

Unified Cornhole Rulebook







# **Unified Cornhole**

#### **Teams and Uniforms**

A Unified Cornhole team consists of the following:

- A <u>Unified Athlete</u> a student athlete with an intellectual disability; typically, someone who is interested in sport participation, is competitive, and enjoys playing on a team.
- A <u>Unified Partner</u> a student athlete without an intellectual disability; typically, someone who is interested in sport participation, is competitive, and enjoys playing on a team.

Each team consists of 2 players – one Unified athlete and one Unified partner. (You can adapt this if needed to a 4 player team - two athletes and two partners)

All teams must supply their own uniforms. A team may borrow sport uniforms from their school, or wear a matching t-shirt; numbers are not required.

All participants must wear appropriate footwear. There is no maximum number of teams that schools can enter.

## <u>Scoring</u>

Scoring is determined as follows:

- Three points are awarded for each bag in the hole.
  - If a bag is pushed in by another bag, it counts as 3 points.
- One point is awarded for each bag on the board.
  - Total round score is then determined by the difference in the team totals.
     (Example: If Team A has two bags on the board, and Team B has one bag on the board and one in the hole, Team B would score 2 points. This is called cancellation scoring)
  - If a bag touches the ground or is tossed out of turn, it doesn't count.
- In a traditional game the game is over if the score reaches 21
- For Unified Sports, the games usually continue for the duration of the time allocated to pay. This is so the opportunity for all players to play is equal.

## Scoring Adaptations:

Instead of following traditional cancellation scoring teams can add point as they
go. If following this scoring method, in the example above Team A would score 2
points and Team B would score 4.

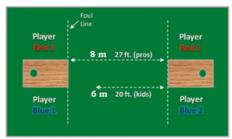


# **Unified Cornhole**

#### The Game

Cornhole can be played in a variety of ways to make the experience and enjoyment accessible for everyone. There are <u>two variations</u> that are encouraged when playing the sport:

• <u>Traditional</u>: Typically, teammates would start on opposite ends throwing from behind the board with the goal of getting the bean bag in the hole.



Unified Distance: 20ft Further Adapted: 10-15ft

- Adaptive Focused: Depending on your athletes needs, players would start their
  throw from a position they feel most comfortable. Partners are open to assist the
  athlete's throw with verbal and/or visual cues. This variation of the game does
  not have to be played traditionally but rather accessible for everyone to enjoy
  and experience.
- In some tournaments it's best to play with only one board per game and have all
  4 players (teammates and opponents) stand together at a space 15-20ft from the
  board. This supports all players and builds friendly comradery amongst the
  teams.

### **Additional Rules**

- Distance from board: 20 feet apart (distance modifications can be made)
- Each team plays with four bean bags.
  - Opponents alternate tosses until all eight bags are thrown.
  - The last team to score on the previous round tosses first.
- The players may not stand in front of the front edge of their opponent's board.
- Players should not try to block or distract their opponents.
- Players must throw underhand.
- Games last roughly 10-12 minutes depending on game organizers.