



## **Bean Bag Rules, Regulations, and Information**

The Worth Park District will use the following rules to govern the league. Please read these rules carefully. Rules may be added or deleted by the league supervisor at any time, but not without proper notification to the team captains and officials. **Standings and all information will be posted on Worth Park District Website.**

### **Park Rules**

- Worth Park District does not carry insurance covering injuries incurred while playing.
- Worth Park District has the right to stop any game because of any violation of park ordinances or for the general safety of its participants.
- The Worth Police Department will be called for all people violating park ordinances. These ordinances are state laws and people will be prosecuted as necessary.
- **Waters Edge Golf Patio** will not be opened until 15 minutes prior to the first game time listed on the schedule. If you want to enjoy the food and drink specials before your match, the indoor bar will be open.

### **Equipment**

Worth Park District will supply boards for the league as well as the bags. Teams should not bring their own bags.

### **Player, Roster, and Waivers**

- Rosters/Waivers are limited to 4 players per team.
- Players are not permitted to play on more than one team.
- Players are required to carry a drivers license with them at all times in case a player's eligibility is questioned during the game. A player's eligibility must be questioned before the end of the 1<sup>st</sup> game the player plays in. If an illegal player is used the team will forfeit the 3 games that evening.
- All players must be on and sign the waiver / roster before they play in a game. A final roster is due before your teams 3<sup>rd</sup> game of the season. You must have at least 3 players on your roster.
- Roster changes can be approved at the discretion of the league supervisor for teams needing to add a player to their roster due to unforeseen circumstances (i.e. player moving, season ending injury etc...)
- Players must be 21+ years of age. **Please do not bring children** to your games unless it is necessary.

### **The Game Rules**

- All games are self-officiated. 2 players make up a team. A player can be substituted in the beginning of a game, they cannot be substituted in the middle of the game unless an injury occurs.
- Boards will be 27 feet apart from the front of one board to the other.
- The home team will decide: (1) what set of bags to throw **OR** (2) what side(s) of the board they will throw from. The visiting team will get to choose the remaining option.
- Team partners will face each other from opposite boards (not diagonal from your partner).
- An inning is one team member throwing 4 bags.
- 2 players make up a team. A player can be substituted in at the beginning of a game. They cannot be substituted in the middle of the game.
- 3 games (1 match) will be played each night. Each game will be counted as a win/loss in the standings.

- There will be 5 minutes allotted between each game. Please start the games promptly after 5 minutes.
- After each game, players have a choice to switch who they are throwing against, but not the side of the board they are throwing from. That is determined at the beginning of the game.

## **FORFEIT / CANCELLATIONS**

- Forfeit time – If 10 minutes after game time a team does not show, the game will be considered a forfeit.
- If a team shows up with 1 player, that person can play but only throw every other inning. If 1 player is there, teams may wait 5 minutes for their partner to show up, after 5 minutes the game is to begin.
- If a team is unable to make it to their scheduled match, they should contact the league supervisor as soon as possible. The following will occur:
  - If ample notice is given (3+ days), the league supervisor will try and find a time to reschedule the match that is agreeable to both teams if the schedule allows, and it works for the team not requesting the switch.
  - If a team contacts the league supervisor less than 48 hours prior to the match, the team not requesting to reschedule will have the choice of accepting the forfeit or rescheduling the match. They will also have priority in regards to convenient time / date for the makeup if that is agreed upon.
  - If the match is rescheduled on short notice (less than 48 hours), the team requesting the reschedule will be down 5-0 to start each game.

## **Scoring**

- Cancellation Scoring will be used. Bags in the hole and on the board cancel each other out. Only non-cancelled bags are counted in the score. EXCEPTION: If teams are not in the 3<sup>rd</sup> game by the 45-minute mark of their match, teams will move to speed scoring. Speed scoring is when every bag on the board and in the hole are counted. Speed scoring will not apply during the playoffs.
- 1 point is rewarded for bags on the board. For a bag to count, it must not touch the ground or any other portion of the court prior to coming to rest on the board. If the bag touches the ground before coming to rest on the board, it is a foul and must be removed from the board prior to the continuation of play.
- 3 points are rewarded for bags that are thrown or knocked into the hole.
- A game shall be played until the first team reaches or exceeds 21 points at the completion of a turn. The winning team does not have to win by 2 or more points.
- The game can never end in the middle of an inning. For example, if team 1 throws their first two bags and they are over 21 points, he/she and his/her opponent continue to throw until they have no bags left in their hands. If at that point team 1 is still over 21 points the game is over. If team 1 has less than 21 points the game continues with their partners throwing.

## **Pitching**

- The home team will throw first in games 1 & 3 and the visiting team will throw first in game 2. The home team is listed 1<sup>st</sup> on the schedule.
- Players must be behind the front edge of the board and both feet can't be behind the back edge of the board.
- The team who last scored shall pitch first in the next inning. Teams will alternate throws once it has been determined who throws first.
- If a bag thrown hits the top of the ceiling on the patio, then it can be rethrown.

## **Playoffs**

- Double elimination playoffs. Each match will consist of 1 game.
- Players that are not on the final roster will not be able to play.

### **Determining League Champions / Tiebreaking Procedures**

1. Overall league record
2. Head-to-Head
3. Head-to-Head point differential
4. Overall point differential
5. Total number of points scored
6. If a team has a forfeit
7. Coin Flip

### **Awards**

Cash awards will be won by the top two teams of the league and the winner of the playoffs.

- 6 teams or less payouts:
  - 1<sup>st</sup> place regular season: \$60
  - 2<sup>nd</sup> place regular season: \$30
  - Championship: \$100
- 7 teams or more payouts:
  - 1<sup>st</sup> place regular season: \$100
  - 2<sup>nd</sup> place regular season: \$50
  - Championship: \$150

### **Bad Weather and Day of Match Information**

- Each league will replay games on the same day their league games are scheduled on. In the event there are multiple cancellations, double headers will be played. Captains will be given one week's notice on makeup games and it is their responsibility to contact their team.
- In case of bad weather, game information will be available after 4:30pm on game days by calling the Park District number 708-448-7080. Dial extension 111 for Stephanie or 102 for Martha if it is after 5pm.