STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY  
INTRAMURAL BEAN BAG RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO PLAY.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

2. Registration for the tournament is available at www.imleagues.com

3. Equipment to play the game may be checked out at the front desk of the SRWC. The playing area for bean bags will be the grass area in front of the SRWC. You may also use your own equipment at any other location.

4. All games should be played outside unless weather conditions dictate that matches move inside the SRWC.

5. Bean bag platforms will be placed 33 feet apart from hole to hole. Players must pitch the bags from no closer than 30 feet away (good rule of thumb is not to step in front of the boards). Players will stand on each side of the board to throw their bags.

6. Teams will consist of two players. Each team will have one member at each bean bag platform.

7. Matches are broken down into innings of play. During each inning of play each contestant must pitch all four bags.

8. Any bag which is pitched through the hole or is pushed in by another bag (your own bag or your opponent’s bag) will be worth 3 points.

9. Any bag that is pitched and lands on the platform without hitting the ground or any other object (such as a tree limb) will be worth one point. If a bag bounces off of the ground onto the platform, that bag must be removed from the platform for that inning.

10. A bag that is pitched that knocks off another bag from the platform (your own bag or your opponent’s bag) will be considered out of bounds for that inning and will not count towards your score.

11. The first side of players alternate pitching bags until they have thrown all four bags, then the remaining players (pitching from the opposite platform) continue to alternate in the same manner until they have pitched all four bags as well. This will continue for the entire game.

12. Before the first game a coin flip will decide which team throws first. After the first inning, the team that scored last will throw first. The team that won the first game will throw first to start the second game. This is the same for the possible third game as well.

13. The game shall be played until a team reaches 21 points at the end of an inning. The winning team must win by 2 points. Matches will consist of the best 2 out of 3 games.

14. Cancellation scoring will be in effect. This means bags in-the-hole and bags on-the-platform from opposite teams will cancel each other out. The remaining non cancelled bags are then counted towards the score for the inning. Only one team can score per inning.

   a. Example: Blue team has one bag in-the-hole and three bags on-the-platform for a total of 6 points. White team has all four bags on the platform for a total of 4 points. The resulting score would be Blue team – 2 points, White team – 0 points.

15. A game can never end in the middle of an inning. Thus, if a team that pitches first reaches or exceeds 21 points, the game can not end until the other side is allowed to pitch all of their bags and the inning is completed.

16. The game shall be played to 21 unless a team scores 11 or more points at the end of an inning before their opponents score any points. In this case the game is a skunk and the team that scores 11 or more points wins the game.

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For complete information on general intramural information and sportsmanship policies visit  
www.washburn.edu/getfit