SCT Official Rule Guide

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Part 1: The SCT Way

One set of rules, every board, every weekend: that's how the Sunshine Cornhole Tour keeps play fair from Mississippi to the Atlantic coast.

SCT runs Signature, regional and local tournaments across Florida, Georgia, Alabama and Mississippi, with five divisions and a Power Ranking. We built the tour around three things:

- **Energy.** Loud, fun, packed events people want to come back to.
- **A fair shot.** The same rules whether you're throwing at a bar league or on the Signature stage.
- **Respect.** For your partner, your opponent, the directors and the people who show up to watch.

Using this guide. Read it before your first SCT event and keep it handy. If a question comes up mid-match, the director will rule using this guide. If the guide doesn't cover it, the director makes the call that keeps the game fair, and SCT leadership settles it after if needed.

Who it applies to. Every player, partner, director, official and volunteer at an SCT-sanctioned event. Membership, divisions and the Power Ranking are covered separately in the SCT Player Guide.

Part 2: Setting Up

Every SCT court uses regulation boards set 27 feet apart, and every player throws a legal, matching set of bags.

The Court

Setup item	SCT standard
Distance between boards	27 ft, front edge to front edge

Setup item	SCT standard
Pitcher's box	3 ft wide × 4 ft deep, one on each side of each board
Foul line	The front edge of the board you're throwing from

- Set the boards straight across from each other on the most level ground you can find.
- Keep the lanes and boxes clear of chairs, coolers, bags and people.
- If a board gets knocked out of place, put it back before the next round starts.

Boards

SCT boards are solid hardwood (birch, maple, oak or similar) with a smooth, finished top.

Spec	Requirement
Playing surface	48 × 24 in (± ¼ in)
Hole	6 in across (± ⅛ in), centered left to right, 9 in from the top edge to its center
Height at the back	12 in (± ¼ in)
Height at the front	3¼ in (± ¼ in)
Top thickness	At least ¾ in
Weight	At least 15 lb

No sanding, waxing, powders or sprays on the playing surface. A dry towel is the only thing that should touch it.

Bags

Spec	Requirement
Size	6 × 6 in square (± ¼ in)
Thickness	1¼ in (± ⅛ in)
Weight	15½ to 16¼ oz

Spec	Requirement
Corners	Square, or rounded up to a 0.625 in radius

- **Approved bags.** Bags must carry a current approval stamp from a recognized cornhole governing body, or be cleared by SCT. The stamp has to be easy to read.
- **Fabric and fill.** Any dry fill that won't hurt the boards. One-sided and two-sided (slick and stick) bags are both fine. SCT can rule out any material that damages equipment or gives an unfair edge.
- **Keep them stock.** Don't re-stitch, re-fill, iron, heat, dye or reshape your bags. Washing, machine drying and writing your initials (1 in max) are fine.
- **One matching set.** Your four bags have to be the same model and colors on both sides. For example, four bags that are blue on one side and black on the other is a legal set. Three blue-and-black bags plus one green-and-black bag is not.
- **Mid-game swaps.** You play the whole game with the set you started with. If a bag rips or leaks during normal play, finish the round, then swap in a full matching set of four. Damaging a bag on purpose to get a swap loses you the game.

Equipment Checks

- **Ask before you throw.** Think an opponent's bags aren't legal? Ask a director to check them before the first frame. Once play starts, that set is good for the match. SCT can still check any bags, anytime.
- **Directors decide.** A director or SCT official makes the call on any bag. Players don't.
- **Prize winners.** If you cash, a director may check your bags after the event, so keep them with you. Illegal bags can cost you your winnings.
- **Failing a check.** Swap to a legal set before you play. Penalties follow the SCT Penalty Ladder in Part 5.

Part 3: Playing a Match

Games go to 21 with cancellation scoring: only the difference between the two sides counts each round.

Before the First Bag

1. **Find your court.** Keep an eye on SCT Software and head to your court as soon as your match is called. Each event sets its own grace period. At Signature events, you get 5 minutes after the director is told you're missing.
2. **Settle any bag questions.** Equipment checks happen now, before anyone throws (see Part 2).
3. **Flip for it.** A coin flip, bag spin or odd/even decides who chooses first.
4. **Warm up.** One practice round down and back, four bags each from the side you'll play. Skip it only if everyone agrees.

What the flip winner picks

Format	Winner picks one	The other side gets
Singles	Throw first and pick the starting end, **or** pick your side of the boards	The choice that's left
Doubles	Throw first, pick the starting end and your team's side, **or** set the matchups at each end	The choice that's left; with matchups, they pick their side after walking to their ends

In a best-of-three, the side that lost the flip picks first in Game 2 with no new flip. Game 3, if needed, gets a fresh flip.

A Legal Throw

- Underhand only.
- At release, at least one whole foot is inside your pitcher's box and isn't touching the foul line or any edge of the box.
- Stay behind the foul line until your bag stops at the far end.
- Doubles partners stand across from each other on the same side. Opponents at the same end use the other box. Nobody switches sides during a game.

Foot faults. Your opponent can give you a heads-up first. If it keeps happening, they can ask a director to watch. Any foot fault the director sees turns that bag into a **foul bag**: it comes off the board and scores nothing. If it knocked other bags before it could be pulled, any of your bags it touched score 0, and any of your opponent's bags it touched count as 3.

Scoring

Where the bag ends up	Points
In the hole	3
Resting on the board	1
Hit the ground first, then landed on the board	0
Off the board, or knocked off	0

Example: you score 6, your opponent scores 4. You get 2 points for the round.

- **Log it in SCT Software.** Both sides confirm each round's score before the next round starts. Once the next round begins, the logged score stands unless there's an obvious entry mistake.
- **Can't agree?** Stop and get a director before throwing again. The director's call is final.

How the Game Moves

- **A round** is 8 bags: 4 per player, one at a time, alternating.
- **First bag:** set by the flip in round one. After that, whoever scored the last round throws first. On a wash, the same side keeps it.
- **Out of turn:** a bag thrown out of order is a foul bag. Your opponent throws until the order is fixed. If your foul bag moved other bags, yours that it touched score 0 and theirs count as 3.
- **Singles** walk to the other end every round. **Doubles** stay put, and the pair at the other end throws next.
- **Dead bags:** a bag that touches the ground before reaching the board scores 0. Pull it out when you can do it without moving anything. If that's tricky, agree on how with your opponent or get a director.
- **Hanging bags:** if bags piled under the hole make it impossible to tell whether a hanging bag would drop, an official or an agreed spectator gently sweeps the pile. Drops = 3. Stays = 1.
- **Game over:** the first side at **21 or more** after a full round wins. No win-by-two, no bust.
- **Walking away:** if a player can't or won't finish, that side forfeits 21–0. In doubles, a director can make an exception.

The Clock

Moment	Limit
Throwing your next bag after the last one settles	12 sec
Starting a new round, doubles	45 sec
Starting a new round, singles	60 sec
Waiting before you touch bags on a close call	10 sec after everything settles

A bag that's still moving is still live. Stalling can be penalized.

Timeouts

Each side gets **two 90-second timeouts a game**. Use them to walk down and look at the board or to talk strategy with your partner.

- Only the player who's up can call one.
- Leaving your box or crossing the foul line to check the far board counts as a timeout.
- No timeouts left? Calling one, or leaving the court anyway, costs you your next bag that round.

Part 4: Sportsmanship

SCT events should be loud, fun and competitive. They should never be ugly. Talk all the trash you want with your buddies, but once you're on the court, play it straight.

On the Court

- **Give the thrower room.** When it isn't your turn, stand still and quiet on your side, away from their box. Don't move into their sight line.
- **Hands off live bags.** Don't touch, block or stop a bag that's still in the air or still moving. If you do, the director can score it as if it had dropped or landed where it was heading.
- **No gamesmanship.** Fake coughs, jingling keys, talking during a throw, stepping in front of the board and similar stunts are off-limits. Hype and celebrating after a bag lands are fine.

- **Coaching from the crowd.** Fans can cheer. They can't stand at the court calling shots or signaling a player during a game. Your doubles partner can talk to you between throws.
- **Warmups.** Only practice on an open court when a director says it's free. Never throw across a live match.

Treat People Right

- Shake hands or fist-bump before and after every match, win or lose.
- No cussing at opponents, directors or fans. No throwing equipment, kicking boards or slamming bags.
- No harassment or put-downs about anyone's race, religion, gender, age, background or ability.
- Directors and volunteers are giving up their weekends for this. Disagree with a call politely, then move on.

Off the Court

You represent SCT at the venue, in the parking lot and online. Threats, harassment or attacks aimed at players, directors, hosts or sponsors on social media are treated the same as if they happened at an event.

Directors Run the Event

At any SCT event, the director on site has the final word on calls, schedules and conduct. If you think a director got something seriously wrong, finish the event, then contact SCT leadership.

Part 5: Keeping It Fair

Divisions only work if everyone plays at their real level. Gaming the system cheats the players you're grouped with, so SCT takes it seriously.

What Counts as Gaming the System

- **Sandbagging:** playing below your ability on purpose to stay in, or drop into, a lower division.
- **Off-hand throwing:** switching hands or throwing badly on purpose to drag down your numbers.

- **Fixing results:** agreeing ahead of time on who wins, splitting prize money to throw a match, or teaming up to steer a bracket.
- **Fake scores:** entering a score in SCT Software that didn't happen.
- **Planned forfeits:** dropping out of a match to protect your stats or to help someone else.
- **Padding stats:** setting up soft matches or bogus events to inflate your numbers.

Directors and SCT leadership watch results, stats and division movement across the season. A player whose numbers don't match what we see at events can be moved up a division at any time.

Equipment Tampering

Altering bags or boards to get an edge (adding weight, changing fill, treating covers, or swapping in bags that didn't pass the check) is treated as gaming the system.

Reporting a Problem

If you think something's off, tell a director or SCT leadership privately. Don't call someone out in public or on social media. Knowingly making a false report is itself a conduct violation.

The SCT Penalty Ladder

The director picks where to start based on how serious the offense is and whether it looks intentional. Repeat offenses move up the ladder.

Level	What happens
1. Heads-up	Verbal warning, noted by the director
2. Bag penalty	Lose your next bag, or the offending bag is scored as a foul bag
3. Game penalty	Lose the current game
4. Event removal	Disqualified from the event, with no refund or payout
5. Leadership review	Suspension, division change or loss of membership, decided by SCT leadership

Where most offenses start

- Distractions, crowd coaching, stalling or minor equipment issues: **Level 1**
- Repeat distractions, touching live bags, or using bags that didn't pass the check: **Level 2**
- Abusive language, throwing equipment or refusing a director's call: **Level 3**
- Fake scores, threats, or sandbagging caught at an event: **Level 4**
- Fixing results, equipment tampering, harassment, or a pattern of any of the above: **Level 5**

Serious conduct can skip straight to Level 4 or 5.

Part 6: Running the Rules

- **Who decides.** SCT leadership owns this guide. At an event, the director on site applies it. Between events, leadership has the final say.
- **Gaps.** If something comes up that this guide doesn't cover, the director makes the fairest call they can on the spot. Leadership may add a rule afterward so it's clear next time.
- **Questions.** Not sure what a rule means? Ask before you play, not mid-match. Leadership's answer is how the rule is read from then on.
- **Changes.** SCT leadership can update this guide between events. Updates take effect on the date posted.
- **Event-day rules.** For safety, weather, venue limits or anything unexpected, a director can set a temporary rule for that event only.
- **Where updates show up.** New versions of the guide and any rule changes are posted on the SCT website and Facebook page and sent to directors. Directors also announce changes at the start of events. Staying current is on every player.

Questions about this guide? Reach out to SCT leadership through the website.