



CAMPUS RECREATION

Illinois State University

Intramural Bags RULES OF PLAY

Please consult the [Intramural Sports Participant Handbook](#) for the complete list of Intramural Sports rules.

General Information

- Prior to Game Time:
 - Players must check in at the field they are scheduled to play. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- The carrying, smoking, burning, inhaling, or exhaling of any kind of lighted pipe, cigar, cigarette, hookah, weed, herbs, or other lighted smoking equipment is prohibited. This also includes products containing or delivering nicotine intended or expected for human consumption. Smokeless tobacco and electronic cigarettes are prohibited. 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.
- Location for all intramural sport activities can be found on IM Leagues.
- 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.

Players

- Teams shall consist of one (1) or two (2) players.
- A speaking captain must be designated for each team. They 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 immediately. If they cannot decide, the Competitive Sports Supervisor will make a ruling and play will continue. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
- Please reference the [Intramural Sports Participant Handbook](#) for any eligibility or sportsmanship clarification.

Equipment

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

Game Regulations

- Tournament sports will be structured as a round robin play followed by a single elimination playoff for qualifying teams.
- 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.

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 7-0 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 7-0	Max 3
10 minutes	Forfeit	Max 0

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - The team must maintain at least a 3.5 team sportsmanship rating throughout round robin play.
 - No team that forfeits any round robin game will be allowed to participate in the playoffs.

Mercy Rule

- There will be no mercy rule for Intramural Bags.