

# Intramural Bags

## RULES OF PLAY

### Location

- ✓ Games may be played on the Quad or in the Intramural Gym.
- ✓ Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

### Schedule

- ✓ Tournament sports will be structured as a round robin play followed by a single elimination playoff for qualifying teams.
- ✓ If your team is unable to make it to your game, be sure to contact Campus Recreation at [campusrec@mckendree.edu](mailto:campusrec@mckendree.edu) by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact Campus Recreation at [campusrec@mckendree.edu](mailto:campusrec@mckendree.edu) by 2:00pm the Friday before your game).
- ✓ Unfortunately, games can be impacted by the weather. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When inclement weather arises, captains will be notified via email and/or text message.
- ✓ Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play. When playoff games are postponed due to weather, we will make every effort to make up all remaining games in the playoff tournament. Playoff brackets will be updated to reflect the updated dates and times.

### Players

- ✓ Teams shall consist of two (2) players. There is no gender requirement for open play.
- ✓ A speaking captain must be designated for each team. She/he alone may appeal to the supervisor, and then only on interpretations of the rules. Games are self-officiated. Any discrepancies must be settled by team captains within 1 minute or the match will be declared a forfeit for both teams by the event coordinator. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

### Playoffs

- ✓ In order to make the playoffs, teams must meet the following criteria:
  - No team that forfeits any round robin game will be allowed to participate in the playoffs.
- ✓ Teams are able to add players to their roster at any point, including playoffs.

### Equipment

- ✓ Campus Recreation will provide all bags equipment.
- ✓ Players may bring their own bags if they choose.
- ✓ **NOTE:** You must schedule an appointment with a Coordinator or Director prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the staff on duty shall be final.

### Game Regulations

- ✓ The match continues until one team reaches 21 or more points (No Bust).
- ✓ The score shall be taken after all bags have been thrown for an inning.
- ✓ The coin toss winner has the choice of picking who pitches against whom or which side of the board to play from. The coin toss winner also decides who pitches first.
- ✓ A player may throw from anywhere behind the foot foul line. The foul line is the front edge of the platform.
- ✓ The game continues by alternating throws between the two opponent players until all eight (8) bags have been thrown.
- ✓ Points shall be given as follows:
  - 3 points for a bag that goes through the hole even if it is knocked in after the initial toss.
  - 1 point for a bag that is on the platform.
  - 1 point for a bag that is hanging into the hole.

- 1 point for a bag that is hanging off the edge but not touching the ground.
- 0 points for a bag that is on the platform but also touching the ground or that bounced from the ground onto the platform.
  - If a bag hits the ground then bounces up onto the board, that bag shall be taken off the platform.
- 0 points for a bag that is hanging off the front edge and is resting on a bag that is on the ground, unless the bag on the ground can be removed without making the hanging bag fall to the ground. 1 point will be given if the bag does not fall.
- ✓ Each team is given a score for each round. Scores cancel each other out. The team with the highest round score will receive the difference of the two scores to their total score.
- ✓ The team who wins the round will throw first in the next round.
  - If both teams throw the same score in a round, then they both receive zero points for that round, the game score stays the same, and honors stays with the team who had it the previous round.
- ✓ If four bags are thrown into the hole by one person in a single round, that does not constitute a win. All games must be played to 21 points or higher.

### Grace Period

- ✓ If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
  - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 7 points with a 0-7 score.
  - Step 2 – Coordinator will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark.

Minutes Late	Penalty	Minutes Late	Penalty
0-9:59 minutes	Starting score 7-0	10 minutes	Forfeit

### Mercy Rule

- ✓ There will be no mercy rule for Bags.

### General Information

- ✓ Prior to Game Time:
  - Players must check in at the location they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
    - Current McKendree University student ID.
    - Current faculty/staff ID with photo ID.
- ✓ NO ALCOHOL OR TOBACCO is allowed at any Intramural Sports venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.

**\*\*\*The Campus Recreation Office reserves the right to put into effect any new ruling regarding policies, procedures and unsportsmanlike conduct\*\*\***