

Section 1.3 – Bag Inspections & Challenges

Section 4: Game Play Rules

4.1 – PROPER PITCHING TECHNIQUE

4.1.1 – Definition of a Pitch

A pitch is the underhand delivery of a cornhole bag toward the opposite board in an attempt to score points.

4.1.2 – Legal Delivery

For a pitch to be legal:

- The bag must be delivered underhand.
- At least one full foot must be completely inside the player's designated pitcher's box during the delivery.
- The qualifying foot may not touch the front foul line, sideline, or any other boundary line of the pitcher's box.
- The front edge of the cornhole board establishes the foul line.
- A player may not touch or cross the foul line before the thrown bag comes to rest at the opposite end of the court.

4.1.3 – Foot Fouls

A foot foul occurs when a player violates the pitcher's box or foul-line requirements during a pitch. When a potential foot-foul violation is identified:

- The opposing player or team may issue a courtesy warning for a foot foul as a reminder of the rule before further action is taken.
- A TCL Director or Official may be called to observe the player for the remainder of the match.
- Any observed violation results in the affected bag being declared a foul bag and removed from play.

If a foul bag contacts other bags before it can be removed:

- The offending player's bags that were contacted are removed from play and score 0 points.
- The opponent's bags that were contacted are removed from play and awarded 3 points each.

4.2 - HOW TO SCORE

4.2.1 - Point Scoring

At the completion of each round, bags are scored based on their final position:

- **Bag on the board:** 1 point
- **Bag through the hole:** 3 points
- **Bag off the board:** 0 points
- **Bag that touches the ground before coming to rest on the board:** 0 points
- **Bag that is pushed off the board by another bag or falls off the board:** 0 points

Only bags that remain on the playing surface or pass completely through the hole are eligible to score.

4.2.2 - Point Recording

TCL events are required to use **ScoreMagic** unless **Scoreholio Basic Scoring** has been approved for the event to record and track game scores. Regardless of the scoring method used, players are responsible for verifying that the correct score is recorded throughout the match.

Player Responsibility: Whether ScoreMagic or Scoreholio Basic Scoring is used, both players or teams share responsibility for monitoring and confirming the accuracy of the game score.

ScoreMagic Scoring within Scoreholio

- Players must enter or confirm the result of each completed round as required by the scoring system.
- The score displayed in ScoreMagic will serve as the official running game score, unless a scoring error is identified.
- Players should verify the score before beginning the next round.

Basic Scoring within Scoreholio

- Players are responsible for manually entering the points earned at the completion of each round.
- Only the net points earned for the round should be added to the appropriate player or team's game score.

- The Scoreholio display serves as the official running score once the next round begins, unless an obvious scoring or entry error can be verified.
- Players should verify the score before beginning the next round.
- This scoring format is primarily intended for outdoor festivals, new-player events, and charity events and requires prior approval before use.

4.2.3 - Scoring Disputes

- Both players or teams are responsible for confirming that the score was entered correctly before beginning the next round.
- If an incorrect score is entered, both players or teams should correct the error immediately.
- If the players cannot agree on the correct score, play should stop and a TCL Director or Official should be called before the next round begins. Players should resolve scoring discrepancies before the next round begins whenever possible.
- The Tournament Director or designated TCL Official has final authority on scoring disputes.

4.3 – SEQUENCE OF PLAY

4.3.1 – Rounds

- A round consists of eight total bags, with each player throwing four bags.
- Players alternate pitches until all eight bags have been thrown.
- A round is complete only after all required bags have been pitched and scoring has been determined.

4.3.2 – Pitching Order

- The player or team awarded first bag through the pre-game selection process throws first to begin the game.
- Players alternate one bag at a time until the round is complete.
- After the opening round, the player or team that scored points in the previous round receives first bag in the next round.
- If neither player or team scores in a round, the player or team that threw first in the previous round retains first bag for the next round.

4.3.3 – Pitching Out of Order

If a player pitches out of sequence:

- The improperly thrown bag is declared a foul bag and removed from play, therefore resulting in no score.
- The opponent will throw as necessary to restore the proper alternating pitching order.
- If the foul bag affects other bags in play, the applicable foul-bag rules will be enforced.

4.3.4 – Pitching Out of Order Penalty

If the illegally thrown bag contacts or affects any bags already in play:

- Any affected bag belonging to the player or team that pitched out of order is removed from play and scores 0 points.
- Any affected bag belonging to the opponent is placed in the hole and scored as 3 points.
- The illegally thrown bag itself scores 0 points.

Once the affected bags have been addressed, play resumes in the **proper pitching order**.

4.3.5 – Continuation of Play

Singles

- Players move to the opposite end of the court after each completed round.
- Players must remain on their assigned side of the boards throughout the game.

Doubles

- Players remain at their assigned end and on their assigned side of the boards.
- After a round is completed, the partners positioned at the opposite board begin the next round.

4.3.6 – Game Completion

- A game ends when a player or team reaches 21 points or more at the completion of a round.
- Players or teams are not required to win by two points.
- There is no penalty for exceeding 21 points, and the score does not reset

4.3.7 – Incomplete Matches

- A player who refuses or is unable to complete a Singles match forfeits the game 21–0.
- If either player on a Doubles team is unable or refuses to continue, the team forfeits the game 21–0 unless otherwise ruled by a TCL Director.

4.3.8 – Ground Contact

- Any bag that touches the ground before coming to rest on the board is considered a dead bag and scores 0 points.
- A dead bag should be removed from play as soon as it can be safely identified and removed without affecting other bags.
- If removing the dead bag could disturb other bags, a TCL Official or both players should agree on the proper removal procedure.
- Legal bags affected by the removal should remain as close as possible to their established position.

4.3.9 – Hanging Bags & Sweeps

When bags are stacked beneath the hole or otherwise prevent an accurate determination of whether a hanging bag would fall:

- A TCL Official, designated individual, or mutually agreed-upon spectator may be asked to sweep the bags beneath the board.
- The sweep must be performed carefully and in the path of least resistance to avoid unnecessarily disturbing the board or bags.
- If the hanging bag falls through the hole as a direct result of a proper sweep, it is scored as 3 points.
- If the bag remains on the playing surface after the sweep, it is scored as 1 point.

4.3.10 – Reporting to Assigned Court

Players are responsible for monitoring **Scoreholio** and reporting promptly to their assigned court when a match is called or becomes available.

- Players or teams who fail to report within the established grace period may receive a **game or match forfeit**.
- Tournament Directors may establish event-specific grace periods based on event size, format, and venue conditions.
- **Signature Series:** A player or team will have **5 minutes to report after their absence has been reported to Tournament Staff**.

4.4 – TIMING RULES

4.4.1 – Pitching Time

- A player has 12 seconds to deliver their next bag after the previous bag comes to rest.
- To begin a new round, the first player has:
 - 45 seconds in Doubles
 - 60 seconds in Singles
- Repeated or intentional delays may result in penalties at the discretion of a TCL Official or Director.

4.4.2 – Bags in Motion

- Players must allow all bags to completely come to rest before proceeding with play.
- A bag that is sliding, rocking, shifting, or otherwise moving is still considered in play.
- Players must wait 10 seconds after a bag initially comes to rest before retrieving or disturbing bags when a determination of final position is necessary.

4.5 – TIMEOUTS

4.5.1 – Timeouts Allowed

Each player or team is allowed **two 90-second timeouts per game**.

During a timeout, a player may:

- Walk toward the opposite board to inspect bag positions.
- Evaluate the playing surface and current board situation.
- Discuss strategy with their Doubles partner.

4.5.2 – Calling a Timeout

- A timeout may only be called by the player whose turn it is to pitch.
- Once a player delivers a bag, that player must wait until their next pitching opportunity to call a timeout.
- A player who leaves the legal pitching area or crosses the foul line to inspect the opposite board will automatically be charged a timeout.
- Players must return to their legal pitching position before play resumes.

4.5.3 – Timeout Violations

If a player or team:

- Attempts to take an additional timeout after using both allotted timeouts, or
- Improperly leaves the playing area without an available timeout, the player will forfeit their next pitch in that round.

4.6 – Game Interference

4.6.1 – Game Interference

Players and Spectators may not physically, verbally, or audibly interfere with an opponent **during their pitching motion** or intentionally interfere with normal gameplay.

Depending on the severity of the violation, penalties may include:

- Warning
- Loss of a pitch
- Forfeiture of the game
- Disqualification from the event
- Removal from Event

4.6.2 – Interference With a Thrown Bag

If a player or spectator intentionally obstructs or interferes with an opponent's bag while it is in flight:

- The affected player may rethrow the bag.
- The offending player forfeits their next pitch in that round.
- Additional penalties may be assessed for **intentional or repeated interference**. If the interference is determined to be intentional, all of the opponent's bags remaining on the board, including the bag that was interfered with, will be scored as bags in the hole.

4.6.3 – Distracting Behavior

- Players may not intentionally use talking, yelling, gestures, movement, or other behavior designed to distract an opponent **during a pitch**.
- Normal reactions and sportsmanlike communication are permitted provided they do not interfere with an opponent's delivery.
- Officials may issue a warning or escalate penalties for repeated or intentional violations.

4.6.4 – Spectator Coaching

- Spectator coaching is permitted. Spectators may provide strategy, advice, instruction, encouragement, or other verbal communication to a player during a match.
- Spectators must remain outside of the cornhole lane and throwing/pitcher's box while a game is in progress.
- A spectator may not enter the cornhole lane or throwing/pitcher's box to coach, instruct, or communicate with a player during a game.
- Spectator coaching must not interfere with, delay, or disrupt the match or opposing players.
- Doubles partners may freely communicate strategy with one another, provided all applicable timing rules are followed.

4.6.5 – Live Game Area Restrictions

- Players may not use an open court for practice when that court is directly adjacent to a court with a live game in progress.
- This rule is intended to prevent distractions, interference, stray bags, and unnecessary activity around players actively competing.
- Players must use a designated warmup area or an available court that is not directly adjacent to a live game.
- Once the live game on the adjacent court has concluded, the open court may be used for warmups or practice, provided it is otherwise available.
- Tournament Directors may designate specific courts or areas for warmups and may further restrict warmup activity when necessary for event flow, safety, or competitive fairness.
- First Violation: Warning and player must immediately stop warming up or relocate.
- Repeated Violation: Additional penalty at the discretion of the Tournament Director or TCL Official.

4.6.6 – Enforcement & Final Authority

Gameplay and conduct rules may be enforced by:

- TCL Directors
- TCL Officials
- Authorized Tournament Staff

Officials may review any gameplay situation not specifically addressed in this Rule Guide and make a ruling consistent with the intent, fairness, and integrity of TCL competition.

Serious or repeated conduct violations may be documented and referred to TCL leadership for additional disciplinary review.

4.6.7 – Conduct Penalties

Unless the severity of the conduct requires immediate action, disciplinary penalties may escalate as follows:

- First Offense: Warning
- Repeated Offense: Additional penalty up to and including game or tournament disqualification
- Severe Conduct: Immediate disqualification and possible suspension from the league

Physical violence, threats, intimidation, or other serious misconduct may result in immediate removal from the event and additional suspension from TCL competition.

Section 5: Player Conduct

5.1 – GENERAL PLAYER CONDUCT

5.1.1. Respect & Professionalism

- Players must treat opponents, directors, officials, spectators, and sponsors with respect at all times.
- Verbal abuse, threats, or aggressive gestures will not be tolerated.

5.1.2. On-Court Behavior

- **Players may not:**
 - Yell, slam bags, kick equipment, or create distractions with intent to intimidate.
 - Mock or taunt other players unprofessionally.
 - Interfere with an opponent's space or throwing rhythm.

5.1.3. Physical Interference

- Any attempt to physically disrupt another player during a game results in:
 - Immediate game forfeiture
 - Potential tournament disqualification
 - Potential removal from the event

5.1.4. Off-Court Behavior

- **Players must uphold TCL's values on and off the court.**
 - This includes behavior on social media, during sponsor engagements, and in TCL apparel.

5.1.5. Social Media or Public Disparagement

- Players are expected to conduct themselves professionally when publicly representing, discussing, or interacting with TCL, its players, Directors, staff, sponsors, or partners.
- Public criticism or disagreement with TCL decisions is not, by itself, a conduct violation. However, threats, harassment, discriminatory or abusive conduct, knowingly false accusations, targeted personal attacks, or other serious misconduct may be subject to disciplinary review under Section 5.2.

5.2 – ENFORCEMENT FOR CONDUCT VIOLATIONS

5.2.1. Enforcement for Violations

Tournament Directors, Regional Directors, and TCL Officials are authorized to take immediate action during an event when necessary to maintain a safe, professional, and competitive environment. This may include:

- Issuing verbal or formal warnings;
- Removing a player or spectator from an event or venue; and
- Submitting an official Conduct Report to TCL for further review and disciplinary action.

5.2.2. Suspensions for Violations

Regional Directors do not have the authority to independently suspend a player from participating in future TCL events or within their Region. Any request for suspension must be submitted to TCL Leadership for review.

All suspensions and extended disciplinary actions are determined and administered by TCL Leadership. Depending on the nature, severity, and history of the violation, disciplinary action may include:

- Suspension from all TCL events League-wide;
- Suspension from one or more specific TCL Regions;
- Suspension from specific types or levels of TCL events; or
- Other restrictions or disciplinary measures determined appropriate by TCL Leadership.

When a suspension or restriction is issued, TCL will communicate the applicable terms, duration, and scope to the affected player and appropriate Regional Directors.

Repeated violations or a pattern of conduct may result in increased disciplinary action, regardless of whether each individual incident would independently warrant a suspension.

Conduct violations and disciplinary history may also be considered when determining eligibility for TCL awards, sponsorships, special events, leadership opportunities, and other TCL recognition or benefits.

5.2.3. Penalties for Conduct Violations

For purposes of escalating discipline, prior offenses may be considered across TCL seasons when determining a player's disciplinary history. TCL Leadership retains discretion to consider the severity, timing, similarity, and circumstances of prior violations when determining the applicable offense level.

Violation	First Offense	Second Offense	Third Offense
Disruptive behavior	Warning	Game forfeit	Tournament ban
Threatening behavior	Game forfeit	Tournament ban / Region ban	League ban for the Season
Physical contact (non-severe)	30-day suspension + 1 Signature Series ban + Region ban	3-month suspension + Ryder Cup or League Championship ban	League ban for the season & the following 2 seasons
Physical violence (severe)	90-day suspension + 1 Signature Series ban + Region ban	Full-season suspension	Lifetime ban (at discretion of TCL leadership)

Section 6: Manipulation & Cheating

6.1 – SCOREHOLIO MANIPULATION

6.1.1 – Definition

Scoreholio Manipulation is any intentional action or coordinated effort to alter, misrepresent, or influence player statistics, ratings, match results, standings, seeding, or partner assignments in order to gain an unfair competitive advantage.

Players are expected to compete legitimately in all TCL-sanctioned games and accurately report all results.

6.1.2 – Examples of Manipulation

Examples include, but are not limited to:

- **Sandbagging:** Intentionally underperforming during rounders, pool play, or other games to lower statistics, obtain a more favorable bracket seed, receive a more favorable partner assignment, or influence future ranking.
- **Opposite-Hand Throwing:** Intentionally using a non-dominant throwing hand during rounders or qualifying games and then returning to the dominant hand for bracket or championship play for the purpose of manipulating performance statistics or placement. A legitimate injury or documented circumstance may be reviewed by TCL.
- **Collusion:** Coordinating with another player or team to intentionally influence the outcome of a game, standings, seeding, statistics, or advancement.
- **Falsifying Scores or Results:** Knowingly entering, reporting, approving, or allowing inaccurate scores or game results in Scoreholio, including altering results for the purpose of affecting PPR or other player statistics.
- **Intentional Forfeits:** Deliberately forfeiting, conceding, or abandoning a game for the purpose of avoiding a particular opponent, seed, bracket position, or matchup.
- **Statistical Manipulation:** Any other intentional action designed to artificially increase, decrease, or otherwise influence a player's PPR, Season Rating, ranking, or other performance metrics used by TCL.

TCL reserves the right to review unusual patterns of play, scoring, forfeits, or results when there is reasonable concern that manipulation may have occurred.

6.2 – ROUNDER FORMAT ENFORCEMENT

6.2.1. Expectations

- Players are expected to make a legitimate competitive effort during all rounders, pool play, qualifying games, and bracket play. Intentionally altering effort or performance for the purpose of manipulating statistics, seeding, ranking, partner assignment, or advancement is prohibited.

6.2.2. Detection

- Directors will monitor behavior including:
 - Sudden skill change between rounders and brackets
 - Repeated poor effort patterns
 - Suspicious statistical drops
 - Known history of manipulation

6.2.3. Director Authority

- Directors have the authority to disqualify a player from the current event when manipulation is supported by evidence or witnessed behavior. Any suspension beyond the current event must be referred to TCL Leadership.

6.3 – PENALTIES FOR MANIPULATION

Offense Type	First Offense	Second Offense	Third Offense
Scoreholio Manipulation	Event disqualification + forfeiture of entry fee & winnings	1-month suspension	Full season ban
Throwing off-hand in rounders only	Event disqualification + forfeiture of entry fee & winnings	1-month suspension	Season ban
Collusion with partner	Team disqualification + review by TCL	Full season suspension	League expulsion

6.4 – EQUIPMENT MANIPULATION

6.4.1. Bag Tampering

- Players may not alter bags mid-event or between rounders and bracket play to affect performance.
- This includes:
 - Bag swapping between rounds
 - Heating, moistening, or re-shaping bags
 - Bringing in an unapproved backup set

6.4.2. Board Adjustments

- Players may not alter board position, height, or angle to suit personal throwing style

6.4.3. Penalties

- Any attempt to manipulate equipment results in:
 - Immediate game forfeiture
 - Event disqualification
 - Possible ban upon review

6.5 – FALSE CLAIMS OR ABUSE OF RULES

- Any player who knowingly accuses another of cheating or manipulation without merit may be penalized for unsportsmanlike conduct.
- Misuse of challenges wastes time and undermines the director's authority.

Section 7: Amendments & Governance

7.1 – Rulebook Authority

The **Texas Cornhole League (TCL) Official Rulebook** is maintained by TCL Ownership and Leadership and governs all TCL-sanctioned events.

All players, Directors, officials, and staff participating in TCL events are responsible for following the current published rules.

TCL Leadership has final authority over the interpretation and application of the TCL Rulebook.

7.2 – Rule Interpretation & Clarifications

7.2.1 – Situations Not Covered

When a situation occurs that is not specifically addressed by the Rulebook, the Tournament Director or Official may make an immediate ruling necessary to continue the event. The situation may be referred to TCL Leadership for final interpretation when necessary.

7.2.2 – Rule Clarifications

TCL Leadership may issue in-season clarifications to:

- Clarify existing language;
- Resolve ambiguity or conflicting interpretations; or
- Provide guidance for consistent enforcement.

A clarification does not change the intent of an existing rule and does not require a formal amendment vote.

7.3 – Rule Amendments

A formal change to the TCL Rulebook requires an 80% Supermajority Vote of designated TCL Ownership voters.

Rule amendments may be considered when necessary to:

- Improve competitive fairness;
- Address a loophole or unintended application of a rule;
- Address league-wide concerns; or
- Improve the operation of TCL events.

Approved amendments will be documented and communicated by TCL with an established effective date.

Rule changes are not retroactive unless specifically stated by TCL.

7.4 – Emergency Rules

TCL Leadership may implement a temporary emergency rule or policy when an unforeseen circumstance requires immediate action to protect the safety, fairness, integrity, or operation of TCL events. Emergency Rules are intended for circumstances that cannot reasonably wait for the normal amendment process.

An Emergency Rule remains in effect until it is:

- Formally adopted into the Rulebook;
- Modified or replaced;
- Rescinded by TCL; or
- Expired on a stated date.

7.5 – Publication & Communication

Official Rulebook changes, amendments, clarifications, and emergency rules will be communicated through one or more official TCL communication channels, including:

- **TCLCornhole.com**
- Director communications or email
- Official TCL social media
- Event-specific announcements when applicable

Once officially published or communicated by TCL, the rule, clarification, amendment, or emergency policy is considered in effect on its stated effective date.

Directors are responsible for remaining current on TCL rules and communicating relevant changes to players within their Region.

Appendix: TCL Quick Reference Guide

This Appendix is provided as a quick-reference resource for players, Directors, Officials, and Tournament Staff.

The summaries below are intended to assist with common gameplay situations and rule questions. **The full language contained in the TCL Official Rule Guide controls all official rulings.** When a situation is not specifically addressed by the Rule Guide, the Tournament Director or Official may make an immediate ruling necessary to continue the event, with TCL Leadership retaining final authority over interpretation.



1: GamePlay Quick Reference Guide

Rule	TCL Standard
Regulation Court Distance	27' - front of board to front of board
Pitcher's Box	3' wide x 4' long
Bags Per Player	4
Bag on Board	1 Point
Bag Through Hole	3 Points
Bag Off Board	0 Points
Ground Contact	Dead Bag - 0 Points
Bags Per Round	8 Total
Game Completion	21 Points or More
Win by Two	No
Bust Rule	No
Pitching Time	12 Seconds
New Round - Singles	60 Seconds
New Round - Doubles	45 Seconds
Timeouts	2 Per Game
Timeout Length	90 Seconds
Pre-Game Practice	1 Down-and-Back
Bag Change During Game	Only with approved unusable/damaged bag
Scoring System	ScoreMagic unless Basic Scoring is approved

2. Common Game Situations & Rulings

The player steps on or crosses the foul line before the thrown bag comes to rest.

RULING: Foot foul.

The affected bag is declared a foul bag and removed from play. If the foul bag contacts other bags, the applicable foul-bag scoring procedures are enforced.

See Section 4.1.3 - Foot Fouls

The player's foot touches the side or boundary line of the pitcher's box during delivery.

RULING: Foot foul.

At least one full foot must be completely inside the pitcher's box. The qualifying foot may not touch the foul line, sideline, or another boundary line.

See Sections 2.4 & 4.1.2

The bag hits the ground and then bounces onto the board.

RULING: Dead bag - 0 points.

Any bag touching the ground before coming to rest on the board is dead and should be removed from play.

See Section 4.3.8 - Ground Contact

A bag is hanging over the hole but bags underneath prevent determining whether it would fall.

RULING: Perform a proper sweep.

A TCL Official, designated individual, or mutually agreed-upon spectator may carefully sweep beneath the board. If the hanging bag falls through as a direct result of the sweep, it scores 3 points; if it remains on the board, it scores 1 point.

See Section 4.3.9 - Hanging Bags & Sweeps

Player throws out of turn.

RULING: The improperly thrown bag is a foul bag and scores 0.

The opponent throws as necessary to restore order. If the illegal bag affects bags already in play, apply the out-of-order penalty rules.

See Sections 4.3.3 & 4.3.4

Players disagree about the score.

RULING: Stop play and resolve the score before beginning the next round whenever possible.

If the players cannot agree, call a TCL Director or Official. The Tournament Director or designated TCL Official has final authority on scoring disputes.

See Section 4.2.3 - Scoring Disputes

A player wants to change bags during a game.

RULING: Not permitted unless a bag becomes unusable through normal or unintentional play. When approved, finish the current round and replace all four bags with a legal matching set. Individual bags may not be substituted into the existing set.

See Section 1.2.7 - Bag Changes During Play

A player questions whether an opponent's bags are legal after the game has started.

RULING: Too late for a pre-match challenge.

If bags are not challenged before gameplay begins, they are considered legal for that match. TCL retains the right to inspect any bags at any time for rule compliance.

See Section 1.3 - Bag Inspections & Challenges

A player does not report to their assigned court.

RULING: The player/team is subject to the event's announced reporting/grace period and may forfeit the game or match if they fail to report.

See Section 4.3.10 - Reporting to Assigned Court

A player walks toward the opposite board to look at the bags.

RULING: Timeout.

Leaving the legal pitching area or crossing the foul line to inspect the opposite board automatically charges a timeout. If no timeout remains, the player forfeits their next pitch in that round.

See Section 4.5 - Timeouts

A spectator tells a player what shot to throw.

RULING: Legal.

Spectators may provide strategy, advice, instruction, encouragement, or other verbal communication provided it does not interfere with, delay, or disrupt the match.

See Section 4.6.4 - Spectator Coaching

A spectator enters the pitcher's box or cornhole lane to coach a player.

RULING: Not permitted.

Spectators must remain outside the cornhole lane and pitcher's box while a game is in progress.

See Section 4.6.4 - Spectator Coaching

Players want to warm up on an empty court directly beside an active match.

RULING: Not permitted.

Players must use a designated warmup area or another available court that is not directly adjacent to a live game.

See Section 4.6.5 - Live Game Area Restrictions

A player or spectator intentionally interferes with a bag in flight.

RULING: The affected player may rethrow the bag.

The offending player forfeits their next pitch in that round. Additional penalties may apply for intentional or repeated interference.

See Section 4.6.2 - Interference With a Thrown Bag

3. Penalty & Enforcement Quick Reference

IMPORTANT: This table is a summary only. The applicable section of the TCL Official Rule Guide controls the official ruling and penalty.

Violation	General Result	Rule
Foot Foul	Foul Bag / 0 Points	4.1.3
Pitch Out of Order	Foul Bag / Restore Order	4.3.3-4.3.4
Ground Contact	Dead Bag / 0 Points	4.3.8
Excess Timeout	Forfeit Next Pitch	4.5.3
Game Interference	Warning through Disqualification	4.6
Live Court Warmup Violation	Warning / Escalating Penalty	4.6.5
Conduct Violation	Warning through Suspension/Ban	5.2
Bag Compliance Violation	Warning / Escalating Suspension	1.3
Scoreholio Manipulation	DQ / Suspension / Ban	6.3
Equipment Manipulation	Game Forfeit / DQ / Possible Ban	6.4

4. Director / Official Ruling Procedure

1. Stop Play

Stop play before the next bag or round whenever reasonably possible.

2. Call a TCL Director or Official

Players should not make the final ruling themselves when an official determination is required.

3. Explain the Situation

Players involved should clearly explain what occurred. Officials may consider what they observed and information from appropriate witnesses.

4. Identify the Applicable Rule

The Director or Official should apply the appropriate section of the TCL Official Rule Guide.

5. Make the Ruling

The Tournament Director or designated Official will make the ruling necessary for competition to continue.

6. Situations Not Specifically Covered

The Tournament Director or Official may make an immediate ruling consistent with the intent, fairness, and integrity of TCL competition.

7. TCL Leadership - Final Authority

The situation may be referred to TCL Leadership when additional review or final interpretation is necessary. TCL Leadership retains final authority over interpretation and application of the Rule Guide.

5. Glossary of TCL GamePlay Terms

Bag Challenge

A request made before gameplay begins to have an opponent's bags inspected by an authorized TCL representative for compliance with TCL rules.

Dead Bag

A bag that is no longer eligible to score. A bag touching the ground before coming to rest on the board is considered dead and scores 0.

Foul Bag

A bag declared invalid because of a gameplay violation. A foul bag scores 0 and is removed from play according to the applicable rule.

Foul Line

The front edge of the cornhole board establishes the forward pitching boundary.

Game

Competition between two players or teams ending when one reaches 21 points or more at the completion of a round.

Pitch

The underhand delivery of a cornhole bag toward the opposite board in an attempt to score points.

Pitcher's Box

The 3-foot-wide x 4-foot-long designated pitching area located on each side of a cornhole board.

Round

Eight total bags, with each player/team throwing four bags while alternating pitches.

Rounders

Preliminary games used to establish statistics, seeding, partner assignments, or bracket placement.

ScoreMagic

The required Scoreholio scoring method for TCL events unless Scoreholio Basic Scoring has been specifically approved for the event.

TCL-Sanctioned Competition

Competition conducted under TCL authorization and governed by the current TCL Official Rule Guide.

Timeout

A 90-second pause in gameplay. Each player or team is permitted two timeouts per game.